

Sanat Norstag

Male old human cavalier 12

CE Medium human

Init +1; **Senses** Perception +14

Languages Abyssal, Common, Dwarven, Giant

DEFENSE

AC 31, touch 15, flat-footed 30 (+12 armor, +3 deflection, +1 Dex, +1 insight, +2 natural, +2 shield)

hp 141 (12 HD)

Fort +14, **Ref** +7, **Will** +8

OFFENSE

Speed 20 ft. (6 squares), 30 ft. without full plate

Melee +3 *adamantine greatsword* +22/+17/+12 (2d6+13/19-20) or
+3 *adamantine greatsword* +22/+17/+12 (2d6+28/19-20) with
Challenge, or
+3 *adamantine greatsword* +18/+13/+8 (2d6+25/19-20) with Power Attack, or
+3 *adamantine greatsword* +18/+13/+8 (2d6+40/19-20) with Power Attack and Challenge

Ranged +1 *returning chakram* +14 (1d8+7)

Special Attacks cavalier's charge, challenge 4/day (+12 damage; additional +3 damage when alone), mighty charge

STATISTICS

Abilities Str 24 (+7), Dex 12 (+1), Con 18 (+4), Int 16 (+3), Wis 14 (+2), Cha 10 (+0)

Base Atk +12; **CMB** +17; **CMD** 32

Feats Combat Expertise^B (−4 attack, +4 AC), Dazzling Display^B, Escape Route^B, Gang Up^B, Intimidating Prowess, Mounted Combat, Outflank^B, Power Attack (−4 attack, +2/+4/+6 damage), Ride-by Attack, Skill Focus (intimidate), Spirited Charge

Skills Bluff +15, Climb +17, Handle Animal +15 (+21 with mounts), Intimidate +28, Perception +14, Ride +11 (+16 with mount), Sense Motive +17, Swim +17; **Armor Check Penalty** −5

SQ banner, dual talent, expert trainer, greater tactician (9 rounds), mount, order (cockatrice)

Gear +1 *returning chakram*, +3 *adamantine greatsword*, +3 *full plate*, *amulet of natural armor* +2, *belt of giant strength* +4, *cloak of resistance* +2, elk mount (see below), hunting dogs (8, as riding dogs), *ioun stone* (*dusty rose prism*, *nacreous gray sphere*; both imbedded), *ring of protection* +3, sack, stolen goods (art objects, jewelry, and mundane goods worth 250gp), tender (7gp, 7sp)

Encumbrance light 233 lb., medium 466 lb., heavy 700 lb.; **Weight Carried** 64 lb. 8 oz. (excluding stolen goods and tender)



SPECIAL ABILITIES

- Banner (Ex)** As long as your banner is clearly visible, all allies within 60 feet receive a +6 morale bonus on saving throws against fear and a +5 morale bonus on attack rolls made as part of a charge. The banner must be at least Small or larger and must be carried or displayed by you or your mount to function.
- Braggart (Ex)** You can spend a standard action to extol your own accomplishments and battle prowess. You receive Dazzling Display as a bonus feat. You do not need a weapon in hand to use this ability. You receive a +2 morale bonus on melee attack rolls made against demoralized targets.
- Cavalier's Charge (Ex)** You receive a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, you do not suffer any penalty to your AC after making a charge attack while mounted.
- Challenge (Ex)** Four times per day, you can challenge a foe to combat. As a swift action, you choose one target within sight to challenge. Your melee attacks deal extra damage whenever the attacks are made against the target of your challenge. This extra damage is equal to your cavalier level. Challenging a foe requires much of your concentration causing you to take a –2 penalty to your Armor Class, except against attacks made by the target of your challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. What's more, you receive an additional +3 morale bonus to melee damage rolls against the target of your challenge, provided you are the only one threatening the target (not counting your mount).
- Demanding Challenge (Ex)** As long as the target of your challenge is within your threatened area, it takes a –2 penalty to its AC from attacks made by anyone other than you.
- Expert Trainer (Ex)** You receive a bonus equal to ½ your cavalier level whenever you use Handle Animal on an animal that serves as a mount. In addition, you can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. You can also train more than one mount at once, although each mount after the first adds +2 to the DC.
- Greater Tactician (Ex)** You receive two teamwork feats as bonus feats. You must meet the prerequisites for these feats. Three times per day, as a swift action, you can grant this feat to all allies within 30 feet who can see and hear you. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two cavalier levels you possess. Allies do not need to meet the prerequisites of these bonus feats.
- Mighty Charge (Ex)** Double the threat range of any weapons you wield during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, you can make a free bull rush, disarm, sunder, or trip combat maneuver if your charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.
- Steal Glory (Ex)** Whenever a creature other than you scores a critical hit against a target that you are threatening, you can make an attack of opportunity against the same target.

Rudolph

Elk Animal Companion

N Large animal

Init +3; **Senses** low-light vision; Perception +15

DEFENSE

AC 29, touch 12, flat-footed 26 (+6 armor, +3 Dex, +11 natural, -1 size)

hp 105 (10 HD)

Fort +13, **Ref** +10, **Will** +5

Defensive Abilities devotion, evasion

OFFENSE

Speed 35 ft. (7 squares), 50 ft. when unarmored; run ×5

Melee gore +14 (4d6+7) with Vital Strike, or
2 hooves +11 (1d4+3)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Abilities Str 24 (+7), Dex 16 (+3), Con 22 (+6), Int 3 (-4), Wis 15 (+2), Cha 5 (-3)

Base Atk +7; **CMB** +15; **CMD** 28 (32 vs. bull rush/overrun)

Feats Armor Proficiency (light^B, medium), Improved Natural Attack (gore), Multiattack^B, Run, Vital Strike, Weapon Focus (gore)

Skills Perception +15, Stealth -1; **Armor Check Penalty** -0

SQ combat trained, link, tricks (advanced attack, come, defend, down, exclusive, fetch, guard, heel, watch, work)

Gear bit and bridle, exotic military saddle, feed (4 days), ioun torch, saddlebags, steel lamellar barding

Encumbrance light 699 lb., medium 1,398 lb., heavy 2,100 lb.; **Weight Carried** 159 lb. (523 lb. with rider)

SPECIAL ABILITIES

Devotion (Ex) Your animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects (included above).

Evasion (Ex) If your animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex) You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding your animal companion.



Blitzen, Comet, Cupid, Dasher, Dancer, Donder, Prancer, and Vixen

Hunting Dogs

N Medium animals

Init +2; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2 HD)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft. (8 squares)

Melee bite +3 (1d6+3 plus trip)

STATISTICS

Abilities Str 15 (+2), Dex 15 (+2), Con 15 (+2), Int 2 (−4), Wis 12 (+1), Cha 6 (−2)

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. bull rush/overrun)

Feats Skill Focus (perception)

Skills Acrobatics +6 (+14 when jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4

Acrobatics when jumping, +4 Survival when tracking by scent

SQ combat trained, tricks (attack, down, fetch, heel, seek, track)

Encumbrance light 99 lb., medium 198 lb., heavy 300 lb.; **Weight Carried** 0 lb.

