

Character Name: Sir Vicente Maria Sanz de la Vina y Moreno
Player Name: Scott David Gray
Pathfinder #: 14034-2
Nation: Taldor
Race: Human
Appearance:
Gender: Male
Eyes: Blue
Hair: Blond
Complexion: Light
Height: 5' 10"
Weight: 176
Age: 32
Favored Class: Cavalier
Starting Attributes: Strength 15, Dexterity 13, Constitution 12, Intelligence 14,
Wisdom 10, Charisma 13
Human bonus attribute: +2 Strength (17 total)
Languages: Common, Elf, Taldoran
Occupation: Speechwriter
Ethic:
Deity: Abadar (civilization)
Alignment: Lawful Good
History:
Traits:
Armor Expert (Combat) -- Reduce armor check penalty by 1
Child of the Temple (Faith) -- +1 trait bonus on Knowledge Nobility and Knowledge
Religion checks, Knowledge Nobility is a class skill.
Class: Levels 1,3,10,11,12 Cavalier. Levels 2,4,5,6 Fighter. Levels 7,8,9
Chevalier.
Skills:
Skills from Cavalier favored class levels: 1 (1) Heal, 2 (3) Sense Motive, 3 (10)
Knowledge History, 4 (11) Knowledge Religion, 5 (12) Perform Oratory
Skills in cavalier levels: Diplomacy, Handle Animal, Knowledge Local, Knowledge
Nobility, Perception, Perform Oratory, Ride
Skills in fighter levels: Diplomacy, Handle Animal, Knowledge Nobility,
Perception, Ride
Skills in chevalier levels: Diplomacy, Handle Animal, Knowledge Local, Knowledge
Nobility, Perception, Perform Oratory, Ride
Feats:
Level 1, Cavalier 1: Feat 1 Toughness, Human Bonus Feat Power Attack, Cavalier
Tactician Feat Precise Strike
Level 2, Fighter 1: Fighter Fighter Feat Improved Overrun
Level 3, Cavalier 2: Feat 3 Charge Through
Level 4, Fighter 2: Fighter Fighter Feat Furious Focus
Level 5, Fighter 3: Feat 5 Blind Fight
Level 6, Fighter 4: Fighter Fighter Feat Great Overrun
Level 7, Chevalier 1: Feat 7 Vital Strike
Level 8, Chevalier 2:
Level 9, Chevalier 3: Feat 9 Mounted Combat
Level 10, Cavalier 3:
Level 11, Cavalier 4: Feat 11 Improved Vital Strike, Cavalier Replacement Feat
Skill Focus (Handle Animal)
Level 12, Cavalier 5:
General:
Level 1, Cavalier 1: Challenge, Mount (horse), Order (shield), Tactician 3
rounds, (+1 Heal)
Level 2, Fighter 1: Phalanx Soldier
Level 3, Cavalier 2: (Tactician 4 rounds, Resolute 1 point in heavy armor)
Level 4, Fighter 2: 18 Strength, (Stand Firm)

Level 5, Fighter 3: (Phalanx Fighting)
 Level 6, Fighter 4:
 Level 7, Chevalier 1: Aura of Courage, Recklessness 1x/day
 Level 8, Chevalier 2: 19 Strength, Controlled Charge, Stubborn Mind, Recklessness (+2 attack/damage)
 Level 9, Chevalier 3: Poison Immunity, Smite Evil (1x/day, +1/+3or6, ignore all DR, +1 AC vs target of smite), Recklessness (+3 attack/damage)
 Level 10, Cavalier 3: 19 Cavalier's Charge
 Level 11, Cavalier 4: Challenge 2x / day, (+2 Heal), (Tactician 5 rounds, +2 Challenge)
 Level 12, Cavalier 5: 20 Strength, Banner
 Hit Points: 1 = 14, 2 = 21, 3 = 28, 4 = 36, 5 = 44, 6 = 52, 7 = 60, 8 = 68, 9 = 76, 10 = 84, 11 = 92, 12 = 100
 Attacks: 1-5 = 1, 6-10 = 2, 11+ = 3
 Fort Save: 1=2, 2=4, 3=5, 4-5=6, 6=7, 7-8=8, 9-10=9, 11-12=10
 Ref Save: 1-4=0,5-7=1, 8-9=2, 10-12=3
 Will Save: 1-4=0,5-6=1, 7-8=2, 9-3, 10-12=4
 Starting Equipment:
 Willow, the horse (0)
 Bit and Bridle (2)
 Riding Saddle (10)
 Saddlebags (4)
 Bedroll (0.1)
 Winter Blanket (0.5)
 Horse Feed (0.25)
 5 days trail rations (2.5)
 Waterskin (1)
 Traveler's Outfit (1)
 Courtier's Outfit (30)
 Gold brooch worth 35gp (35)
 Gold Ring worth 16gp (16)
 Signal Whistle (0.8)
 belt pouch (1)
 2 gp, 3 sp, 3 cp
 Backpack (2)
 Soap (0.5)
 whetstone (0.02)
 2 sunrods (4)
 Studded Leather Armor (25)
 Halberd (10)
 Dagger (2)
 Willow:
 Str 16 Dex 14 Con 17 Int 2 Wis 13 Cha 7
 Hit Dice: 2 Hit Points: 19
 Speed: 50'
 Fort: 6 Ref: 5 Will: 1
 Bab: +1 CMB: +5 CMD: +17(21)
 Link, Share Spells
 Low Light Vision, Scent
 Bonus Feat: Light Armor Proficiency
 Attacks: Bite, Hoof/Hoof +4, +4/+4 (d4+3, d6+3/d6+3)
 Skills: Acrobatics, Perception
 Tricks: Attack, Come, Down, Guard, Perform, Stay, Work
 Feats: Endurance, Run
 Cavalier 2 (Lvl 3): +1HD, +7 hp, +1 BAB, +1 Will, Skill: Swim, Feat: Power Attack
 Cavalier 3 (Lvl 8): Natural Armor: +2, Str/Dex +1, Evasion, Trick: Defend
 Cavalier 4 (Lvl 10): +1HD, +11 hp, +1 BAB, +1 Fort, +1 Ref, +1 Con, Skill: Escape Artist

Cavalier 5 (Lvl 11): +1HD, +8 hp, Skill: Escape Artist, Feat: Improved Overrun
Cavalier 6 (Lvl 12): +1HD, +8 hp, +1 BAB, +1 Fort, +1 Ref, +1 Will, +1 Natural
Armor: +2, Str/Dex +1, Str, Skill: Survival Trick: Track

Major item purchase plan:

Full Plate (1500)

*Upgrade Full Plate +1 (1150)

*Upgrade Halberd +1 (2000)

Barding Chain Shirt (400)

Heavy Shield +1 (1020, but not until level 5)

Cloak Resistance +1 (1000, but not until 9 TPA)

Amulet Natural Armor +1 (2000, but not until 13 TPA)

Handy Haversack (2000, but not until 13 TPA)

*Upgrade Full Plate +2 (3000, but not until 22 TPA)

*Upgrade Heavy Shield +2 (3000, but not until 18 TPA)

Belt Giant Strength +2 (4000, but not until 18 TPA)

*Upgrade Cloak Resistance +2 (3000, but not until 18 TPA)

*Upgrade Full Plate +3 (5000, but not until 27 TPA)

*Upgrade Amulet Natural Armor +2 (6000, but not until 22 TPA)

*Upgrade Heavy Shield +3 (5000, but not until 27 TPA)

*Upgrade Cloak Resistance +3 (5000, but not until 27 TPA)

*Upgrade Belt Giant Strength +4 (12000, but not until 31 TPA)

*Upgrade Cloak Resistance +4 (7000, but not until 31 TPA)

*Upgrade Full Plate +4 (7000, but not until 36 TPA)

*Upgrade Heavy Shield +4 (7000, but not until 31 TPA)

*Upgrade Full Plate +5 (9000, but not until 40 TPA)

*Upgrade Amulet Natural Armor +3 (10000, but not until 36 TPA)

*Upgrade Heavy Shield +5 (9000, but not until 40 TPA)

*Upgrade Amulet Natural Armor +4 (14000, but not until 45 TPA)

*Upgrade Belt Giant Strength +6 (20000, but not until 45 TPA)

*Upgrade Cloak Resistance +5 (19000, but not until 45 TPA)

*Upgrade Amulet Natural Armor +5 (18000, but not until 49 TPA)