ORDER Creature type Creature type Mounted Spaced It so Charage Attack Bonus Damage Critical Range Level ABILITIES Level 2 CHARGE Attack Bonus Damage Critical Range ** 2 11 ** res built ruth, disams, sunder or trip on successful charge, no Attack of Opportunity, Level 15 CHALLENGE CHALLENGE CHALLENGE CHALLENGE CHALLENGE CHALLENGE Level 15 CHALLENGE CHALLENGE CHALLENGE Level 16 TACTICIAN FEAT SHARING Ceralier Level 17 TEAMWORK FEATS TEAMWORK FEATS Level 17 CAVALIER ORDER — CHALLENGE ABILITY Level 17 BANNER CAVALIER ORDER — SKILLS Level 17 BANNER CAVALIER ORDER — SKILLS BANNER BANNER CAVALIER ORDER — SKILLS Level 5 Level 5 CAVALIER ORDER — SKILLS Level 5 CAVALIER ORDER — SKILLS BANNER Tevel 5 CAVALIER ORDER — SKILLS CAVALIER ORDER — SKILLS Level 5 CAVALIER ORDER — SKILLS CAVALIER ORDER —	CAVALIER Cavaller Level		MOUNT		J
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Level 2 2 20 11 Free bull rush, disamn, sunder or trip on successful charge, no Attack of Opportunity. Level 2 20 10 on critical hit, tanget is a stunned (or staggered if they pass a Will saw) for 1dd rds. (damage is triple only if using a lance) Challenges Cavalier Misc Challenges Cavalier Level 15 HALLENGES Cavalier Misc Challenges Cavalier Misc Challenged target Level Challenged target Set Level 2 CAVALIER ORDER — CHALLENGE ABILITY BANNER CAVALIER ORDER — SKILLS Level EXPERT — Level Sharing Cavalier Misc Cavalier Misc Challenged target Level Challenged target Skills Level Sharing Cavalier Misc Cavalier M			lty when charging.		w 2
20 On critical hit, target is stunced (or staggered if they pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (damage is triple only if using a lance) (hard before the pass a Will save) for 1d4 rds. (hard before the pass a Will save) for 1d4 rds. (hard before the pass a Will save) for 1d4 rds. (hard before the pass a Will save) for 1d4 rds. (hard before the pass a Will save) f	ABILITIES		sunder or trip on successful charge;	no Attack of Opportu	
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Attack Bonus + =	Attack				
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Throw Bonus + 1	1: 1= 1.4				
Level + 2 Bonus to saves against charm					