

CHARACTER RECORD SHEET

Don Vicente Maria Sanz de la Vina y Moreno	Scott David Gray	Abadar	Taldor
CHARACTER NAME	PLAYER NAME	DEITY/RELIGION	REGION
Human Humanoid (human)	Lawful Good	Medium	32 Male 6' 1" 176 lb.
RACE (TYPE/SUBTYPE)	ALIGNMENT	SIZE	AGE GENDER HEIGHT WEIGHT (lb.)
Fighter 3 Cavalier 3	6	1st Marquis of Poniente Galt, Protector of Willow	
CLASSES	CHAR LVL	DESCRIPTION	

SPEED

Mod:

30 ft. / x4

OTHER SPEEDS

ENCUMBRANCE

Light

SPELL RESISTANCE

ABILITY	SCORE	MOD	TEMP SCORE	TEMP MOD	PERM MOD	OTHER MOD
STR	18	+4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEX	13	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CON	12	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INT	14	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIS	10	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHA	13	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HIT POINTS

Mod:

TOTAL

LETHAL

NONLETHAL

DAMAGE REDUCTION

CONDITIONS

Energy Drain

SPELLS & EFFECTS

CHANNEL ENERGY (Not Available)

Effective Level Other DC Mods Times/Day Used

FORTITUDE SAVE

TOTAL = BASE + ABILITY + RACE + OTHER + MISC

Notes:

REFLEX SAVE

TOTAL = BASE + ABILITY + RACE + OTHER + MISC

Notes:

WILL SAVE

TOTAL = BASE + ABILITY + RACE + OTHER + MISC

Notes:

"+1 vs Fear

GENERAL COMBAT

INITIATIVE = +

AC = 10 + + + + + + + +

11 TOUCH 26 FLAT-FOOTED No SHIELD READY 4 MISC 1 Shield 1 MISC 2 Natural 1 MISC 3

MELEE = + Str + +

RANGED = + Dex + +

CMB = + + + +

CMD = 10 + + + + + + +

"Mounted Charge +4, no AC penalty"

"+2 CMB Overrun"

*+1 CMD grapple, +2 Overrun

SENSES

Perception MOD PASSIVE SPECIAL

CONDITIONAL MODIFIERS / OTHER

WEAPONS AND ATTACKS

WEAPON / ATTACK	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?	
Unarmed Strike	Melee			Medium	1	1-Handed	
+ATK		ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
		+10/+5		1d3 +4	N	20 / x2	
RANGE		WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION
			B	Light			
SPECIAL PROPERTIES							
nonlethal, provokes AoO							
Dagger	Melee			Medium	1	1-Handed	
+ATK		ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
		+10/+5		1d4 +4	N	19-20 / x2	
RANGE		WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION
		10'	1.0	P or S	Light		
SPECIAL PROPERTIES							
-							
Dagger	Thrown			Medium	1	1-Handed	
+ATK		ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
		0	+7/+2	0	1d4 +4	N	19-20 / x2
RANGE		WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION
		10'	1.0	P or S	Light		
SPECIAL PROPERTIES							
-							
Halberd	Melee	1		Medium	1	2-Handed	
+ATK		ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
		0	+11/+6	0	1d10 +7	N	20 / x3
RANGE		WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION
			12.0	P or S	2-handed		"-2 to attacks after 1st"
SPECIAL PROPERTIES							
brace, trip							
Lucern Hammer	Melee			Medium	1	2-Handed	
+ATK		ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
		0	+10/+5	0	1d12 +6	N	20 / x2
RANGE		WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION
			12.0	B or P	2-handed		"-2 to attacks after 1st"
SPECIAL PROPERTIES							
brace, reach, +2 to sunder Medium/Heavy armor							

CLASS?	SKILL NAME	NEI	ARI	SIL	I	HAI	K	CAL	C	Armor Check Penalty	
										MIS	COND
											-3
<input type="checkbox"/>	Acrobatics	Dex*	-2	=	0	+	-2	+			
<input type="checkbox"/>	Appraise	Int	+2	=	0	+	2	+			
<input checked="" type="checkbox"/>	Bluff	Cha	+1	=	0	+	1	+			
<input checked="" type="checkbox"/>	Climb	Str*	+1	=	0	+	1	+			
<input checked="" type="checkbox"/>	Craft (untrained)	Int	+2	=	0	+	2	+			
<input checked="" type="checkbox"/>	Diplomacy	Cha	+10	=	6	+	4	+			
<input type="checkbox"/>	Disguise	Cha	+1	=	0	+	1	+			
<input type="checkbox"/>	Escape Artist	Dex*	-2	=	0	+	-2	+			
<input type="checkbox"/>	Fly	Dex*	-2	=	0	+	-2	+			
<input checked="" type="checkbox"/>	Handle Animal	Cha	+9	=	5	+	4	+			
<input checked="" type="checkbox"/>	Heal	Wis	+6	=	1	+	3	+	2		
<input checked="" type="checkbox"/>	Intimidate	Cha	+1	=	0	+	1	+			
<input type="checkbox"/>	Knowledge (history)	Int	+3	=	1	+	2	+			
<input checked="" type="checkbox"/>	Knowledge (local)	Int	+10	=	5	+	5	+			
<input checked="" type="checkbox"/>	Knowledge (nobility)	Int	+12	=	6	+	6	+			
<input type="checkbox"/>	Knowledge (religion)	Int	+4	=	1	+	3	+			
<input type="checkbox"/>	Perception	Wis	+6	=	6	+	0	+			
<input type="checkbox"/>	Perform (untrained)	Cha	+1	=	0	+	1	+			
<input type="checkbox"/>	Perform (oratory)	Cha	+2	=	1	+	1	+			
<input checked="" type="checkbox"/>	Ride	Dex*	+7	=	6	+	1	+			
<input checked="" type="checkbox"/>	Sense Motive	Wis	+4	=	1	+	3	+			
<input type="checkbox"/>	Stealth	Dex*	-2	=	0	+	-2	+			
<input checked="" type="checkbox"/>	Survival	Wis	0	=	0	+	0	+			
<input checked="" type="checkbox"/>	Swim	Str*	+1	=	0	+	1	+			

* Armor Check Penalty applies. NA skills cannot be used untrained.

CAMPAIGN

PFSO

EXPERIENCE

CURRENT TOTAL

35,000

NEXT LEVEL

Medium

PROGRESSION

LANGUAGES

STARTING/BONUS LANGUAGES

Common

Common Ialdane, Elven

MAGIC ITEMS

BELT (BELT OR GIRDLE)	VALUE	WEIGHT
	0	-
DESCRIPTION		

BODY (ROBE OR VESTMENT)	VALUE	WEIGHT
	0	-
DESCRIPTION		

CHEST (MANTLE, VEST, OR SHIRT)	VALUE	WEIGHT
	0	-
DESCRIPTION		

EYES (PAIR OF LENSES OR GOGGLES)	VALUE	WEIGHT
	0	-
DESCRIPTION		

FEET (PAIR OF BOOTS, SHOES, OR SLIPPERS)	VALUE	WEIGHT
	0	-
DESCRIPTION		

HAND (ONE GLOVE OR GAUNTLET)	VALUE	WEIGHT
	0	-
DESCRIPTION		

HAND (ONE GLOVE OR GAUNTLET)	VALUE	WEIGHT
	0	-
DESCRIPTION		

HEAD (CIRCLET, CROWN, HAT, HELM, OR MASK)	VALUE	WEIGHT
	0	-
DESCRIPTION		

HEADBAND (HEADBAND OR PHYLAETRY)	VALUE	WEIGHT
	0	-
DESCRIPTION		

NECK (AMULET, BROOCH, MEDALLION, NECKLACE, PERIAPT, SCARAB)	VALUE	WEIGHT
	0	-
DESCRIPTION		

RING	VALUE	WEIGHT
	0	-
DESCRIPTION		

RING	VALUE	WEIGHT
	0	-
DESCRIPTION		

SHOULDERS (CLOAK OR CAPE)	VALUE	WEIGHT
	0	-
DESCRIPTION		

WRISTS (PAIR OF BRACERS OR BRACELETS)	VALUE	WEIGHT
	0	-
DESCRIPTION		

LANGUAGES

Taldane, Elven

COIN

47

PLATINUM

2

GOLD

8

SILVER

3

COPPER

1.20

WEIGHT

WEALTH

16,000

WEALTH BY LEVEL

-10,829.50

WEALTH VARIANCE

ENCUMBRANCE

100

LIGHT LOAD

300

LIFT OVER HEAD

200

MED LOAD

600

LIFT OFF GROUND

300

HEAVY LOAD

1,500

PUSH DRAG

ARMOR, SHIELD, & OTHER PROTECTION

ARMOR	Value:	5,650	ENH	SPECIAL MATERIAL	MODIFICATIONS	
Full Plate			+2			
CATEGORY	ARMOR	MAX DEX	ARMOR CHECK	ARCANE FAILURE	SPD RED	WGT (lb.)
Heavy	+11	+2	-3	35%	Yes	50.0
SPECIAL PROPERTIES						
0						
SHIELD	Value:	4,170	ENH	SPECIAL MATERIAL		
Heavy Steel Shield			+2			
SHIELD BONUS	MAX DEX	ARMOR CHECK	ARCANE FAILURE	WGT (lb.)		
+4	—	-1	15%	15.0		
SPECIAL PROPERTIES						

GEAR / OTHER POSSESSIONS

ITEM	QTY	GP	WGT	CARRIED
Courtier's Outfit	1.00	30	6.00	Yes
Signal Whistle	1.00	0.8	-	Yes
Backpack	1.00	2	2.00	No
+1 Halberd	1.00	2010	12.00	Yes
Dagger	1.00	2	1.00	Yes
Soap	1.00	0.5	1.00	No
Waterskin	1.00	1	4.00	No
Sunrod	2.00	2	1.00	No
Whetstone	1.00	0.02	1.00	No
Belt Pouch	1.00	1	0.50	Yes
Gold Ring	1.00	16	-	Yes
Gold Brooch	1.00	35	-	Yes
Bit and Bridle	1.00	2	1.00	No
Riding Saddle	1.00	10	25.00	No
Saddlebags	1.00	4	8.00	No
Bedroll	1.00	0.1	5.00	No
Winter Blanket	1.00	0.5	3.00	No
Horse Feed	5.00	0.05	10.00	No
Days Trail Rations	5.00	0.5	1.00	No
Traveler's Outfit	1.00	1	5.00	No
Barding Chain Shirt	1.00	400	50.00	No
Potions Cure Light Wounds	3.00	50	1.00	No
Lucern Hammer	1.00	15	12.00	No
+2 Full Plate	1.00	2500	50.00	No
+2 Heavy Shield	1.00	4020	15.00	No
Heward's Handy Haversack	1.00	2000	5.00	Yes
+1 Cloak of Resistance	1.00	1000	1.00	Yes
+1 Amulet of Natural Armor	1.00	2000	-	Yes

0.00	26356.67	65.00	91.70
ADVENTURE EXPENSES	TOTAL GP VALUE	ARMOR/WEAPON WGT	TOTAL WEIGHT

OTHER MAGIC ITEMS

MAGIC ITEM	VALUE	WEIGHT	MAGIC ITEM	VALUE	WEIGHT
	0	-		0	-
DESCRIPTION			DESCRIPTION		
MAGIC ITEM	VALUE	WEIGHT	MAGIC ITEM	VALUE	WEIGHT
	0	-		0	-
DESCRIPTION			DESCRIPTION		
MAGIC ITEM	VALUE	WEIGHT	MAGIC ITEM	VALUE	WEIGHT
	0	-		0	-
DESCRIPTION			DESCRIPTION		

RACIAL ABILITIES

- Bonus Feat: gain 1 extra feat at 1st level
- Skilled: gain 1 extra skill rank/level

TRAITS

- Armor Expert: Reduce armor check penalty by 1, to minimum of 0
- Child of the Temple [Knowledge (nobility)]: +1 Trait bonus on Knowledge (nobility) and Knowledge (religion) checks; Knowledge (nobility) is always a class skill

FEATS (feats marked with † are not yet fully automated)

- Armor Proficiency, Heavy: No penalties on attack rolls while wearing heavy armor
- Armor Proficiency, Light: No penalties on attack rolls while wearing light armor
- Armor Proficiency, Medium: No penalties on attack rolls while wearing medium armor
- Blind-Fight: Reroll miss due to concealment during melee; vs. invisible attacker, keep Dex bonus to AC and attacker doesn't get +2 bonus in melee for being invisible; move at full speed while blinded w/out Acrobatics check
- Improved Overrun: +2 to overrun a foe or resist an overrun; whenever you overrun, you do not provoke any AoO and targets may not avoid you
- Power Attack: Take a -2 penalty on all melee attacks/combat maneuvers to gain a +4 bonus on all melee dmg (excluding touch attacks/effects that don't deal HP dmg) until your next turn; +6 w/ 2-handed weapon, 1-handed weapon using two hands, or primary natural weapon that adds 1-1/2 times Str mod on dmg rolls; +2 w/ off-hand weapon or secondary natural weapon
- Shield Proficiency: No penalties on attack rolls when using a shield
- Toughness: Gain +6 hit points
- Tower Shield Proficiency: No penalties on attack rolls when using a tower shield
- Precise Strike: When flanking same creature by ally w/ this feat, deal +1d6 precision damage
- Charge Through: Make Overrun as Free Action while charging

CLASS ABILITIES

FIGHTER

- Bonus Combat Feats: Gains 2 bonus Combat feat(s); at 4th level, and every fourth fighter level thereafter may learn new Combat feat in place of one already known
- Bravery (Ex): +1 bonus on Will saves vs. fear
- Armor Training (Ex): While wearing armor, reduce armor check penalty by 1 (min 0), increase max Dex bonus by 1; may move at normal speed while wearing medium armor

CAVALIER

- Challenge (Ex): Swift Action; 1/day, chose 1 target w/in sight, melee attacks deal +3 extra dmg; you take -2 penalty to AC from attackers other than target; effect lasts until target is dead/unconscious or until combat ends
- Mount (Ex): Gain service of a loyal and trusty steed (as druid's animal companion, using cavalier level as effective druid level and creature must be suitable as a mount; does not gain the share spells special ability); no armor check penalty on Ride checks while riding this mount; mount is always considered combat trained & begins play w/ Light Armor Proficiency bonus feat
- Order of the Shield:
 - Edict: must protect lives/prosperity of common folk, shielding them from deprivation
 - Challenge: gain +1 Morale bonus to attacks vs. challenge target for 1 min if target is challenged
 - Skills: Heal (Wis) and Knowledge (local) (Int) are class skills; gain +1 bonus when using these skills
 - Resolute (Ex): once per melee or ranged attack while wearing heavy armor, may ignore armor check penalty
- Tactician (Ex): Gain bonus teamwork feat; Standard Action, 1/day may grant this feat to ally
- Cavalier's Charge (Ex): While mounted and charging, gain +4 bonus (instead of +2) on attack rolls

BACKGROUND / DEVELOPMENTS

2-EX "Averted Mauling" Once, in Ustlav gain any nonmagic item up to 400gp
 2-EX "Master of Blades Saved" +4 circ dipl/intm w Pathfndrs own lvl or lower
 04 In Irrisen, mention Ygervna for +2 circumstance bonus on diplomacy
 02-17 "Dragonkiller" Once, add d6 damage to one hit against a true dragon
 02-24 "Spider's Capture" +5 diplomacy check w Andorran government official
 03-93 "Manual of Martial Mastery" +1 Grapple CMD
 PFSS "Combat Boon" Twice, reroll attack roll as immediate action
 PFS DrgnCn2011 #4 "Unexpected Inheritance" TAKEN: +600 (level*100) gold
 PFS DrgnCn2011 #5 "Free Vanity" TAKEN: Squire 'Stig" (Field Guide p. 61)

PORTRAIT / SYMBOL**PEOPLE / ORGANIZATIONS**

VANITY "Height of Fashion" (FG23) +3 Dipl w human nobles pols and aristos
 VANITY "Noble Title" (FG23) 1st Marquis of Poniente Galt
 XP 15, Fame 23, Prestige 20

CREATURES

Starting equipment: Courtier's Outfit (30), Studded Leather Armor (25),
 belt pouch (1), Gold brooch worth 35gp (35), Gold Ring worth 16gp (16),
 Halberd (10), Dagger (2), Signal Whistle (0.8), Backpack (2), Soap (0.5),
 whetstone (0.02), 2 sunrods (4), 5 days trail rations (2.5), Waterskin (1),
 Willow, the horse (0), Bit and Bridle (2), Riding Saddle (10) Saddlebags (4),
 Bedroll (0.1), Winter Blanket (0.5), Horse Feed (0.25), Traveler's Outfit (1)

REGIONS / PLACES**OTHER NOTES**

PALADIN'S MOUNT? NO CAVALIER'S MOUNT? Yes

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	+17	+3		
DEX	+14	+2		
CON	15	+2		
INT	2	-4		
WIS	12	+1		
CHA	6	-2		

INIT +2 = 2 + 0 +5 +5 +2 0
DEX OTHER FORT REF WILL SR

AC 19 = 10 + 2 + 4 + 0 + -1 + 4
DEX NA DODGE SIZE ARMOR

CMD 18 = 10 + 2 + 3 + 2 + 1 + 0
BAB STR DEX SIZE DODGE

CMB +6 = 2 + 3 + 1
BAB ABILITY SIZE

ATK +4 = 2 + 3 + -1
BAB STR SIZE

ATTACKS

bite (1d4), 2 hooves (1d6, secondary)

SPECIAL ATTACKS

Evasion, link, share spells

SPECIAL

4th: 9th: 14th: 20th:

ABILITY BOOSTS

Name: Willow
 Tricks: Attack, Defend, Down, Come, Guard, Perform, Stay, Work

NOTES

ANIMAL COMPANION FEATS 1 of 2

Power Attack	

ANIMAL COMPANION SENSES

	MOD	PASSIVE	SPECIAL
Perception	+5	+15	low-light vision, scent

CONDITIONAL MODIFIERS / OTHER

ANIMAL COMPANION FEAT DESCRIPTIONS

- Armor Proficiency, Light: No penalties on attack rolls while wearing light armor
- Power Attack: Take a -1 penalty on all melee attacks/combat maneuvers to gain a +2 bonus on all melee dmg (excluding touch attacks/effects that don't deal HP dmg) until next turn; +3 w/ primary natural weapon that adds 1-1/2 times Str mod on dmg rolls; +1 w/ secondary natural weapon

SKILLS Skill Points 3 of 3 Armor Check Penalty -2

CLASS?	SKILL NAME	KEY ABILITY	SKILL MOD	RANK	CALC MODS	MISC MOD	CONDITIONAL MODS
<input checked="" type="checkbox"/>	Acrobatics	Dex*	+4	1	3		
<input checked="" type="checkbox"/>	Climb	Str*	+1		1		
<input type="checkbox"/>	Escape Artist	Dex*	0		0		
<input checked="" type="checkbox"/>	Fly	Dex*	0		0		
<input type="checkbox"/>	Intimidate	Cha	-2		-2		
<input checked="" type="checkbox"/>	Perception	Wis	+5	1	4		
<input checked="" type="checkbox"/>	Stealth	Dex*	-4		-4		
<input type="checkbox"/>	Survival	Wis	+1		1		
<input checked="" type="checkbox"/>	Swim	Str*	+5	1	4		

* Armor Check Penalty applies. NA skills cannot be used untrained.

FAMILIAR LVL 0 HD #N/A HP 26 SR #N/A SIZE #N/A SPEED #N/A OTHER MOVE #N/A

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	#N/A	#N/A		
DEX	#N/A	#N/A		
CON	#N/A	0		
INT	#N/A	#N/A		
WIS	#N/A	#N/A		
CHA	#N/A	#N/A		

INIT #N/A = #N/A + 0 #N/A #N/A #N/A
DEX OTHER FORT REF WILL

AC #N/A = 10 + #N/A + #N/A + 0 + #N/A
DEX NA DODGE SIZE

CMD #N/A = 10 + 6 + #N/A + #N/A + #N/A + 0
BAB STR DEX SIZE DODGE

CMB #N/A = 6 + #N/A + #N/A
BAB #N/A SIZE

ATK #N/A = 6 + #N/A + #N/A
BAB #N/A SIZE

ATTACKS

#N/A

SPECIAL QUALITIES

#N/A

SPECIAL ATTACKS

FAMILIAR ABILITIES

FAMILIAR FEATS

#N/A

FAMILIAR SENSES

	MOD	PASSIVE	SPECIAL
Perception	#N/A	#N/A	#N/A

OTHER NOTES

SKILLS

CLASS?	SKILL NAME	KEY ABILITY	SKILL MOD	RANK	CALC MODS	MISC MOD	CONDITIONAL MODS
<input type="checkbox"/>	Acrobatics	#N/A	#N/A	#N/A	#N/A		
<input type="checkbox"/>	Bluff	#N/A	#N/A	#N/A	#N/A		
<input type="checkbox"/>	Fly	#N/A	#N/A	#N/A	#N/A		
<input type="checkbox"/>	Intimidate	#N/A	#N/A	#N/A	#N/A		
<input type="checkbox"/>	Knowledge (planes)	#N/A	#N/A	#N/A	#N/A		
<input type="checkbox"/>	Perception	#N/A	#N/A	#N/A	#N/A		
<input type="checkbox"/>	Spellcraft	#N/A	#N/A	#N/A	#N/A		
<input type="checkbox"/>	Sense Motive	#N/A	#N/A	#N/A	#N/A		
<input type="checkbox"/>	Stealth	#N/A	#N/A	#N/A	#N/A		
<input type="checkbox"/>	Swim	#N/A	#N/A	#N/A	#N/A		

* Armor Check Penalty applies. NA skills cannot be used untrained.