

Arald Anbehr

Character Name
Cavalier (P) 1
 Primary Level
 Secondary Level
 Third Class Level

LEVEL 1

Human (P)

16

Total Humanoid (Human)
 d10 **HD 1** **XP 0** Male Blue
 Type Racial Total Adj. Type Next level: 2,000 xp Gender Eyes
 Medium 1 6' 3" 175 lb. Blonde
 Type Size ECL Adj. Height Weight Hair
 5 ft./5 ft. Neutral Good Heironeous White
 Type Space / Reach Alignment Deity Skin
SPD 20' = 30' + -10' + 0' / 0' / 0' / 0' / 0'
 Land Speed Base Gear Effects Burrow Climb Fly Swim



Cavalier (P)

Favored Class

STR Strength	17	+3
DEX Dexterity	15	+2
CON Constitution	12	+1
INT Intelligence	14	+2
WIS Wisdom	13	+1
CHA Charisma	15	+2

HP 12
 Hit Points

AC 20
 Armor Class

Touch 10
 Armor Class

CMB +4
 Bonus

FORTITUDE (Constitution)	+3
REFLEX (Dexterity)	+2
WILL (Wisdom)	+1

BASE +1
 Attack

MELEE +4
 Attack Bonus

RANGED +3
 Attack Bonus

Flat-Foot 20
 Armor Class

INIT +4
 Modifier

SPELL
 Resistance

HERO
 Points

POWER
 Points

CMD 16
 Defense

ENERGY
 Resistances

Damage Reduction

Vision & Senses

SKILL **ACP** -9 **TOTAL**

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *		-7-4	DEX	2			-9	-4
Appraise-p		2	INT	2				
Bluff-p		2	CHA	2				
Climb-p *		-6	STR	3			-9	
Diplomacy-p		6	CHA	2	4			
Disable Device-p *		-	DEX	2			-11	
Disguise-p		2	CHA	2				
Escape Artist-p *		-7	DEX	2			-9	
Fly-p *		-7	DEX	2			-9	
Handle Animal-p		6	CHA	2	4			
Heal-p		1	WIS	1				
Intimidate-p		6	CHA	2	4			
Linguistics-p		-	INT	2				
Perception-p		1	WIS	1				
Ride-p *		-3+9	DEX	2	4		-9	9
Sense Motive-p		1	WIS	1				
Sleight of Hand-p *		-	DEX	2			-9	2
Spellcraft-p		-	INT	2				
Stealth-p *		-7	DEX	2			-9	
Survival-p		1	WIS	1				
Swim-p *		-6	STR	3			-9	
Use Magic Device-p		-	CHA	2				
Craft: Blacksmithing-p		4	INT	2	4		-2	
Knowledge: History-p		3	INT	2	1			
Profession: Soldier-p		5	WIS	1	4			

FULL ATTACK One-Handed Longsword +4 19-20 x2 Slashing
 Desc: Classic. Straight blade is the wpn of knighthood and valor, favored by many Paladins
 Notes: Medium

Ammo

FULL ATTACK One-Handed Dagger +4 19-20 x2 10' Piercing or Slashing
 Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
 Notes: Medium

Ammo

FULL ATTACK One-Handed Lance +4 20 x3 Piercing
 Desc: Reach weapon that deals double damage if used from the back of a charging mount
 Notes: Medium

Ammo

FULL ATTACK Ranged Light Crossbow +3 19-20 x2 80' Piercing
 Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO
 Notes: Medium

Ammo

FULL ATTACK One-Handed None

Ammo

FULL ATTACK One-Handed None

Ammo

ARMOR		Half Plate Armor	Adj.	Check Adj.:
Heavy	Max Dex: 0	Bonus: +8	Armor Check: -9	Spell Fail: 40%
50 lb.				
Desc: When running, you move only triple your speed, not quadruple. Includes gauntlets				
Notes:				

SHIELD		Heavy Steel Shield	Adj.	Check Adj.:
Max Dex:	Bonus: +2	Armor Check: -2	Spell Fail: 15%	15 lb.
Desc: Shield hand can only use shield				
Notes:				

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

COINS	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp
GEMS	

SPELLS		Arcane Spell Failure: 55% Adj.:		
Casting Class:				
Caster Level:				
Caster level adj:				
Spell / day adj:				
Spell known adj:				
Spell Level	Spells / day	Save DC	Spells Known	Spells / day
0				
1				
2				
3				
4				
5				
6				
7				
8				
9				

LOCATIONS	
Tag	Weight

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All
Basic Equipment List									
			1	83				Longsword	1 4
								Short Sword	1 2
								Dagger	1 1
								Light Crossbow	1 4
								Crossbow Bolt	20 2
								Lance	1 10
171.1 lb.		Medium	0	-3				1,251 gp	

ENCUMBRANCE		Total Value
86.7	173.3	260.0
520.0	1,300.0	
Light	Medium	Heavy
		Lift
		Drag
		Adj

FEATS		3 = 2 + 1 +
Rich Parents Trait	Your starting cash increases to 900 GP.	
Reactionary Trait	+2 trait bonus to Initiative checks	✓
Cavalry Formation	Ride in close formation with mounted allies without impeding your effectiveness	
Mounted Combat	When mount is hit in combat, try Ride check (= mount AC) to negate hit. (x1 / rnd)	
Mounted Archery	Half penalty for ranged attacks while mounted	✓

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Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Class Features: Cavalier (P) 1st

Weapon & Armor Proficiency: Proficient with all simple and martial weapons, with all types of armor and with shields (except tower shields)

Challenge (Ex): 1/day, as a swift action, challenge foe to combat

- +1 to damage vs Challenged foe, but -2 to AC vs any other foes

Animal Companion/Mount (Ex): Gain the service of a loyal and trusty steed

Order (Ex): Order of the Lion

- Edicts: You must protect the life and lands of your sovereign at all costs. You must obey the commands of your sovereign without question. You must strive to expand the power and prestige of his realm
- Challenge: Gain +1 to AC vs attacks made by the target of your challenge
- Skill: Knowledge: Local & Nobility are now Class Skills

Tactician (Ex): Gain one bonus Teamwork feat

- Gain 'Cavalry Formation' as a bonus Teamwork feat
- 1/day, as a std action, grant this feat to allies within 30'
- Allies retain the use of this feat for 3 rounds and ignore the prerequisites

Conditional Bonus - Cavalier (P) Class

+9 to Ride: no armor check penalty on riding your mount [Mount]

Conditional Skill

-4 on Acrobatics checks made to jump [Base Speed]

Languages (x3)

Common, Elven, Draconic

CHARACTER STATUS

Dexterity bonus to AC reduced because of Medium Load

Dexterity bonus to AC reduced because of your Half Plate Armor

Arald Anbehr

Human (P), Cavalier (P) 1st

Medium Humanoid (Human)

Alignment: Neutral Good [Heironeous]

Hit Dice: 1d10+1 (12 hp)

Initiative: +4

Speed: 20' (4 sq) (medium enc.)

Space/Reach: 5 ft./5 ft.

AC: 20 (+8 Armor, +2 Shield), Touch 10, Flat-Footed 20

Saves: Fort +3, Ref +2, Will +1

Abilities: Str 17, Dex 15, Con 12, Int 14, Wis 13, Cha 15

Base Att/CMB/CMD: +1 / +4 / 16

Single Attack:

Longsword: +4 melee (1d8+3/19-20)

Dagger: +4 melee (1d4+3/19-20)

Lance: +4 melee (1d8+3/20/x3)

Light Crossbow: +3 ranged (1d8/19-20)

Full Attack:

Longsword: +4 melee (1d8+3/19-20)

Dagger: +4 melee (1d4+3/19-20)

Lance: +4 melee (1d8+3/20/x3)

Light Crossbow: +3 ranged (1d8/19-20)

FEATS

Rich Parents Trait, Reactionary Trait, Cavalry Formation, Mounted Combat, Mounted Archery.

SKILLS

Acrobatics -7-4, Appraise +2, Bluff +2, Climb -6, Diplomacy +6, Disguise +2, Escape Art -7, Fly -7, Handle Animal +6, Heal +1, Intimidate +6, Perception +1, Ride -3+9, Sense Motive +1, Stealth -7, Survival +1, Swim -6, Cr:Blacksm +4, Kn:History +3, Pro:Soldier +5.

EQUIPMENT

ARMOR WORN: Half Plate Armor.

SHIELD: Heavy Steel Shield.

Basic Equipment List, Longsword, Short Sword, Dagger, Light Crossbow, 20xCrossbow Bolt Lance

TOTAL CHARACTER VALUE

1,251 gp.

NOTES

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Skilled: Gain 1 extra skill point at each level

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