

ARMOR		Full Plate Armor		Adj.		Check Adj.:	
Heavy	Max Dex: 2	Bonus: +9	Armor Check: -6	Spell Fail: 35%	50 lb.		
Desc: When running, you move only triple your speed, not quadruple. Includes gauntlets & helmet							
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:				Handy Haversack	
Left Finger:				Fig. of Wondrous Power (Obsidian Steed)	

GEAR		Loc.		QTY		LB.		List:		Gear - All	
Backpack											
Blanket	HH	1								PB	2
Inkpen	HH	2									1
Oil	HH	2									
Parchment	HH	5									
Paper	HH	10									
Flint and Steel	HH	1									
Scroll Case	HH	1									
Pouch		2	1								
Sealing Wax	HH	1									
Small Steel Mirror	HH	1									
Signet Ring		1									
Waterskin	HH	2									
Rations	HH	7									
Courtier's Outfit		1	6								
Potion Belt		1	1								
Basic Equipment List	HH	1									
105.0 lb.		Medium	2	-3					33,519 gp		

ENCUMBRANCE		Total Value			
100.0	200.0	300.0	600.0	1,500.0	
Light	Medium	Heavy	Lift	Drag	Adj

FEATS		Selection List:		All Feats and Traits	
Armor Expert Trait					
Reactionary Trait					
Mounted Combat					
Skill Focus: Ride-p					
Ride-By Attack					
Wpn Focus: Spear					
Alertness					
Power Attack					
Wpn Specialization: Spear					
Skill Focus: Diplomacy-p					

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

LOCATIONS	
PB	0.3 lb.
HH	103.3 lb.
Tag	Weight

SPELLS		Arcane Spell Failure: 50%		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
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) 4th	
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: 2x bonus combat feats	
Armor Training (Ex): Current armor is a Full Plate Armor	
• No speed reduction for a Medium Armor	
• Reduce the Armor Check penalty by 1	
• +1 to the Maximum DEX bonus of the armor	
Class Features: Aristocrat (P) 1st	
Weapon & Armor Proficiency: Aristocrats are proficient in the use of all simple and martial weapons and with all types of armor and shields	
Conditional Bonus - Dragoon (P) Class	
+1 to Will saves vs fear [Bravery]	
Conditional Skill	
-4 on Acrobatics checks made to jump [Base Speed]	
Languages (x4)	
Common, Goblin, Dwarven, Giant, Draconic	
Description for the Magical Items Worn	
Handy Haversack: Backpack similar to a Bag of Holding	
Fig. of Wondrous Power (Obsidian Steed): Heavy Warhorse with other powers	
CHARACTER STATUS	
Dexterity bonus to AC reduced because of Medium Load	
Dexterity bonus to AC reduced because of your Full Plate Armor	

[illegible]

LANGUAGES		Avail.	Adj.
Common		4	
Goblin, Dwarven, Giant, Draconic			

Spell Difficulty Class Adj.

SPELL DC Adj. = Effects Adj.

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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) 4th, Aristocrat (P) 1st

Medium Humanoid (Human)

Alignment: Lawful Evil [Hextor]
Hit Dice: 4d10+12, 1d8+3 (59 hp)
Initiative: +5
Speed: 20' (4 sq) (medium enc.)
Space/Reach: 5 ft./5 ft.
AC: 23 (+9 Armor, +2 Shield, +2 Dex), Touch 12, Flat-Footed 21

Saves: Fort +7, Ref +4, Will +5
Abilities: Str 18, Dex 16, Con 16, Int 16, Wis 14, Cha 13
Base Att/CMB/CMD: +4 / +8 / 21

Single Attack:
Spear: +9 melee (1d8+6/20/x3)
Light Spiked Shield: +8 melee (1d4+4/20)
Short Sword: +8 melee (1d6+4/19-20)
Lance: +8 melee (1d8+4/20/x3)
Light Crossbow: +7 ranged (1d8/19-20)

Full Attack:
Spear: +9 melee (1d8+6/20/x3)
Light Spiked Shield: +8 melee (1d4+4/20)
Short Sword: +8 melee (1d6+4/19-20)
Lance: +8 melee (1d8+4/20/x3)
Light Crossbow: +7 ranged (1d8/19-20)

————| FEATS |————
Armor Expert Trait, Reactionary Trait, Mounted Combat, Skill Focus: Ride-p, Ride-By Attack, Wpn Focus: Spear, Alertness, Power Attack, Wpn Specialization: Spear, Skill Focus: Diplomacy-p.

————| SKILLS |————
Acrobatics -3-4, Appraise +7, Bluff +7, Climb -2, Diplomacy +12, Disguise +1, Escape Art -3, Fly -3, Handle Animal +6, Heal +2, Intimidate +6, Perception +12, Ride +8, Sense Motive +12, Stealth -3, Survival +6, Swim +2, Use Magic Dev. +2, Kn:Nobility +8, Pro:Soldier +7.

————| EQUIPMENT |————
ARMOR WORN: Full Plate 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, Basic Equipment List, Spear, Short Sword, Lance, Light Crossbow, 20xCrossbow Bolt 2xPotion of CLW, Potion of Fly

————| MAGICAL ITEMS WORN |————
Handy Haversack
Fig. of Wondrous Power (Obsidian Steed)
.

————| TOTAL CHARACTER VALUE |————
33,519 gp.

————| 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) 4th |————
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: 2x bonus combat feats
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- No speed reduction for a Medium Armor
- Reduce the Armor Check penalty by 1
- +1 to the Maximum DEX bonus of the armor

————| Class Features: Aristocrat (P) 1st |————
Weapon & Armor Proficiency: Aristocrats are proficient in the use of all simple and martial weapons and with all types of armor and shields

————| Conditional Bonus - Dragoon (P) Class |————
+1 to Will saves vs fear [Bravery]

————| Conditional Skill |————
-4 on Acrobatics checks made to jump [Base Speed]

————| Languages (x4) |————
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