CAVALIER Cavalier	×			MOUNT		*
	Name					
ORDER	Creature typ	De				Mounted Speed
						ft sq
EDICTS	CHARGE			Aanvalsbonus	Damage	Critical Range
	Level	Cavalier's Cha	ge	+ 4	Damage	ontrour runge
	3	No Armour Chec	penalty when c	harging.		
VAARDIGHEDEN	□ Level <b>11</b>	Mighty Charge Free bull rush, di	sarm. sunder or t	trip on successful charge;	no Attack of Opportu	× 2 unity.
Level	Level	Supreme Char		, , , , , , , , , , , , , , , , , , , ,	×2/×3	,
2	20	On critical hit, ta (damage is triple	rget is stunned ( only if using a la	or staggered if they pass ance)	a Will save) for 1d4 ro	ds.
Level	Charge attac			Aanvalsbonus	Damage	Critical
8	ļ				d	×
Level				TACTICIAN		
15	FEAT SHAI		avalier	Misc	Feat Sharing	
CHALLENGE	PER DAY	= 1 + (	Level ÷ 5 )	+	Today 	
CHALLENGES Cavalier Misc PER DAY Level	FEAT SHAI		avalier		Rounds Shared	
= ( ÷3) +	DURATION	N_	Level	Misc	This Encounter	
`	ro	<b>= 1 + (</b>	÷ 2 )	+		
Challenges         (Naar boven afgerond)  Today	TEAMWOR	RK 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 any target other than you.	9					
CAVALIER ORDER — CHALLENGE ABILITY						
	_ Level _					
	17					
SKILLS						
Level EXPERT = Cavalier Level ÷ 2						
Training = + Handle Animal Bonus						
When training an animal to serve as a mount						
CAVALIER ORDER — SKILLS						
}_						
BANNER						
□ Level = Cavalier Level ÷ 5						
Attack Bonus + =						
Saving Throw Bonus + = +1						
Level + 2 Bonus to saves against charm and compulsion effects.						