CAVALIER Cavallere Livello	*		CAVALCATURA		,
ORDER	Nome				
- SKBBK	Creature type	e			Mounted Speed
EDICTS					mtrs qs
EDICIS	CHARGE		BONUS d'ATTACCO	Danno	Critical Range
	□ Livello 3	Cavalier's Charge No Armour Check penalty w	<b>+ 4</b> when charging.		
STATISTICHE	Livello	3 7 3	ler or trip on successful charge; I	no Attack of Opportu	× 2
Livello	Livello	0 01	ter or trip on successful onlinge, i	× 2 / × 3	inty.
2	20		nned (or staggered if they pass a ng a lance)		S.
Livello	Charge attac	ck	BONUS d'ATTACCO	Danno	Critico
				d	×
Livello			TACTICIAN		
15	FEAT SHAP	RING Cavaliere Livello	Altro	Feat Sharing	
CHALLENGE	FERDAI	= 1 + ( ÷	5)+	Today □□□ □□□	
CHALLENGES Cavaliere Altro DER DAY Livello	FEAT SHAF		Altro	Rounds Shared	
= ( ÷ 3 ) +	DURATION	<b>I</b> Livello		This Encounter	
Challenges	ro	ds = 1 + (÷	2)+		
Today	TALENTO I	DI SQUADRA			
MELEE DAMAGE Cavaliere Altro BONUS Livello					
= +					
Fake -2 penalty to AC against any enemy except challenged target					
Livello Challenged target suffers -2 penalty to AC against any target other than you.	□ Livello –				
CAVALIER ORDER — CHALLENGE ABILITY					
	Livello _				
	<b>17</b>				
ABILITÀ  Livello EXPERT  TRANSPORT  Cavaliere					
4 TRAINER Livello ÷ 2					
Addestrament = + Handle Animal Bonus					
When training an animal to serve as a mount					
CAVALIER ORDER — SKILLS					
BANNER					
Livello = Cavaliere Livello ÷ 5					
Attack + =					
Saving Throw Bonus + = +1					
Livello 14					