

Sir Orrin Neville-Smythe

Male middle-aged human cavalier 16 (disciple of the pike)

LG Medium human

Init +1; **Senses** Perception +0

Languages Common

DEFENSE

AC 31, touch 14, flat-footed 30 (+14 armor, +3 deflection, +1 Dex, +3 natural armor)

hp 171 (16 HD)

Fort +17, **Ref** +10, **Will** +9; +3 bonus vs area of effects requiring Fortitude or Reflex saves; +5 vs effects targeting your spears

Defensive Abilities bigger they are, evasion, *freedom of movement*, monster expert +3

OFFENSE

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

Melee +4 *lance* +32/+27/+22/+17 (1d8+14/×3) or
+4 *lance* +32/+27/+22/+17 (1d8+30/×3) with Challenge, or
+4 *lance* +27/+22/+17/+12 (1d8+29/×3) with Power Attack, or
+4 *lance* +27/+22/+17/+12 (1d8+45/×3) with Power Attack and Challenge, or
+4 *longsword* +27/+22/+17/+12 (1d8+9/19-20) or
+4 *longsword* +27/+22/+17/+12 (1d8+25/19-20) with Challenge, or
+4 *longsword* +22/+17/+12/+7 (1d8+24/19-20) with Power Attack, or
+4 *longsword* +22/+17/+12/+7 (1d8+40/19-20) with Power Attack and Challenge

Ranged +1 *sharding javelin* +23/+18/+13/+8 (1d6+13)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks challenge 5/day (+16 damage; additional +5 damage vs. larger targets), counterstriking challenge 1/day (DC 21), weapon training (spears +5)

STATISTICS

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

Base Atk +16; **CMB** +20; **CMD** 34 (39 vs. attacks against your spears)

Feats Animal Ally, Boon Companion, Cavalry Formation^B, Dazing Assault^B, Ferocious Loyalty^B, Mounted Combat, Mounted Skirmisher, Nature Soul^B, Power Attack^B, Ride-by Attack, Spirited Charge, Trick Riding, Wheeling Charge

Skills Climb +6, Diplomacy +22, Handle Animal +22 (+26 with Lancer), Knowledge (arcana, nature) +17 (+33 to identify monsters), Knowledge +0 (+16 to identify monsters), Ride +20, Survival +20, Swim +6;

Armor Check Penalty -5

SQ agile charger, greater tactician (11 rounds) 4/day, monster hunter +8, order (hero), pike charge, resist energy 3/day

Combat Gear *potions (enlarge person 4, fly 2)*; **Other Gear** +1 *sharding javelin*, +4 *lance*, +4 *longsword*, +5 *full plate* with +2 *defending armor spikes*, *amulet of natural armor* +3, *belt of giant strength* +6, *cloak of resistance* +4, *gloves of dueling*, Lancer (horse animal companion), *lucky helm* (as *jingasa of the fortunate soldier*, but with a +3 deflection bonus), *ring of evasion*, *ring of freedom of movement*, tender (18gp)

Encumbrance light 233 lb., medium 466 lb., heavy 700 lb.; **Weight Carried** 81 lb. 6 oz. (excluding tender)

SPECIAL ABILITIES

Agile Charger (Ex) You take no penalties caused by difficult terrain while charging. Your movement is still hampered by obstacles, poor visibility, and other conditions. This ability doesn't allow you to move through impassible terrain.

Bigger They Are (Ex) You gain a cumulative +1 dodge bonus to AC for every size category a creature is than you, to a maximum of +4.



Challenge (Ex) Five 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 +1 morale bonus on melee damage rolls against the target of your challenge if it is at least one size category larger than you are. This bonus increases by 1 for every 4 cavalier levels you have.

Counterstriking Challenge (Ex) Once per day when you challenge a Large or larger creature, you can also prepare to interrupt the creature’s special attacks. The challenged target provokes an attack of opportunity from you whenever it activates an extraordinary or a supernatural attack (such as a breath weapon or gaze attack). If you deal damage with this attack, the creature must succeed at a Will save (DC = 10 + half your cavalier level + your Charisma modifier) or it fails to activate the special attack and loses the action it took to do so. You can perform three such attacks of opportunity over the course of a counterstriking challenge.

Edict You’ve vowed to slay any monster threatening your chosen area. You must fulfill any pledge you make to slay a beast, tracking it to its lair if necessary, and forsaking any new quarry until your current target is slain. You must attempt to ensure that no lasting damage is dealt to your chosen domain in the pursuit of your prey.

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.

Monster Expert (Ex) You gain a bonus equal to your Charisma bonus on Fortitude and Reflex saves against abilities and spells that have an area of effect.

Monster Hunter (Ex) You can attempt Knowledge checks untrained to identify monsters and their weaknesses, and you gain a bonus equal to half of your cavalier level on Knowledge checks to identify monsters.

Pike Charge (Ex) You receive a +4 bonus on melee attacks when charging with a weapon from the polearm or spear weapon groups (instead of the normal +2). In addition, you take no penalty to your AC after making a charge attack with a polearm or spear.

Resist Energy (Su) Three times per day as a move action, you can choose one of the following: acid, cold, electricity, or fire. You gain energy resistance 15 against the chosen type for 1 minute.

Skills Knowledge (arcana) and Knowledge (nature) are class skills for you. In addition, whenever you use a Knowledge check to identify a monster, you gain a bonus on your check equal to half your cavalier level (minimum +1).

Weapon Training (Ex) You receive a +5 bonus to attack and damage rolls when using spears, to any combat maneuver checks made with spears, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against spears.

*“Blade with whom I have lived,
blade with whom I now die,
serve right and justice one last time,
seek one last heart of evil,
still one last life of pain.
Cut well, old friend,
and then farewell!”*

Lancer

Male horse animal companion

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +23

DEFENSE

AC 32, touch 12, flat-footed 29 (+6 armor, +3 Dex, +14 natural, -1 size)

hp 110 (13 HD)

Fort +12, **Ref** +13, **Will** +8; +4 bonus vs. enchantment, fear, and emotion effects

Defensive Abilities devotion, evasion

OFFENSE

Speed 40 ft. (8 squares); 50 ft. without armor

Melee bite +17 (1d4+8) and 2 hooves +15 (1d6+4)

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

STATISTICS

Abilities Str 26 (+8), Dex 18 (+4), Con 17 (+3), Int 2 (-4), Wis 12 (+1), Cha 6 (-3)

Base Atk +9; **CMB** +18; **CMD** 32 (36 vs. overrun and trip)

Feats Armor Proficiency (light, medium), Cavalry Formation^B, Ferocious Loyalty^B, Iron Will, Multiattack^B, Nomad-Trained Horse, Run, Skill Focus (perception), Valiant Steed

Skills Acrobatics +9 (+13 to jump), Perception +23; **Armor Check Penalty** -3

SQ link, ~~share spells~~, tricks (advanced attack, break out, come, defend, deliver, detect, down, exclusive, fetch, flank, flee, get help, guard, heel, serve, stay, watch, work)

Gear bit and bridle, *cloak of resistance* +1 (worn as a saddle blanket), *horsemaster's saddle*, masterwork breastplate barding with masterwork armor spikes, saddlebags

Encumbrance light 918 lb., medium 1,839 lb., heavy 2,760 lb.; **Weight Carried** 95 lb. (plus 286 lb. 6 oz. 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.

