

Player Name \_\_\_\_\_ Петр Маартис \_\_\_\_\_ Character Name \_\_\_\_\_

Normal Vision \_\_\_\_\_ VISION \_\_\_\_\_

Human \_\_\_\_\_ Medium \_\_\_\_\_ 5 ft 9 in \_\_\_\_\_ 175 lbs \_\_\_\_\_

Race \_\_\_\_\_ Region \_\_\_\_\_ Size \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Hair/Eyes \_\_\_\_\_

6th Cavalier \_\_\_\_\_ Neutral Good \_\_\_\_\_ 21 years \_\_\_\_\_ Male \_\_\_\_\_

Level/Class \_\_\_\_\_ Alignment \_\_\_\_\_ Deity \_\_\_\_\_ Age \_\_\_\_\_ Gender \_\_\_\_\_



## Character Generator

STR	17	+3			HP	78	SPEED	20 ft 4 sq	x3			
DEX	12	+1			WOUNDS	TEMP HP	NON-LETHAL	BASE SPEED	RUN	SWIM	CLIMB	FLY
CON	17	+3										
INT	12	+1										
WIS	12	+1										
CHA	14	+2										

DAMAGE REDUCTION \_\_\_\_\_

ENERGY RESISTANCE \_\_\_\_\_

AC 23 10+ 10 2 1 0 0 0 0

Total ARMOR BONUS SHIELD BONUS DEX MOD. SIZE MOD. NATURAL ARMOR DEFLECT MOD. MISC MOD.

TOUCH 11 FLATFOOTED 22

FORT 8 = 5 + 3 + 0 + 0 + 0

REFLEX 3 = 2 + 1 + 0 + 0 + 0

WILL 5 = 2 + 1 + 0 + 2 + 0

CONDITIONAL MOD \_\_\_\_\_

BAB 6 SPELL RESISTANCE \_\_\_\_\_

CMD 20 = 6 + 3 + 1 + 0 + 0 + 10

TOTAL BAB STR MOD DEX MOD SIZE MOD MISC

CMB 9 = 6 + 3 + 0 + 0

TOTAL BAB STR MOD SIZE MOD MISC

+1 Dueling Sword, Aldori

One-handed [Power Attack]		ATTACK BONUS	Critical
		+10 / +5	19-20/x3
TYPE	RANGE	AMMUNITION	DAMAGE
S			1d8+8

SPECIAL PROPERTIES \_\_\_\_\_

+1 Longspear

Two-handed [Power Attack]		ATTACK BONUS	Critical
		+8 / +3	x3
TYPE	RANGE	AMMUNITION	DAMAGE
P			1d8+11

SPECIAL PROPERTIES \_\_\_\_\_

Brace, Reach Weapon

+1 Iron, Cold Mace, Heavy

One-handed		ATTACK BONUS	Critical
		+10 / +5	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d8+4

SPECIAL PROPERTIES \_\_\_\_\_

Weapon 4

		ATTACK BONUS	Critical
TYPE	RANGE	AMMUNITION	DAMAGE

SPECIAL PROPERTIES \_\_\_\_\_

INIT +1 = 1 + 0

DEX MOD MISC BURROW

SKILLS						
CLASS	SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
X	Acrobatics	DEX	-6	1	0	-7
C	Appraise	INT	1	1	0	0
C	Bluff	CHA	8	2	3	3
C	Climb	STR	0	3	1	-4
C	Diplomacy	CHA	11	2	6	3
X	Disguise	CHA	2	2	0	0
X	Escape Artist	DEX	-6	1	0	-7
X	Fly	DEX	-6	1	0	-7
C	Handle Animal	CHA	11	2	6	3
X	Heal	WIS	1	1	0	0
C	Intimidate	CHA	8	2	3	3
X	Perception	WIS	1	1	0	0
C	Perform [Oratory]	CHA	6	2	1	3
C	Profession [soldier]	WIS	10	1	6	3
C	Ride	DEX	3	1	6	-4
C	Sense Motive	WIS	7	1	3	3
X	Stealth	DEX	-6	1	0	-7
X	Survival	WIS	1	1	0	0
C	Swim	STR	0	3	1	-4

CUSTOM TEXT \_\_\_\_\_

LANGUAGES \_\_\_\_\_

Common, Hallit



ABILITIES (Cont)	CLASS ABILITIES/MAGIC ITEMS
<div>Feats</div> <ul style="list-style-type: none"><li>• Exotic Weapon Proficiency (Dueling Sword, Aldori) (Core 123): You understand how to use this weapon in combat and can utilize any special tricks or qualities it allows.</li><li>• Weapon Focus (Dueling Sword, Aldori) (Core 136): You gain a +1 bonus on all attack rolls you make with this weapon.*</li><li>• Escape Route (UC 100): An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.</li><li>• 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.</li><li>• Iron Will (Core 129): You get a +2 bonus on all Will saving throws.*</li><li>• 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 greater than the opponent's attack roll.</li><li>• Armor Proficiency, Heavy (Core 118): You are proficient wearing heavy armor.</li><li>• Armor Proficiency, Medium (Core 118): You are proficient wearing medium armor.</li><li>• Armor Proficiency, Light (Core 118): You are proficient wearing light armor.</li><li>• 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 30 feet who can see your display.</li><li>• Shield Proficiency (Core 133): When you use a shield, the shield's armor check penalty only applies to Strength- and Dexterity-based skills.*</li></ul> <div>Weapon Traits</div> <ul style="list-style-type: none"><li>• 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.</li><li>• Reach Weapon: You use a reach weapon to strike opponents 10 feet away, but you can't use it against an adjacent foe.</li></ul> <div>Magic Items</div> <ul style="list-style-type: none"><li>• Folding Plate (APG 284): Armor folds into a brooch</li><li>• Horseshoes of Speed (Core 520): These horseshoes increase your mounts base land speed by 30 feet.</li></ul> <div><small>* Denotes bonuses or penalties already included in the calculations</small></div>	<div>Challenge (Ex)<div><div></div><div></div></div>/day</div> <div>Tactician (Ex)<div><div></div><div></div></div>/day</div> <div>Handwritten Notes</div>

Player Name

Петр Маартис

Character Name

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

TYPE

RANGE

AMMUNITION

DAMAGE

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

Portrait

Additional Notes



# CONDITIONAL MODIFIERS

Damage:

- +6 - vs Challenge target (Challenge)

Ride:

- +7 - no ACP when riding your Mount (Mount)

Companion Name Horse Species Large Size Петр Маартис Character Name Low-light vision, Scent Senses



STR	20	+5
DEX	15	+2
CON	18	+4
INT	2	-4
WIS	12	+1
CHA	6	-2

#### TRICKS

HP 72

INIT

TOTAL	DEX MOD.	MISC MOD.
+2	+2	

WOUNDS	NON-LETHAL

DAMAGE REDUCTION

ENERGY RESISTANCE

SPEED

50 ft 10 sq	x5			
BASE SPEED	RUN	SWIM	CLIMB	FLY

Mount

#### PROTECTIVE ITEM

chain shirt	AC BONUS	MAX DEX
	4	4
ACP	WEIGHT	SPECIAL PROPERTIES
-2	40	

AC 23  
Total

TOUCH 11

FLAT FOOTED 21

FORT 9  
TOTAL

BAB 4

REFLEX 7

CMD 22

WILL 3

CMB 10

#### CONDITIONAL MODIFIERS

#### ENCUMBRANCE

399	798	1200	1200	2400	6000	4
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	OVERHEAD	LIFT OFF GROUND	PUSH/PULL	WEIGHT CARRIED

#### ATTACKS

NAME	ATTACK	DAMAGE	NOTES
Bite (Primary)	+8	1d4+5	
Hoof (Primary)	+9/+9	1d6+5	x2

#### ATTACK NOTES

This animal is combat trained

#### SKILLS

	SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
C	Acrobatics	DEX	+4	+2	1	+1
C	Climb	STR	+7	+5	1	+1
X	Escape Artist	DEX	0	+2		-2
C	Fly	DEX	-2	+2		-4
X	Intimidate	CHA	-2	-2		
C	Perception	WIS	+5	+1	1	+3
C	Stealth	DEX	+4	+2	1	+1
X	Survival	WIS	+2	+1	1	
C	Swim	STR	+7	+5	1	+1

#### Animal Companion Features

- Link (Ex) (Core 52): 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.
- Devotion (Ex) (Core 53): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.
- Combat Trained (APG 53): Your mount is combat trained.
- Shared Vigilance (Ex) (AnA 20): You and your master both gain Alertness as a bonus feat whenever you are adjacent.
- Tenacious Guardian (Ex) (AnA 20): You can always act in a surprise round. As long as your master is adjacent, you remains conscious when when hit points fall below 0. While below 0 hit points, you lose 1 hit point per round but gains a +2 morale bonus on attack rolls, saving throws, and skill checks, dying only if your hit points reach -24.

#### Feats

- Armor Proficiency, light (Core 118): You are proficient wearing light armor
- Endurance (Core 122): Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on checks to resist non-lethal damage from exhaustion, a forced march, starvation, thirst, hot and cold environments, damage from suffocation and to hold your breath.
- Run (Core 132): When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.
- Weapon Focus (Hoof) (Core 136): You gain a +1 bonus on all attack rolls you make using the selected attack\*.

#### Equipment Carried

- Horseshoes of Speed

\* Denotes bonuses or penalties already included in the calculations

#### Magic Items:

Hooves Slot: Horseshoes of Speed