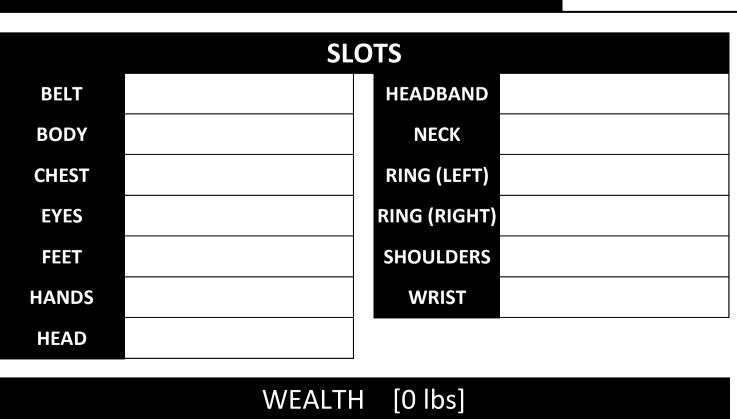
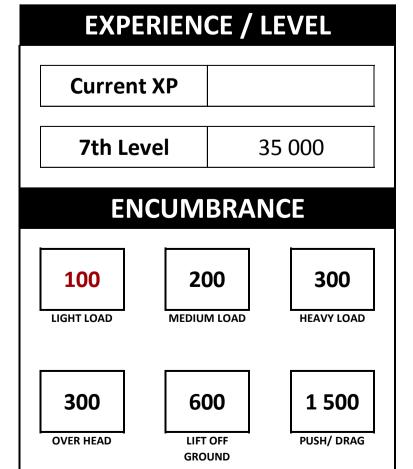


SHIELD	SHIELD BONUS	MAX DEX	WEIGHT	CHECK PENALTY	SPELL FAILURE
Masterwork Shield, heavy steel	+2		15	-1	15%
SPECIAL PROPERTIES					

OTHER POSSESSIONS								
QUAN	ITEM	LOCATION	WGT	QUAN	ITEN	Л	LOCATION	WGT
1	+1 Dueling Sword, Aldori	Carried	3					
1	+1 Longspear	Carried	9					
1	+1 Iron, Cold Mace, Heavy	Carried	8					
1	Backpack, masterwork	Carried	4					
1	Bedroll	Backpack, masterwork	5					
1	Waterskin	Backpack, masterwork	4					
1	Horseshoes of Speed	Animal Companion						
							Cl	
					Armor,		Slotted Items	65
	* Weight is modified by it	slocation				Total W	eight Carried	98



CP



ABILITIES |

Human Traits (Core 27)

- Bonus Feat (Core 27): You gain 1 bonus feat at 1st level*.
- Skilled (Core 27): You gain 1 additional skill rank at each level*.

Favorite Class Options

Add +1 to the cavalier's banner bonus.

Traits

- Rich Parents (APG 330): Your starting cash increases to 900 gp.
- Sword Scion (APKM 12): You begin play with a longsword or Aldori dueling sword and gain a +1 trait bonus on all attacks and combat maneuvers made with such weapons.

Class Features

- Archetype: Strategist
- Armor and Shield Proficiency: You are proficient in Light,
 Medium and Heavy Armor. You are proficient with shields
 (excluding tower shields.) *
- Weapon Proficiency: You are proficient with all Simple and Martial Weapons. Additionally you are proficient with the following weapons: Dueling Sword, Aldori
- Order of the Cockatrice (APG 34): You serve only yourself, and work to further your own aims and increase your own prestige.
- Skills (APG 34): Appraise and Perform to are now class skills.* In addition, you add your Charisma modifier (+2) to the DC on another creature's attempt to demoralize you through Intimidate (in addition to his Wisdom modifier, as normal)
- Braggart (APG 34): 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.
- Challenge (Ex) (APG 32): As a swift action you choose one target to challenge. You deal +6 points of damage against this target but you take a -2 to AC against all other opponents. You can use this ability 2 times per day.
 - (APG 34): Whenever you issue a challenge, you receive a +2 morale bonus on all melee damage rolls made against the target of your challenge as long as you is the only creature threatening the target.
- Mount (Ex) (APG 33): You gain a mount (Use Animal Companion Tab). You do not take a Armor Check Penalty when riding your mount.*
- Cavalier's Charge (Ex) (APG 33): The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a charge attack while mounted.
- Banner (Ex) (APG 34): As long as your banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge.
- Tactician (Ex) (UC 39): You receive a bonus teamwork feat.* As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 6 rounds. The cavalier can use this ability 2 times a day.
- Drill Instructor (Ex) (UC 39): By spending 10 minutes and expending 1 use of your challenge ability, you can grant the use of a teamwork feat that you know to up to four allies. Allies retain the use of this feat for 16 minutes.

* Denotes bonuses or penalties already included in the calculations

ABILITIES (Cont) CLASS ABILITIES/MAGIC ITEMS Challenge (Ex) **Feats** • Exotic Weapon Proficiency (Dueling Sword, Aldori) (Core 123): /day You understand how to use this weapon in combat and can utilize any special tricks or qualities it allows. Tactician (Ex) • Weapon Focus (Dueling Sword, Aldori) (Core 136): You gain a +1 /day bonus on all attack rolls you make with this weapon.* • Escape Route (UC 100): An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent **Handwritten Notes** to you or within your space. • Power Attack (Core 131): You can choose to take a −2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased to +6 with two-handed weapons, a one handed weapon using two hands, or a primary natural weapon. This bonus to damage is decreased to +2 if you are making an attack with an off-hand weapon or secondary natural weapon. • Iron Will (Core 129): You get a +2 bonus on all Will saving

shield's armor check penalty only applies to Strength- and Dexterity-based skills.*

Weapon Traits

throws.*

- Brace Weapon: If you use a readied action to set a brace weapon against a charge, you deal double damage on a successful hit against a charging creature.
- Reach Weapon: You use a reach weapon to strike opponents 10 feet away, but you can't use it against an adjacent foe.

• Mounted Combat (Core 131): Once per round when your mount is

hit in combat, you may attempt a Ride check (as an immediate

action) and the hit is negated if your Ride check result is

• Armor Proficiency, Heavy (Core 118): You are proficient

• Armor Proficiency, Medium (Core 118): You are proficient

• Dazzling Display (Core 120): While wielding a weapon you have

Weapon Focus in, you can perform a bewildering show of

prowess as a full-round action to demoralize all foes within

• Shield Proficiency (Core 133): When you use a shield, the

• Armor Proficiency, Light (Core 118): You are proficient

greater than the opponent's attack roll.

wearing heavy armor.

wearing medium armor.

30 feet who can see your display.

wearing light armor.

Magic Items

- Folding Plate (APG 284): Armor folds into a brooch
- Horseshoes of Speed (Core 520): These horseshoes increase your mounts base land speed by 30 feet.

* Denotes bonuses or penalties already included in the calculations

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	Петр Маартис Character Name		Portrait
Weapon 5	ATTACK BONUS	CRITICAL	
TYPE RANGE	AMMUNITION	DAMAGE	
SPECIAL PROPERTIES			
Weapon 6	ATTACK BONUS	CRITICAL	
TYPE RANGE	AMMUNITION	DAMAGE	
SPECIAL PROPERTIES			
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\			
Weapon 7	ATTACK BONUS	CRITICAL	
TYPE RANGE	AMMUNITION	DAMAGE	
SPECIAL PROPERTIES			
Weapon 8	ATTACK BONUS	CRITICAL	A dditional Natao
TYPE RANGE	AMMUNITION	DAMAGE	Additional Notes
SPECIAL PROPERTIES			
Weapon 9	ATTACK BONUS	CRITICAL	
TYPE RANGE	AMMUNITION	DAMAGE	
SPECIAL PROPERTIES			
Weapon 10	ATTACK BONUS	CRITICAL	
TYPE RANGE	AMMUNITION	DAMAGE	
SPECIAL PROPERTIES			
Weapon 11	ATTACK BONUS	CRITICAL	
TYPE RANGE	AMMUNITION	DAMAGE	
SPECIAL PROPERTIES			
Weapon 12	ATTACK BONUS	CRITICAL	
TYPE RANGE	AMMUNITION	DAMAGE	
SPECIAL PROPERTIES			

YAPCG 8.13

ABILITIES (Cont)	ABILITIES (Cont)
	#
* Denotes bonuses or penalties already included in the calculations	YAPCG 8.13

CONDITIONAL MODIFIERS
Damage: • +6 - vs Challenge target (Challenge)
Ride: • +7 - no ACP when riding your Mount (Mount)

