

# Sally Proudfoot

Character Name

Cavalier 5

CLASS

5 (4)

Character Level (CR)

10000 / 15000

EXP/NEXT LEVEL

# Carole

Player Name

Halfling (Avenging) / Humanoid

RACE

0

AGE

Female

GENDER

Deity

Small / 5 ft.

SIZE / FACE

None

Region

3' 3" / 37 lbs.

HEIGHT / WEIGHT

Chaotic Good

Alignment

Normal

VISION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	18	+4	18	+4			<b>HP</b> hit points: 52			Walk 15 ft.
<b>DEX</b> Dexterity	21	+5	21	+5			<b>AC</b> armor class: 22	19	15 = 10 + 5	
<b>CON</b> Constitution	16	+3	16	+3			TOTAL	FLAT	TOUCH	BASE
<b>INT</b> Intelligence	13	+1	13	+1			<b>INITIATIVE</b> modifier: +7			ARMOR BONUS
<b>WIS</b> Wisdom	10	+0	10	+0			TOTAL	FLAT	TOUCH	BASE
<b>CHA</b> Charisma	16	+3	16	+3			Encumbrance: <b>Medium</b> (rules applied)			ARMOR BONUS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+7	+4	+3	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+6	+1	+5	+0	+0	+0	
<b>WILL</b> (wisdom)	+1	+1	+0	+0	+0	+0	

**Conditional Save Modifiers:**  
+2 vs. fear

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+10	+5	+4	+1	+0	+0	
<b>RANGED</b> attack bonus	+11	+5	+5	+1	+0	+0	
<b>CMB</b> attack bonus	+8	+5	+4	-1			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
<b>CMB</b>	+8	+8	+8	+8	+8	+8
<b>CMD</b>	24	24	24	24	24	24

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
<b>UNARMED</b> (nonlethal only)	+10	1d2+4	20/x2	5 ft.

**Special Properties:**

<b>*Lance (Small)</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	S	20/x3	10 ft.
	<b>To Hit</b>			<b>To Hit</b>		<b>Dam</b>
1H-P	+10			+4		1d6+4
1H-O	+6			+6		1d6+4
2H	+10			+0		1d6+2

**Special Properties:** One Handed when mounted, Two Handed otherwise.

<b>*Longsword (Small)</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	S	S	19-20/x2	5 ft.
	<b>To Hit</b>			<b>To Hit</b>		<b>Dam</b>
1H-P	+10			+4		1d6+4
1H-O	+6			+6		1d6+4
2H	+10			+0		1d6+2

<b>Oil (1 Pint Flask)</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	F	M	20/x2	5 ft.
	<b>10 ft.</b>			<b>40 ft.</b>		<b>50 ft.</b>
TH	+9			+3		+1
Dam	1d6			1d6		1d6

**Special Properties:** Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite

\*: 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.

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

TOTAL SKILLPOINTS: 25		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	0	=	5	+ -5		
✓	Acrobatics (Jump)	DEX	-8	=	5	+ -13		
✓	Appraise	INT	1	=	1			
✓	Bluff	CHA	8	=	3 + 2 + 3			
✓	Climb	STR	3	=	4 + 1 + -2			
✓	Craft (Untrained)	INT	1	=	1			
✓	Diplomacy	CHA	3	=	3			
✓	Disguise	CHA	3	=	3			
✓	Escape Artist	DEX	1	=	5 + 1 + -5			
✓	Fly	DEX	2	=	5 + -3			
✓	Handle Animal	CHA	12	=	3 + 5 + 4			
✓	Heal	WIS	0	=	0			
✓	Intimidate	CHA	8	=	3 + 2 + 3			
✓	Knowledge (Nature)	INT	5	=	1 + 1 + 3			
✓	Perception	WIS	1	=	0 + 1			
✓	Perform (Untrained)	CHA	3	=	3			
✓	Ride	DEX	9	=	5 + 5 + -1			
✓	Sense Motive	WIS	5	=	0 + 2 + 3			
✓	Stealth	DEX	4	=	5 + -1			
✓	Survival	WIS	4	=	0 + 1 + 3			
✓	Swim	STR	6	=	4 + 4 + -2			

**Challenge**  
Uses per Day

**Challenge (Ex):** 2/day (Swift Action), you can challenge a foe to combat. Choose one target within sight to challenge. Your melee attacks deal 5 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 as 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.	20 ft.	30 ft.			40 ft.		50 ft.
TH	+9	+7	+5			+3		+1
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: +11		Damage: 1d3+4				
	50 ft.	100 ft.	150 ft.			200 ft.		250 ft.
TH	+11	+9	+7			+5		+3
Dam	1d3+4	1d3+4	1d3+4			1d3+4		1d3+4
	300 ft.	350 ft.	400 ft.			450 ft.		500 ft.
TH	+1	-1	-3			-5		-7
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	+10	1d4+4	2W-P-(OH)	+4		1d4+4		
1H-O	+6	1d4+2	2W-P-(OL)	+6		1d4+4		
2H	+10	1d4+6	2W-OH	+0		1d4+2		
	10 ft.	20 ft.	30 ft.			40 ft.		50 ft.
TH	+11	+9	+7			+5		+3
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	+11	1d4+4	2W-P-(OH)	+5		1d4+4		
1H-O	+7	1d4+2	2W-P-(OL)	+7		1d4+4		
2H	+11	1d4+4	2W-OH	+3		1d4+2		
	10 ft.	20 ft.	30 ft.			40 ft.		50 ft.
TH	+12	+10	+8			+6		+4
Dam	1d4+4	1d4+4	1d4+4			1d4+4		1d4+4

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
<b>Amulet of Natural Armor +1</b>	Equipped	1	0 / 2,000
Lance (Small)	Equipped	1	5 / 10
<small>One Handed when mounted, Two Handed otherwise.</small>			
Longsword (Small)	Equipped	1	2 / 15
<b>Ring of Protection +1</b>	Equipped	1	0 / 2,000
Scale Mail (Small)	Equipped	1	15 / 50
Outfit (Cold-Weather) (Small)	Equipped	1	0 / 0
<small>+5 circumstance bonus on Fortitude saves vs cold weather</small>			
Buckler (Small)	Equipped	1	2.5 / 5
<small>Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.</small>			
Waterskin (Filled) (Small)	Equipped	1	1 / 1
Backpack (Small)	Equipped	1	0.5 / 2
<small>73 lbs., 1 Bedroll (Small), 1 Mess Kit, 10 Torch, 1 Soap (per lb.), 1 Rope (Hemp/50 ft.), 1 Rations (Trail/Per Day) (Small), 4 Feed (Per Day), 4 Oil (1 Pint Flask), 3 Alchemist's Fire (Flask), 1 Oil of Greater Magic Weapon +1, 2 Potion of Cure Light Wounds, 3 Cold Iron Weapon Blanch, 1 Sunrod, 1 Potion of Endure Elements, 1 Potion of Enlarge Person</small>			
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)
<small>□□□□□ □□□□□ Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.</small>			
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)
□□□□			
<small>Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite</small>			
Alchemist's Fire (Flask)	Backpack (Small)	3	1 (3) / 20 (60)
□□□			
<small>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.</small>			
<b>Oil of Greater Magic Weapon +1</b>	Backpack (Small)	1	0 / 750
□			
<small>Gives a weapon or 50 projectiles a +1 enhancement bonus on attack and damage rolls for 5 hours.</small>			
TOTAL WEIGHT CARRIED/VALUE		109.12 lbs.	5,770.3gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
<b>Potion of Cure Light Wounds</b>	Backpack (Small)	2	0 (0) / 50 (100)
<small>□□ Cures 1d8+1 points of damage.</small>			
Cold Iron Weapon Blanch	Backpack (Small)	3	0.5 (1.5) / 20 (60)
<small>□□□ Craft DC: 20</small>			
Sunrod	Backpack (Small)	1	1 / 2
<small>□ Bright Illumination: 30 ft., Duration: 6 hr., Shadowy Illumination: 60 ft.</small>			
<b>Potion of Endure Elements</b>	Backpack (Small)	1	0 / 50
<small>□ Grants protection from harm from being in a hot or cold environment for 24 hours</small>			
<b>Potion of Enlarge Person</b>	Backpack (Small)	1	0 / 50
<small>□ Target's size category increases to next larger category for 1 minute</small>			
Pouch (Belt) (Small)	Equipped	1	0.1 / 1
<small>7.5 lbs., 1 Flint and Steel, 30 Bullet, Sling (Small), 1 Potion of Resist Energy 10 (Cold), 2 Tindertwig</small>			
Flint and Steel	Pouch (Belt) (Small)	1	0 / 1
Bullet, Sling (Small)	Pouch (Belt) (Small)	30	0.2 (7.5) / 0 (0.3)
<small>□□□□□ □□□□□ □□□□□ □□□□□ □□□□□</small>			
<b>Potion of Resist Energy 10 (Cold)</b>	Pouch (Belt) (Small)	1	0 / 300
<small>□ Grants cold resistance 10 for 30 minutes.</small>			
Tindertwig	Pouch (Belt) (Small)	2	0 (0) / 1 (2)
<small>□□ lights a torch with a standard action</small>			
Sling (Small)	Carried	1	0 / 0
Club (Small)	Carried	1	1.5 / 0
Masterwork Axe, Throwing (Small)	Carried	1	1 / 308
TOTAL WEIGHT CARRIED/VALUE		109.12 lbs.	5,770.3gp

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

MONEY	
Total= 0 gp [Unspent Funds = 63.72 gp]	

MAGIC	

Languages	
Common, Goblin, Halfling	

Other Companions	

Traits	
<b>Beast Bond (Ride)</b>	<b>[Paizo Publishing - Ultimate Campaign, p.59]</b>
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.	
<b>Reactionary</b>	<b>[Paizo Inc. - Advanced Player's Guide, p.328]</b>
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	
<b>Cavalier's Charge (Ex)</b>	<b>[Paizo Inc. - Advanced Player's Guide]</b>
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.	
<b>Challenge (Ex)</b>	<b>[Paizo Inc. - Advanced Player's Guide]</b>
2/day [Swift Action], you can challenge a foe to combat. Choose one target within sight to challenge. Your melee attacks deal 5 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 (5x)

[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.

### 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 +2 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 5 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

### 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 -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 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.

### 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, Dogslicer, 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:**