

PFSO EXPERIENCE 35,000 Medium CURRENT TOTAL **NEXT LEVE** PROGRESSION LANGUAGES Common Common l'aldane, Elven MAGIC ITEMS BELT (BELT OR GIRDLE) 0 0 0 0 0 0 0 0 0 0 0 0 0 0

CAMPAIGN

LANGUAGES
Taldane, Elven

COIN

47

PLATINUM

2

GOLD

8 SILVER

3

1.20

16,000

-10,829.50

ENCUMBRANCE

300

OVER

600

1,500

100

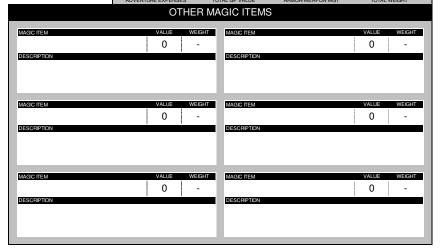
LIGHT LOAD

200

300

Full Plate	/alue: 5,650	+2	SPECIAL MATERIAL		DIFICATIONS
CATEGORY	ARMOR +11	MAX DEX +2	ARMOR CHECK	ARCANE FAILURE	Yes 50.0
SPECIAL PROPERTIES				0070	100 1111
SHIELD		Value:	4.170	ENH SF	PECIAL MATERIAL
Heavy Steel SI	hield	value.	4,170	+2	CONE IMPLEMENT
SHIELD BONUS	MA	X DEX	ARMOR CHECK	ARCANE FAIL	URE WGT (lb.)
+4		_	-1	15%	15.0
SPECIAL PROPERTIES					





- 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
- 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 preci
- 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 deprivate Challenge: gain +1 Morale bonus to attacks vs. challenge target for 1 min if target Skills: Heal (Wis) and Knowledge (local) (Int) are class skills; gain +1 bonus when Resolute (Ex): once per melee or ranged attack while wearing heavy armor, may
- Tactician (Ex): Gain bonus teamwork feat; Standard Action, 1/day may grant this
- Cavalier's Charge (Ex): While mounted and charging, gain +4 bonus (instead of

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 Ivl 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)

CREATURES

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

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

