

## Sally Proudfoot

Player: Carole

Female halfling (avenging) cavalier 13 - CR 12

Chaotic Good Humanoid (Halfling); Atheist; Age: 25;

Height: 3' 2"; Weight: 37 lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	19	+4	
<b>DEX</b> DEXTERITY	22	+6	
<b>CON</b> CONSTITUTION	16	+3	
<b>INT</b> INTELLIGENCE	13	+1	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	16	+3	

Saving Throw

### FORTITUDE (CONSTITUTION)

+11 = +8 +3

**Banner:** +3 morale bonus vs. fear when beneath banner, **Habit of the winter explorer:** +2 vs. magic cold effects and spells with the cold descriptor., **Fearless:** +2 vs. fear

### REFLEX (DEXTERITY)

+10 = +4 +6

**Underfoot:** +1 bonus vs. trample attacks, **Banner:** +3 morale bonus vs. fear when beneath banner, **Habit of the winter explorer:** +2 vs. magic cold effects and spells with the cold descriptor., **Fearless:** +2 vs. fear

### WILL (WISDOM)

+4 = +4

**Banner:** +3 morale bonus vs. fear when beneath banner, **Habit of the winter explorer:** +2 vs. magic cold effects and spells with the cold descriptor., **Fearless:** +2 vs. fear

### Energy Resistance, Cold (10)

### Underfoot

Total AC 23 = +6 +4 +1 +1 +1

Touch AC 16 Flat-Footed AC 19

**Cavalier's Charge:** No penalty to AC when charging while mounted., **Underfoot:** +1 bonus vs. foes larger than self

CM Bonus +12 = +13 +4 -1 -

+14 Overrunning

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense 33 = 10 +13 +4 +6 -1

35 vs. Overrun

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +13

HP 142

**Banner:** +2 morale bonus when charging beneath banner, **Cavalier's Charge:** +2 bonus when charging while mounted, **Low Blow:** +1 bonus to confirm critical hits vs. foes larger than yourself

Initiative +8

Speed 20 / 15 ft

Damage / Current HP



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+5</b>	DEX (6)	-	
Speed greater/less than 30 ft. : -8 to jump				
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+13</b>	CHA (3)	7	
<b>Climb</b>	<b>+7</b>	STR (4)	1	
<b>Diplomacy</b>	<b>+3</b>	CHA (3)	-	
<b>Disguise</b>	<b>+3</b>	CHA (3)	-	
<b>Escape Artist</b>	<b>+6</b>	DEX (6)	1	
<b>Fly</b>	<b>+8</b>	DEX (6)	1	
<b>Handle Animal</b>	<b>+20</b>	CHA (3)	13	
Animal Companion Link : +4 circumstance bonus to checks made regarding an animal companion				
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+15</b>	CHA (3)	9	
<b>Knowledge (local)</b>	<b>+2</b>	INT (1)	1	
<b>Knowledge (nature)</b>	<b>+5</b>	INT (1)	1	
<b>Perception</b>	<b>+1</b>	WIS (0)	1	
<b>Ride</b>	<b>+29</b>	DEX (6)	13	
<b>Sense Motive</b>	<b>+6</b>	WIS (0)	3	
<b>Stealth</b>	<b>+11</b>	DEX (6)	2	
Habit of the winter explorer : +4 competence bonus in cold weather.				
<b>Survival</b>	<b>+4</b>	WIS (0)	1	
<b>Swim</b>	<b>+17</b>	STR (4)	11	

## Activated Abilities & Adjustments

Furious Focus  
Mounted  
Power Attack -4/+8

## Feats

### Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Combat Expertise +/-4

Bonus to AC in exchange for an equal penalty to attack.

### Furious Focus

If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

### Horn of the Criosphinx

Add 2x your Str bonus to damage rolls on charges while wielding a two handed weapon.

### Improved Overrun

You don't provoke attacks of opportunity when overrunning, and foe can't choose to avoid you.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Mounted Combat (1/round)

Once per round you can attempt to negate a hit to your mount in combat.

## Feats

### Pack Flanking

If you and comp are adj or share square and threat same target, you're considered flanking.

### Power Attack -4/+8

You can subtract from your attack roll to add to your damage.

### Ride-By Attack

You can move - attack - move when charging mounted.

### Share Healing

You may divide healing evenly between you and adjacent companion.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Skill Focus (Ride)

You get a +3 bonus on all checks involving the chosen skill.

### Spirited Charge

Double damage when making a mounted charge (triple with a lance).

### Weapon Focus (Lance)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

## Traits

### Beast Bond (Ride)

You share a close bond with animals. You gain a +1 bonus on Handle Animal checks and Ride checks. One of these skills (your choice) is always a class skill for you.

### Reactionary

+2 Initiative

## Masterwork throwing axe

Main hand: **+15/+10/+5, 1d4+12**

Main w/ offhand: **+9/+4/-1, 1d4+12**

Main w/ light off: **+11/+6/+1, 1d4+12**

Offhand: **+7, 1d4+10**

Ranged: **+21, 1d4+4**

Ranged w/ offhand: **+15, 1d4+4**

Ranged w/ light off: **+17, 1d4+4**

Ranged offhand: **+13, 1d4+2**

**Banner**: +2 morale bonus when charging beneath banner, **Cavalier's Charge**: +2 bonus when charging while mounted, **Low Blow**: +1 bonus to confirm critical hits vs. foes larger than yourself

## Sling

Ranged: **+20/+15/+10, 1d3+4**

Ranged, both hands: **+20/+15/+10, 1d3+6**

Ranged w/ offhand: **+14/+9/+4, 1d3+4**

Ranged w/ light off: **+16/+11/+6, 1d3+4**

Ranged offhand: **+10, 1d3+2**

**Banner**: +2 morale bonus when charging beneath banner, **Cavalier's Charge**: +2 bonus when charging while mounted, **Low Blow**: +1 bonus to confirm critical hits vs. foes larger than yourself

## Experience & Wealth

Experience Points: **210000/295,000**

Current Cash: **You have no money!**

## Unarmed strike

Main hand: **+14/+9/+4,**

**1d2+12 nonlethal**

Crit: x2  
Light, B, Nonlethal

Main w/ offhand: **+8/+3/-2,**

**1d2+12 nonlethal**

Main w/ light off: **+10/+5/+0,**

**1d2+12 nonlethal**

Offhand: **+6, 1d2+10**

**nonlethal**

**Banner**: +2 morale bonus when charging beneath banner, **Cavalier's Charge**: +2 bonus when charging while mounted, **Low Blow**: +1 bonus to confirm critical hits vs. foes larger than yourself

## War lance

Main hand: **+22/+13/+8,**

**1d6+19**

Crit: x3  
1-hand, P, Charge

Both hands: **+22/+13/+8,**

**1d6+21**

Main w/ offhand: **+16/+7/+2,**

**1d6+19**

Main w/ light off: **+18/+9/+4,**

**1d6+19**

Offhand: **+12, 1d6+17**

**Banner**: +2 morale bonus when charging beneath banner, **Cavalier's Charge**: +2 bonus when charging while mounted, **Low Blow**: +1 bonus to confirm critical hits vs. foes larger than yourself

## Mammoth hide (1/round)

**+6**

Max Dex: +4, Armor Check: -1  
Spell Fail: 20%, Medium, Slows

## Gear

**Total Weight Carried: 31.6/262.5 lbs, Light Load**

**(Light: 87 lbs, Medium: 174.75 lbs, Heavy:**

**262.5 lbs)**

Alchemist's fire x3 <In: Handy haversack (36 @ 35.5 1 lb

Amulet of natural armor +1 -

<In: Handy haversack (36 @ 35.5 lbs)> 1.25 lbs

Belt of giant strength +4 0.5 lbs

Belt pouch (31 @ 7.5 lbs) 0.125 lbs

Cold weather outfit (Free) -

Flint and steel <In: Handy haversack (36 @ 35.5 lbs)> -

Habit of the winter explorer 3.5 lbs

Handy haversack (36 @ 35.5 lbs) 2.5 lbs

Mammoth hide (1/round) 12.5 lbs

Masterwork throwing axe <In: Handy haversack (36 1 lb

Mess kit <In: Handy haversack (36 @ 35.5 lbs)> 1 lb

Money <In: Handy haversack (36 @ 35.5 lbs)> -

Oil x4 <In: Handy haversack (36 @ 35.5 lbs)> 1 lb

Potion of restoration, lesser -

Ring of cold resistance (minor) -

Ring of protection +1 -

<In: Handy haversack (36 @ 35.5 lbs)> 10 lbs

## Gear

**Total Weight Carried: 31.6/262.5 lbs, Light Load (Light: 87 lbs, Medium: 174.75 lbs, Heavy: 262.5 lbs)**

<In: Belt pouch (31 @ 7.5 lbs)> -  
 Sling bullets x30 <In: Belt pouch (31 @ 7.5 lbs)> 0.25 lbs  
 <In: Handy haversack (36 @ 35.5 lbs)> 0.5 lbs  
 Sunrod <In: Handy haversack (36 @ 35.5 lbs)> 1 lb  
 Tindertwig x2 <In: Handy haversack (36 @ 35.5 lbs)> -  
 Torch x10 <In: Handy haversack (36 @ 35.5 lbs)> 1 lb  
 Trail rations x5 <In: Handy haversack (36 @ 35.5 lbs)> 0.25 lbs  
 War lance 5 lbs  
 Waterskin <In: Handy haversack (36 @ 35.5 lbs)> 1 lb  
 Weapon blanch (cold iron) x3 <In: Handy haversack> 0.5 lbs

## Special Abilities

**+5 dam. when make AoO vs. challenged foe.**

Add +1/2 to the cavalier's effective class level for the purposes of determining the damage he deals when making an attack of opportunity against a challenged foe.

**Animal Companion Link (Ex)**

Masters can handle their animal companion as a free action, or push it as a move action, even if they don't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle

**Banner +3/+2 (60 ft.) (Ex)**

At 5th level, a cavalier's banner becomes a symbol of inspiration to his allies and companions. As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1

**Canine Ferocity (Ex)**

At 8th level, when the cavalier uses his wolf or dog mount to perform a bull rush or overrun maneuver, the mount is considered to be one size category larger for the purposes of determining the size of creature it is maneuvering against and

**Cavalier's Charge (Ex)**

At 3rd level, a cavalier learns to make more accurate charge attacks while mounted. 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

**Danger Ward (3/day) (Ex)**

At 2nd level, the cavalier can ready his allies for impending danger. As a standard action, he can ready all allies within 30 feet of the danger ahead, granting a bonus on a single type of saving throw (Fortitude, Reflex or Will) that

**Expert Trainer +6 (Ex)**

At 4th level, a cavalier learns to train mounts with speed and unsurpassed expertise. The cavalier receives a bonus equal to 1/2 his cavalier level whenever he uses Handle Animal on an animal that serves as a mount. In

**Fearless**

+2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

**Greater Tactician (Pack Flanking or Share Healing, 9 rds,)**

At 1st level, a cavalier receives a teamwork feat as a bonus feat. He must meet the prerequisites for this 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

**Low Blow**

Some halflings train extensively in the art of attacking larger creatures. Halflings with this racial trait gain a +1 bonus on critical confirmation rolls against opponents larger than themselves. This racial trait replaces keen senses.

**Mighty Charge (Ex)**

At 11th level, a cavalier learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat

**Paw's Demanding Challenge +13 (5/day) (Ex)**

Once per day, a cavalier can challenge a foe to combat. As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of

**Paw's Skills (Ex)**

An order of the paw cavalier adds Knowledge (nature) and Survival to his list of class skills. He can make Knowledge (nature) checks untrained. Also, an order of the paw cavalier is adept at following tracks while mounted, using his mount's

**Ride Mount (Ex)**

A cavalier does not take an armor check penalty on Ride checks while riding his mount.

## Special Abilities

**Warslinger**

Halflings are experts at the use of the sling. Halflings with this racial trait can reload a sling as a free action. Reloading a sling still requires two hands and provokes attacks of opportunity. This racial trait replaces sure-footed.

## Tracked Resources

Alchemist's fire	□□□
Danger Ward (3/day) (Ex)	□□□
Greater Tactician (Pack Flanking or Share Healing, 9 rds, 3/day) (Ex)	□□□□
Mammoth hide (1/round)	□
Masterwork throwing axe	□
Mounted Combat (1/round)	□
Paw's Demanding Challenge +13 (5/day) (Ex)	□□□□□
Potion of restoration, lesser	□
Sling	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Sunrod	□
Tindertwig	□□
Torch	□□□□□ □□□□□
Trail rations	□□□□□
Vanish (in cold weather only, 1/day)	□
Weapon blanch (cold iron)	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

## Languages

Common  
Goblin

Halfling

## Companions

**Wolfie** CR –

Male wolf (charger)

N Large animal

**Init** +4; **Senses** low-light vision, scent; Perception +9

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### Defense

**AC** 29, touch 14, flat-footed 24 (+3 armor, +4 Dex, +1 dodge, +12 natural, -1 size)

**hp** 92 (11d8+44)

**Fort** +11, **Ref** +11, **Will** +4 (+4 morale bonus vs. Enchantment spells and effects)

**Defensive Abilities** evasion; **Immune** fatigue

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### Offense

**Speed** 50 ft.

**Melee** unarmed strike +15/+10 (1d4+8 nonlethal) or bite +15/+10 (2d6+12 plus trip)

**Space** 10 ft.; **Reach** 5 ft.

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### Statistics

**Str** 26, **Dex** 18, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +8; **CMB** +17 (+19 overrun); **CMD** 32 (38 vs. overrun, 36 vs. trip)

**Feats** Dodge, Improved Natural Attack (bite), Improved Overrun, Power Attack, Run, Stable Gallop

**Tricks** Attack, Attack, Attack Any Target, Combat Riding, Come, Defend, Down, Fetch, Guard, Heel, Seek, Track

**Skills** Acrobatics +8 (+12 to jump with a running start, +16 to jump), Perception +9, Stealth +8, Survival +1 (+5 when tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

**SQ** attack any target, barding training, combat riding, devotion, fetch, indefatigable, mounted challenge, multiattack / extra attack, seek, track

**Other Gear** studded leather, exotic military saddle, feed (per day) (5), saddlebags