

Sally Proudfoot

Character Name
Cavalier 8
 CLASS
8 (7) **34000 / 50000**
 Character Level (CR) EXP/NEXT LEVEL

Carole

Player Name
Halfling (Avenging) / Humanoid
 RACE
0 **Female**
 AGE GENDER

Deity
Small / 5 ft.
 SIZE / FACE
 EYES

None

Region
3' 3" / 37 lbs.
 HEIGHT / WEIGHT
 HAIR

Chaotic Good

Alignment
Normal
 VISION
 Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4		
DEX Dexterity	22	+6	22	+6		
CON Constitution	16	+3	16	+3		
INT Intelligence	13	+1	13	+1		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	16	+3	16	+3		

HP Hit points	88	WOUNDS/CURRENT HP			
AC armor class	22	19	15	10	5
INITIATIVE modifier		+8	+6	+2	
Encumbrance		Medium (rules applied)			

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED											
				Walk 15 ft.											
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+9	+6	+3	+0	+0	+0	
REFLEX (dexterity)	+8	+2	+6	+0	+0	+0	
WILL (wisdom)	+2	+2	+0	+0	+0	+0	

Conditional Save Modifiers:
 +2 vs. fear

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+13/+8	+8/+3	+4	+1	+0	+0	
RANGED attack bonus	+15/+10	+8/+3	+6	+1	+0	+0	
CMB attack bonus	+11/+6	+8/+3	+4	-1			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+11/+6	+11/+6	+11/+6	+11/+6	+11	+13
CMD	28	28	28	28	28	30

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
UNARMED (nonlethal only)	+13/+8	1d2+4	20/x2	5 ft.

*Lance (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	S	20/x3	10 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+13/+8	1d6+4	2W-P-(OH)	+7/+2	1d6+4	
1H-O	+9/+4	1d6+2	2W-P-(OL)	+9/+4	1d6+4	
2H	+13/+8	1d6+6	2W-OH	+3	1d6+2	

*Longsword (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	S	S	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+13	1d6+4	2W-P-(OH)	+7	1d6+4	
1H-O	+9	1d6+2	2W-P-(OL)	+9	1d6+4	
2H	+13	1d6+6	2W-OH	+3	1d6+2	

Oil (1 Pint Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	F	M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+13/+8	+11/+6	+9/+4	+7/+2	+5/+0	
Dam	1d6	1d6	1d6	1d6	1d6	

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Scale Mail (Small)		Medium	+5	+3	-4	25
*Buckler (Small)		Shield	+1		-1	5
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.						
*Amulet of Natural Armor +1			+1		+0	0
*Ring of Protection +1			+1		+0	0

TOTAL SKILLPOINTS: 40		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input checked="" type="checkbox"/>	Acrobatics	DEX	1	=	6			-5
<input checked="" type="checkbox"/>	Acrobatics (Jump)	DEX	-7	=	6			-13
<input checked="" type="checkbox"/>	Appraise	INT	1	=	1			
<input checked="" type="checkbox"/>	Bluff	CHA	10	=	3	+4	+3	
<input checked="" type="checkbox"/>	Climb	STR	3	=	4	+1	-2	
<input checked="" type="checkbox"/>	Craft (Untrained)	INT	1	=	1			
<input checked="" type="checkbox"/>	Diplomacy	CHA	3	=	3			
<input checked="" type="checkbox"/>	Disguise	CHA	3	=	3			
<input checked="" type="checkbox"/>	Escape Artist	DEX	2	=	6	+1	-5	
<input checked="" type="checkbox"/>	Fly	DEX	3	=	6	+3	-3	
<input checked="" type="checkbox"/>	Handle Animal	CHA	15	=	3	+8	+4	
<input checked="" type="checkbox"/>	Heal	WIS	0	=	0			
<input checked="" type="checkbox"/>	Intimidate	CHA	11	=	3	+5	+3	
<input checked="" type="checkbox"/>	Knowledge (Local)	INT	2	=	1	+1		
<input checked="" type="checkbox"/>	Knowledge (Nature)	INT	5	=	1	+1	+3	
<input checked="" type="checkbox"/>	Perception	WIS	1	=	0	+1		
<input checked="" type="checkbox"/>	Perform (Untrained)	CHA	3	=	3			
<input checked="" type="checkbox"/>	Ride	DEX	16	=	6	+8	+2	
<input checked="" type="checkbox"/>	Sense Motive	WIS	6	=	0	+3	+3	
<input checked="" type="checkbox"/>	Stealth	DEX	5	=	6	+3	-1	
<input checked="" type="checkbox"/>	Survival	WIS	4	=	0	+1	+3	
<input checked="" type="checkbox"/>	Swim	STR	8	=	4	+6	-2	
				=				
				=				

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Challenge

Uses per Day

Challenge (Ex):3/day [Swift Action], you can challenge a foe to combat. Choose one target within sight to challenge. Your melee attacks deal 8 extra damage whenever the attacks are made against the target of the challenge. Challenging a foe requires much of the cavalier's concentration. The cavalier takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. Each cavalier's challenge also includes another effect which is listed in the section describing the cavalier's order. Whenever an order of the paw cavalier issues a challenge, his mount gains a +1 dodge bonus to AC as long it is threatening the target of the cavalier's challenge and the cavalier is riding the mount. This bonus increases by +1 for every four levels the cavalier possesses. [Paizo Inc. - Advanced Player's Guide]

Alchemist's Fire (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	F	M	20/x2	5 ft.
	10 ft.	30 ft.		40 ft.		50 ft.
TH	+13/+8	+11/+6	+9/+4	+7/+2		+5/+0
Dam	1d6	1d6	1d6	1d6		1d6

Special Properties: Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

Sling (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	S	20/x2	5 ft.
	Range: 30 ft.	To Hit: +15/+10	Damage: 1d3+4			
	50 ft.	100 ft.	150 ft.	200 ft.	250 ft.	
TH	+15/+10	+13/+8	+11/+6	+9/+4	+7/+2	
Dam	1d3+4	1d3+4	1d3+4	1d3+4	1d3+4	
	300 ft.	350 ft.	400 ft.	450 ft.	500 ft.	
TH	+5/+0	+3/-2	+1/-4	-1/-6	-3/-8	
Dam	1d3+4	1d3+4	1d3+4	1d3+4	1d3+4	

Club (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	S	20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+13/+8	1d4+4	2W-P-(OH)	+7/+2	1d4+4	
1H-O	+9/+4	1d4+2	2W-P-(OL)	+9/+4	1d4+4	
2H	+13/+8	1d4+6	2W-OH	+3	1d4+2	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+15/+10	+13/+8	+11/+6	+9/+4	+7/+2	
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4	

Masterwork Axe, Throwing (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	S	20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+14/+9	1d4+4	2W-P-(OH)	+8/+3	1d4+4	
1H-O	+10/+5	1d4+2	2W-P-(OL)	+10/+5	1d4+4	
2H	+14/+9	1d4+4	2W-OH	+6	1d4+2	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+16/+11	+14/+9	+12/+7	+10/+5	+8/+3	
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4	

Longsword (Adamantine)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
2H	+12/+7	1d8+6	2W-OH	N/A	N/A	

Special Properties: ignore hardness less than 20

EQUIPMENT		ITEM	LOCATION	QTY	WT / COST
		Amulet of Natural Armor +1	Equipped	1	0 / 2,000
		Lance (Small)	Equipped	1	5 / 10
		Longsword (Small)	Equipped	1	2 / 15
		Ring of Protection +1	Equipped	1	0 / 2,000
		Scale Mail (Small)	Equipped	1	15 / 50
		Outfit (Cold-Weather) (Small)	Equipped	1	0 / 0
		Buckler (Small)	Equipped	1	2.5 / 5
		Waterskin (Filled) (Small)	Equipped	1	1 / 1
		Backpack (Small)	Equipped	1	0.5 / 2
		Bedroll (Small)	Backpack (Small)	1	1.2 / 0.1
		Mess Kit	Backpack (Small)	1	1 / 0.2
		Torch	Backpack (Small)	10	1 (10) / 0 (0.1)
		Soap (per lb.)	Backpack (Small)	1	1 / 0.5
		Rope (Hemp/50 ft.)	Backpack (Small)	1	10 / 1
		Rations (Trail/Per Day) (Small)	Backpack (Small)	1	0.2 / 0.5
		Feed (Per Day)	Backpack (Small)	4	10 (40) / 0.1 (0.2)
		Oil (1 Pint Flask)	Backpack (Small)	4	1 (4) / 0.1 (0.4)
		TOTAL WEIGHT CARRIED/VALUE 113.12 lbs. 9,535.3gp			

EQUIPMENT		ITEM	LOCATION	QTY	WT / COST
		Alchemist's Fire (Flask)	Backpack (Small)	3	1 (3) / 20 (60)
		Oil of Greater Magic Weapon +1	Backpack (Small)	1	0 / 750
		Potion of Cure Light Wounds	Backpack (Small)	2	0 (0) / 50 (100)
		Potion of Cure Light Wounds	Pouch (Belt) (Small)	2	0 (0) / 50 (100)
		Cold Iron Weapon Blanch	Backpack (Small)	3	0.5 (1.5) / 20 (60)
		Sunrod	Backpack (Small)	1	1 / 2
		Potion of Endure Elements	Backpack (Small)	1	0 / 50
		Potion of Enlarge Person	Backpack (Small)	1	0 / 50
		Potion of Shield of Faith +2	Backpack (Small)	1	0 / 50
		Pouch (Belt) (Small)	Equipped	1	0.1 / 1
		Flint and Steel	Pouch (Belt) (Small)	1	0 / 1
		Bullet, Sling (Small)	Pouch (Belt) (Small)	30	0.2 (7.5) / 0 (0.3)
		Potion of Resist Energy 10 (Cold)	Pouch (Belt) (Small)	1	0 / 300
		Tindertwig	Pouch (Belt) (Small)	2	0 (0) / 1 (2)
		Potion of Cure Moderate Wounds	Pouch (Belt) (Small)	1	0 / 300
		Potion of Barkskin +2	Pouch (Belt) (Small)	1	0 / 300
		Sling (Small)	Carried	1	0 / 0
		Club (Small)	Carried	1	1.5 / 0
		Masterwork Axe, Throwing (Small)	Carried	1	1 / 308
		Longsword (Adamantine)	Carried	1	4 / 3,015
		TOTAL WEIGHT CARRIED/VALUE 113.12 lbs. 9,535.3gp			

WEIGHT ALLOWANCE	
Light	75
Medium	150
Heavy	225
Lift over head	225
Lift off ground	450
Push / Drag	1125

MONEY
Total= 0 gp [Unspent Funds = 545.85 gp]

MAGIC

Languages
Common, Goblin, Halfling

Other Companions

Traits
Beast Bond (Ride) [Paizo Publishing - Ultimate Campaign, p.59]
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 [Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.

Special Attacks

Cavalier's Charge (Ex)

[Paizo Inc. - Advanced Player's Guide]

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 suffer any penalty to his AC after making a charge attack while mounted.

Challenge (Ex)

[Paizo Inc. - Advanced Player's Guide]

3/day [Swift Action], you can challenge a foe to combat. Choose one target within sight to challenge. Your melee attacks deal 8 extra damage whenever the attacks are made against the target of the challenge. Challenging a foe requires much of the cavalier's concentration. The cavalier takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. Each cavalier's challenge also includes another effect which is listed in the section describing the cavalier's order. Whenever an order of the paw cavalier issues a challenge, his mount gains a +1 dodge bonus to AC as long it is threatening the target of the cavalier's challenge and the cavalier is riding the mount. This bonus increases by +1 for every four levels the cavalier possesses.

Special Qualities

Avenging

[Paizo Inc. - Advanced Race Guide, p.]

Unlike most half lings, members of this subtype actively look for trouble in their quest to avenge slights and wrongdoings. Whether resisting a local bully, monster, or troops of an oppressive ruler, half ling warriors of this secret subculture don masks and strike back on behalf of their community. These half lings have the low blow, underfoot, and warslinger alternate racial traits.

Banner (Ex)

[Paizo Inc. - Advanced Player's Guide]

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 morale bonus on attack rolls made as part of a charge. The banner must be at least Small or larger and must be carried or displayed by the cavalier or his mount to function.

Bonus Challenge Attack of Opportunity Damage (8x)

[Paizo Inc. - Advanced Race Guide, p.63]

Cavalier: 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.

Bonus Feat (Ex)

[Paizo Inc. - Advanced Player's Guide]

A cavalier gains 1 bonus feat(s) in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. The cavalier must meet the prerequisites of these bonus feats.

Canine Ferocity (Ex)

[Paizo Inc. - Advanced Race Guide, p.65]

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 the mount's CMB. He also receives a bonus feat, chosen from the following list: Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample (the mount can make a bite attack in place of a hoof attack), or Unseat. He must qualify for the feat selected.

Danger Ward (Ex)

[Paizo Inc. - Advanced Race Guide, p.65]

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 he chooses when he grants this boon. At any point in the next minute, when these allies fail a saving throw of that type, they can choose to reroll the saving throw with a +4 competence bonus as an immediate action, but must take the results of the reroll even if it is worse. He can use this ability up to three times per day, once for each type of saving throw.

Edicts

[Paizo Inc. - Advanced Race Guide, p.65]

The cavalier must strive to protect his community from rampaging monsters and fearsome conquerors alike. His first priority is to aid halfling communities, but he also is sworn to protect those who cannot protect themselves from such threats in the wild. He must never take any action that would put a halfling community or an innocent creature in jeopardy. An order of the paw cavalier must take either a wolf or a dog as his mount.

Expert Trainer (Ex)

[Paizo Inc. - Advanced Player's Guide]

A cavalier learns to train mounts with speed and unsurpassed expertise. The cavalier receives a +4 bonus whenever he uses Handle Animal on an animal that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can also train more than one mount at once, although each mount after the first adds +2 to the DC.

Fearless (Ex)

[Paizo Inc. - Core Rulebook, p.26]

Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Humanoid Traits (Ex)

[Paizo Inc. - Core Rulebook, p.308]

Humanoids breathe, eat, and sleep.

Low Blow

[Paizo Inc. - Advanced Player's Guide, p.21]

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

Mount (Ex)

[Paizo Inc. - Advanced Player's Guide]

A cavalier gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the cavalier's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium cavalier can select a camel or a horse. A Small cavalier can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts. A cavalier does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A cavalier's mount does not gain the share spells special ability. A cavalier's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a cavalier's mount die, the cavalier may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the cavalier gains a level.

Order (Ex)

[Paizo Inc. - Advanced Player's Guide]

A cavalier must pledge himself to a specific order. The order grants the cavalier a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts that the cavalier must follow. If he violates any of these edicts, he loses the benefits from his order's challenge ability for 24 hours. The violation of an edict is subject to GM interpretation. A cavalier cannot change his order without undertaking a lengthy process to dedicate himself to a new cause. When this choice is made, he immediately loses all of the benefits from his old order. He must then follow the edicts of his new order for one entire level without gaining any benefits from that order. Once accomplished, he gains all of the bonuses from his new order. Note that the names of these orders might vary depending upon the campaign setting or GM's preference.

Order Abilities

[Paizo Inc. - Advanced Race Guide, p.65]

A cavalier belonging to the order of the paw gains the following abilities as he increases in level.

Order of the Paw

[Paizo Inc. - Advanced Race Guide, p.64]

Only dog- or wolf-riding halflings are eligible to join this order of cavaliers. When they do, they pledge to defend halflings, halfling settlements, and other innocent folks by patrolling the wilderness and seeking out possible threats to both individuals and whole communities. These cavaliers hunt down potential danger with a ruthless efficiency and determination that non-halflings find surprising and even somewhat alarming.

Skills

[Paizo Inc. - Advanced Race Guide, p.65]

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 speed rather than his own to determine the penalty for tracking while moving, whether he is mounted or not.

Tactician (Ex)

[Paizo Inc. - Advanced Player's Guide]

A cavalier receives a teamwork feat (Share Healing) 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 this bonus feat for 7 rounds. Allies do not need to meet the prerequisites of these bonus feats. The cavalier can use this ability 2 times per day.

Underfoot

[Paizo Inc. - Advanced Player's Guide, p.21]

Halflings must train hard to effectively fight bigger opponents. Halflings with this racial trait gain a +1 dodge bonus to AC against foes larger than themselves and a +1 bonus on Reflex saving throws to avoid trample attacks. This racial trait replaces the halfling luck racial trait.

Warslinger

[Paizo Inc. - Advanced Player's Guide, p.21]

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 the sure-footed racial trait.

Weapon Familiarity (Ex)

[Paizo Inc. - Core Rulebook, p.26]

Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Feats

Improved Overrun

[Paizo Inc. - Core Rulebook, p.127]

You are skilled at running down your foes.

You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

Mounted Combat

[Paizo Inc. - Core Rulebook, p.131]

You are adept at guiding your mount through combat.

Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Power Attack

[Paizo Inc. - Core Rulebook, p.131]

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Ride-By Attack

[Paizo Inc. - Core Rulebook, p.132]

While mounted, you can move, strike at a foe, and then continue moving.

When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Skill Focus (Ride)

[Paizo Inc. - Core Rulebook, p.134]

You are particularly adept at your chosen skill.

You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Spirited Charge

[Paizo Inc. - Core Rulebook, p.134]

Your mounted charge deals a tremendous amount of damage.

When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Share Healing

[Paizo Inc. - Advanced Class Guide, p.156]

Your link with your companion creature allows you to share with it any healing magic that's cast upon you.

When you and your companion creature have this feat, your companion creature is adjacent to you or sharing your square, and you receive the benefit of a healing spell (whether from yourself or another source), you can divide the hit points healed evenly between yourself and your companion creature.

Proficiencies

Aldori Dueling Sword, Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslider, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Pitchfork, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Sling Staff (Halfling), Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Sally Proudfoot

Halfling (Avenging)

RACE

0

AGE

Female

GENDER

VISION

Chaotic Good

ALIGNMENT

Left

DOMINANT HAND

3' 3"

HEIGHT

37 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,
HAIR / HAIR STYLE

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: