

[illegible]

ARMOR

Chainmail Armor

Adj.

Check Adj.:

Medium

Max Dex: 2

Bonus: +6

Armor Check: -6

Spell Fail: 30%

40 lb.

Desc: Interlocking metal rings. Uncomfortable to wear for long periods of time. 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:

Eyes:

Neck:

Chest:

Hands:

Feet:

Right Finger:

Left Finger:

Waist:

Shoulders:

Arm/Wrist:

Headband:

Body:

GEAR

Loc.

QTY

LB.

Loc.

QTY

LB.

List:

Gear - All

Backpack

Blanket

Inkpen

Oil

Parchment

Paper

Flint and Steel

Scroll Case

Pouch

Sealing Wax

Small Steel Mirror

Signet Ring

Waterskin

Rations

Courtier's Outfit

Potion Belt

1

1

2

2

5

10

1

1

1

1

1

1

2

7

1

1

2

1

1

2

2

1

1

1

1

1

1

1

8

7

6

1

Spear

Short Sword

Lance

Light Crossbow

Crossbow Bolt

1

1

1

1

20

6

2

10

4

2

Potion of CLW

2

109.4 lb.

Medium

2

-3

395 gp

ENCUMBRANCE

Total Value

100.0

200.0

300.0

600.0

1,500.0

Light

Medium

Heavy

Lift

Drag

Adj

FEATS

5

=

2

+

3

+

Armor Expert Trait

Reactionary Trait

Mounted Combat

Skill Focus: Ride-p

Ride-By Attack

Wpn Focus: Spear

Alertness

Reduce armor check penalty by 1

+2 trait bonus to Initiative checks

When mount is hit in combat, try Ride check (= mount AC) to negate hit. (x1 / rnd)

+3 bonus on checks with skill: Ride-p

Move before and after a mounted charge

+1 bonus on attack rolls with: Spear

+2 bonus to Perception and +2 bonus to Sense Motive checks

✓

✓

✓

✓

✓

COINS

Platinum: 0 pp

Gold: 0 gp

Silver: 0 sp

Copper: 0 cp

GEMS

LOCATIONS

PB

0 lb.

Tag

Weight

SPELLS

Arcane Spell Failure: 45%

Adj.:

Casting Class:

Caster Level:

Caster level adj:

Spell / day adj:

Spell known adj:

Spell Level

Spells / day

Save DC

Spells Known

Spells / day

Save DC

Spells Known

Spells / day

Save DC

Spells Known

0

1

2

3

4

5

6

7

8

9

INFO

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Class Features: Dragoon (P) 2nd

Weapon & Armor Proficiency: Proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (excluding tower shields)

Skilled Rider (Ex): Gain both the Mounted Combat & Skill Focus (Ride) feats

Bonus Feats: 1x bonus combat feat

Conditional Bonus - Dragoon (P) Class

+1 to Will saves vs fear [Bravery]

Conditional Skill

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

Languages (x3)

Common, Goblin, Dwarven, Giant

CHARACTER STATUS

Dexterity bonus to AC reduced because of Medium Load

Dexterity bonus to AC reduced because of your Chainmail Armor

[illegible]

LANGUAGES		Avail.	Adj.
Common		3	
Goblin, Dwarven, Giant			

Spell Difficulty Class Adj.

SPELL DC Adj.		=	Effects	+	Adj.
SPELL DC Adj.		=	Effects	+	Adj.
SPELL DC Adj.		=	Effects	+	Adj.

Spell per day Adjustments & Effects									
Class #1			Class #2			Class #3			
Total: Effect +Adj.			Total: Effect +Adj.			Total: Effect +Adj.			
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Spell Known Adjustments & Effects								
Class #1			Class #2			Class #3		
Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:								
Level 1:								
Level 2:								
Level 3:								
Level 4:								
Level 5:								
Level 6:								
Level 7:								
Level 8:								
Level 9:								

[illegible]

Human (P), Dragoon (P) 2nd

Medium Humanoid (Human)

Alignment: Lawful Evil [Hextor]

Hit Dice: 2d10+6 (26 hp)

Initiative: +5

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

Space/Reach: 5 ft./5 ft.

AC: 20 (+6 Armor, +2 Shield, +2 Dex), Touch 12, Flat-Footed 18

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 18, Dex 16, Con 16, Int 15, Wis 14, Cha 13

Base Att/CMB/CMD: +2 / +6 / 19

Single Attack:

Spear: +7 melee (1d8+4/20/x3)

Light Spiked Shield: +6 melee (1d4+4/20)

Short Sword: +6 melee (1d6+4/19-20)

Lance: +6 melee (1d8+4/20/x3)

Light Crossbow: +5 ranged (1d8/19-20)

Full Attack:

Spear: +7 melee (1d8+4/20/x3)

Light Spiked Shield: +6 melee (1d4+4/20)

Short Sword: +6 melee (1d6+4/19-20)

Lance: +6 melee (1d8+4/20/x3)

Light Crossbow: +5 ranged (1d8/19-20)

FEATS

Armor Expert Trait, Reactionary Trait, Mounted Combat, Skill Focus: Ride-p, Ride-By Attack, Wpn Focus: Spear, Alertness.

SKILLS

Acrobatics -3-4, Appraise +2, Bluff +1, Climb -2, Diplomacy +2, Disguise +1, Escape Art -3, Fly -3, Handle Animal +5, Heal +2, Intimidate +5, Perception +5, Ride +5, Sense Motive +5, Stealth -3, Survival +6, Swim +2, Use Magic Dev. +2, Kn:Nobility +3.

EQUIPMENT

ARMOR WORN: Chainmail Armor.

SHIELD: Heavy Steel Shield.

Backpack, Blanket, 2xInkpen, 2xOil, 5xParchment, 10xPaper, Flint and Steel, Scroll Case, 2xPouch, Sealing Wax, Small Steel Mirror, Signet Ring, 2xWaterskin, 7xRations, Courtier's Outfit, Potion Belt, Spear, Short Sword, Lance, Light Crossbow, 20xCrossbow Bolt 2xPotion of CLW

TOTAL CHARACTER VALUE

395 gp.

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

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