CAVALIER Cavalier Level	×			MOUNT		*
ORDER	Name					
ORDER	Creature type					Mounted Speed
EDICTS						ft sq
EDICTS	CHARGE			Attack Bonus	Damage	Critical Range
		Cavalier's Char No Armour Check		+ 4 charging.		
ABILITIES		Mighty Charge	earm cundar ar	trip on successful charge	no Attack of Opport	× 2
Level		Supreme Charg		trip on successful charge	× 2 / × 3	unity.
2	20		get is stunned ((or staggered if they pass ance)		ds.
Level 8	Charge attack	(Attack Bonus	Damage	Critical
0)				d	×
Level				TACTICIAN		
15	FEAT SHAR		valier .evel	Misc	Feat Sharing	
CHALLENGE	FEK DAY	=1+(.evel ÷ 5)	+	Today □□□ □□□	
CHALLENGES Cavalier Misc PER DAY Level	FEAT SHAR	┙ `	valier		Rounds Shared	-1
= (÷ 3) +	DURATION		.evel	Misc	This Encounter	
`	rds	s = 1 + (÷ 2)	+		
Challenges Cound up) Today Cound up)	TEAMWORI	K FEATS				
MELEE DAMAGE Cavalier Misc BONUS Level						
= +						
Take -2 penalty to AC against any enemy except challenged target Level Challenged target suffers -2 penalty to AC against	_ Level					
17 chairinged target safrets 2 periatry to AC against	9					
CAVALIER ORDER — CHALLENGE ABILITY						
,	□ Level —					
SKILLS						
Level EXPERT = Cavalier 4 TRAINER = Cavalier Level ÷ 2						
Training Handle Animal						
Training Bonus When training an animal to serve as a mount						
CAVALIER ORDER — SKILLS						
BANNER Cavalier						
5 = Cavallet						
Attack Bonus =						
Saving Throw Bonus + = +1						
Level + 2 Bonus to saves against charm and compulsion effects.						