

Sally Proudfoot

Player: Carole

Female halfling (avenging) cavalier 17 - CR 16

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

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

Ability	Score	Modifier	Temporary
STR STRENGTH	22/24	+6/+7	
DEX DEXTERITY	22/24	+6/+7	
CON CONSTITUTION	16/18	+3/+4	
INT INTELLIGENCE	13	+1	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14 =	+10	+4				

Greater Banner: +2 morale bonus vs. charm and compulsion spells and effects, **Banner:** +4 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)	+12 =	+5	+7				
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Underfoot: +1 bonus vs. trample attacks, **Greater Banner:** +2 morale bonus vs. charm and compulsion spells and effects, **Banner:** +4 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)	+7 =	+5			+2		
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Greater Banner: +2 morale bonus vs. charm and compulsion spells and effects, **Banner:** +4 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
Spell Resistance (27)	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 33 =	+6		+4	+1	+5	+4	+5	-2

Touch AC 22	Flat-Footed AC 24
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Cavalier's Charge: No penalty to AC when charging while mounted., **Underfoot:** +1 bonus vs. foes larger than self

CM Bonus	BAB	Strength	Size	Misc
+13 =	+17	+7	-1	-

+15 Overrunning

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

CM Defense	BAB	Strength	Dexterity	Size
47 = 10	+17	+7	+7	-1

49 vs. Overrun

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

Base Attack +17	HP 191
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Banner: +3 morale bonus when charging beneath banner, **Cavalier's Charge:** +2 bonus when charging while mounted, **Outflank:** +2 bonus when flanking foe with ally w/this feat, **Low Blow:** +1 bonus to confirm critical hits vs. foes larger than yourself

Initiative +9



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (7)	1	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	+1	INT (1)	-	
Bluff	+13	CHA (3)	7	
Climb	+10	STR (7)	1	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+7	DEX (7)	1	
Fly	+12	DEX (7)	4	
Handle Animal	+24	CHA (3)	17	
Animal Companion Link : +4 circumstance bonus to checks made regarding an animal companion				
Heal	+0	WIS (0)	-	
Intimidate	+17	CHA (3)	11	
Knowledge (local)	+2	INT (1)	1	
Knowledge (nature)	+5	INT (1)	1	
Perception	+1	WIS (0)	1	
Ride	+34	DEX (7)	17	
Military saddle, exotic : +2 circumstance bonus to stay in the saddle				
Sense Motive	+6	WIS (0)	3	
Stealth	+14	DEX (7)	4	
Habit of the winter explorer : +4 competence bonus in cold weather.				
Survival	+4	WIS (0)	1	
Swim	+24	STR (7)	15	

Activated Abilities & Adjustments

Ability Score (Permanent): +2
 Combat Expertise +/-5
 Furious Focus
 Mounted
 Natural Armor Bonus: +1
 Nine Lives
 Paw's Demanding Challenge +21 (6/day) (Ex): Challenge: Activated, AC Penalty
 Power Attack -5/+10
 Spell Resistance: +27

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.

Chain Challenge
 When challenge target is downed, declare a new challenge target as immediate action.

Combat Expertise +/-5
 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.

Feats

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.

Iron Will

You get a +2 bonus on all Will saving throws.

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.

Outflank

Flanking bonus increases to +4 if the other flanker also has this feat, and ally gets an AoO if you score a critical hit against the target.

Pack Flanking

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

Power Attack -5/+10

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: **+16/+11/+6/+1, 1d4+38**

Main w/ offhand: **+10/+5/+0/-5, 1d4+38**

Main w/ light off: **+12/+7/+2/-3, 1d4+38**

Offhand: **+8, 1d4+34**

Ranged: **+26, 1d4+7**

Ranged w/ offhand: **+20, 1d4+7**

Ranged w/ light off: **+22, 1d4+7**

Ranged offhand: **+18, 1d4+3**

Banner: +3 morale bonus when charging beneath banner, **Cavalier's Charge:** +2 bonus when charging while mounted, **Outflank:** +2 bonus when flanking foe with ally w/this feat, **Low Blow:** +1 bonus to confirm critical hits vs. foes larger than yourself

Crit: x2
Rng: 10'
Light, S

Experience & Wealth

Experience Points: **850000/1,200,000**

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

Sling

Ranged: **+25/+20/+15/+10, 1d3+7**

Ranged, both hands:

+25/+20/+15/+10, 1d3+10

Ranged w/ offhand: **+19/+14/+9/+4, 1d3+7**

Ranged w/ light off: **+21/+16/+11/+6, 1d3+7**

Ranged offhand: **+15, 1d3+3**

Banner: +3 morale bonus when charging beneath banner, **Cavalier's Charge:** +2 bonus when charging while mounted, **Outflank:** +2 bonus when flanking foe with ally w/this feat, **Low Blow:** +1 bonus to confirm critical hits vs. foes larger than yourself

Crit: x2
Rng: 50'
1-hand, B

Unarmed strike

Main hand: **+15/+10/+5/+0, 1d2+38 nonlethal**

Main w/ offhand: **+9/+4/-1/-6, 1d2+38 nonlethal**

Main w/ light off: **+11/+6/+1/-4, 1d2+38 nonlethal**

Offhand: **+7, 1d2+34 nonlethal**

Banner: +3 morale bonus when charging beneath banner, **Cavalier's Charge:** +2 bonus when charging while mounted, **Outflank:** +2 bonus when flanking foe with ally w/this feat, **Low Blow:** +1 bonus to confirm critical hits vs. foes larger than yourself

Crit: x2
Light, B, Nonlethal

War lance

Main hand: **+24/+14/+9/+4, 1d6+46**

Both hands: **+24/+14/+9/+4, 1d6+49**

Main w/ offhand: **+18/+8/+3/-2, 1d6+46**

Main w/ light off:

+20/+10/+5/+0, 1d6+46

Offhand: **+14, 1d6+42**

Banner: +3 morale bonus when charging beneath banner, **Cavalier's Charge:** +2 bonus when charging while mounted, **Outflank:** +2 bonus when flanking foe with ally w/this feat, **Low Blow:** +1 bonus to confirm critical hits vs. foes larger than yourself

Crit: x3
1-hand, P, Charge

Mammoth hide (1/round)

+6

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

Gear

Total Weight Carried: 33.1/525 lbs, Light Load (Light: 174.75 lbs, Medium: 349.5 lbs, Heavy: 525 lbs)

Alchemist's fire x3 <In: Handy haversack (36 @ 35.5 1 lb Amulet of natural armor +4

Gear

Total Weight Carried: 33.1/525 lbs, Light Load (Light: 174.75 lbs, Medium: 349.5 lbs, Heavy: 525 lbs)

Bedroll <In: Handy haversack (36 @ 35.5 lbs)>	1.25 lbs
Belt of physical perfection +2	0.5 lbs
Belt pouch (31 @ 7.5 lbs)	0.125 lbs
Champion's banner	1.5 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	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 fly	-
Potion of restoration, lesser	-
Ring of cold resistance (minor)	-
Ring of protection +4	-
Rope <In: Handy haversack (36 @ 35.5 lbs)>	10 lbs
Sling <In: Belt pouch (31 @ 7.5 lbs)>	-
Sling bullets x30 <In: Belt pouch (31 @ 7.5 lbs)>	0.25 lbs
Soap <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	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

+7 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 +4/+3 (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 +8 (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.

Special Abilities

Giant Slayer +8 (Ex)

At 15th level, when the cavalier hits the target of his challenge with a melee attack, and that target is at least two size categories larger than the cavalier, he gains a bonus on damage rolls equal to 1/2 his cavalier level. This damage is

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.

Master Tactician (all teamwork feats, 11 rds, 4/day) (Ex)

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

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 +21 (6/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.

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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Danger Ward (3/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mammoth hide (1/round)	<input type="checkbox"/>
Master Tactician (all teamwork feats, 11 rds, 4/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Masterwork throwing axe	<input type="checkbox"/>
Mounted Combat (1/round)	<input type="checkbox"/>
Paw's Demanding Challenge +21 (6/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of fly	<input type="checkbox"/>
Potion of restoration, lesser	<input type="checkbox"/>
Sling bullets	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sunrod	<input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Vanish (in cold weather only, 1/day)	<input type="checkbox"/>
Weapon blanch (cold iron)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common
Goblin

Halfling

Companions

Wolfie CR –

Male wolf (charger)

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +10

Defense

AC 31, touch 13, flat-footed 26 (+3 armor, +4 Dex, +1 dodge, +15 natural, -1 size, -1 untyped penalty)

hp 130 (14d8+70)

Fort +14, **Ref** +13, **Will** +5 (+4 morale bonus vs. Enchantment spells and effects); +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

Defensive Abilities improved evasion; **Immune** fatigue; **SR** 27

Offense

Speed 50 ft.

Melee unarmed strike +14/+9 (1d4+24 nonlethal) or bite +14/+9 (2d6+31 plus trip)

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

Statistics

Str 27, **Dex** 19, **Con** 20, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +10; **CMB** +16 (+18 overrun); **CMD** 33 (39 vs. overrun, 37 vs. trip)

Feats Blind-fight, Dodge, Improved Natural Attack (bite), Improved Overrun, Power Attack, Run, Stable Gallop

Tricks Air Walk, Attack, Attack, Attack Any Target, Combat Riding, Come, Defend, Down, Fetch, Guard, Heel, Seek, Track, Work

Skills Acrobatics +8 (+12 to jump with a running start, +16 to jump), Perception +10, Stealth +10, Survival +1 (+5 when tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

SQ air walk, attack any target, barding training, combat riding, devotion, fetch, indefatigable, mounted challenge, multiattack / extra attack, seek, stalwart steed, track, work

Combat Gear *mind sentinel medallion*^{UE}; **Other Gear** studded leather, exotic military saddle, feed (per day) (5), saddlebags

Tracked Resources

Feed (per day) - 0/5