

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 35 =	+6	+2	+4	+1	+5	+4	+5	-2

Touch AC 22	Flat-Footed AC 26
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Underfoot: +1 bonus vs. foes larger than self

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

+21 Bull Rushing; +19 Overrunning

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

	BAB	Strength	Dexterity	Size
CM Defense 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
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Banner: +3 morale bonus when charging beneath banner, **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
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Speed	20 / 15 ft
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HP	191
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Damage / Current HP



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
 Cavalier's Charge (Ex): Mounted Charge
 Charging (30', +4 To Hit, +0 AC)
 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.

Feats

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.

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: **+20/+15/+10/+5, 2d4+76** Crit: 19-20/x2

Main w/ offhand: **+14/+9/+4/-1, 2d4+76** Rng: 10' Light, S

Main w/ light off: **+16/+11/+6/+1, 2d4+76**

Offhand: **+12, 2d4+68**

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, **Outflank**: +2 bonus when flanking foe with ally w/this feat, **Low Blow**: +1 bonus to confirm critical hits vs. foes larger than yourself

Experience & Wealth

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

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

Sling

Ranged: **+25/+20/+15/+10, 1d3+7** Crit: 19-20/x2

Ranged, both hands: Rng: 50'
+25/+20/+15/+10, 1d3+10 1-hand, B

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, **Outflank**: +2 bonus when flanking foe with ally w/this feat, **Low Blow**: +1 bonus to confirm critical hits vs. foes larger than yourself

Unarmed strike

Main hand: **+19/+14/+9/+4, 2d2+76 nonlethal** Crit: 19-20/x2
Light, B, Nonlethal

Main w/ offhand: **+13/+8/+3/-2, 2d2+76 nonlethal**

Main w/ light off:

+15/+10/+5/+0, 2d2+76 nonlethal

Offhand: +11, 2d2+68 nonlethal

Offhand: +11, 2d2+68 nonlethal

Offhand: +11, 2d2+68 nonlethal

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

War lance

Main hand: **+28/+18/+13/+8, 3d6+138** Crit: 19-20/x3
1-hand, P, Charge

Both hands: **+28/+18/+13/+8, 3d6+147**

Main w/ offhand:

+22/+12/+7/+2, 3d6+138

Main w/ light off:

+24/+14/+9/+4, 3d6+138

Offhand: **+18, 3d6+126**

Banner: +3 morale bonus when charging beneath banner, **Outflank**: +2 bonus when flanking foe with ally w/this feat, **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: 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 -

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

Sally Proudfoot – Abilities & Gear

Chain Challenge

Feat

You feed off the rush of victory over your enemies, and channel that fervor into battle.

Prerequisites: Challenge class feature, character level 7th.

Benefit: When the target of your challenge ability is killed or knocked unconscious, you can declare a new challenge target within 30 feet as an immediate action. This action must be taken immediately upon your initial challenge target's defeat, and you can't take it later if you are unable to act at the time. If you declare a new challenge using this feat, it doesn't count against your total daily uses of challenge. You can chain together a number of challenges beyond the first equal to your Charisma bonus (minimum 1).

Appears In : Monster Codex

Combat Expertise +/-5

Feat

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Furious Focus

Feat

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Appears In : Advanced Player's Guide

Horn of the Criosphinx

Feat

You end your charge in a devastating two-handed attack.

Prerequisite: Base attack bonus +6 or monk level 6th.

Benefit: Whenever you make a successful charge attack while wielding a two-handed weapon in both hands, add two times your Strength bonus to the damage roll.

Normal: A character wielding a two-handed weapon adds 1-1/2 times her Strength bonus to damage rolls.

Special: A monk can use this feat as long as he is wielding a two-handed weapon or both his hands are empty.

Note: A monk can take any of these feats as bonus feats at the indicated levels. To benefit from the feats, monks must have both hands free and capable of delivering an unarmed strike.

Appears In : People of the Sands

Improved Overrun

Feat

You are skilled at running down your foes.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: 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.

Normal: You provoke an attack of opportunity when performing an overrun combat maneuver.

Appears In : Not New Paths Option: Use Scaling Feats

Iron Will

Feat

You are more resistant to mental effects.

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

Mounted Combat (1/round)

Feat

You are adept at guiding your mount through combat.

Prerequisite: Ride 1 rank.

Benefit: 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.

Outflank

Feat

You look for every edge when flanking an enemy.

Prerequisites: Base attack bonus +4.

Benefit: Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

Appears In : Advanced Player's Guide

Pack Flanking

Feat

You and your companion creature are adept at fighting together against foes.

Prerequisites: Int 13, Combat Expertise, ability to acquire an animal companion.

Benefit: When you and your companion creature have this feat, your companion creature is adjacent to you or sharing your square, and you both threaten the same opponent, you both are considered to be flanking that opponent, regardless of your actual positioning.

Normal: You must be positioned opposite an ally to flank an opponent.

Appears In : Advanced Class Guide

Sally Proudfoot – Abilities & Gear

Power Attack -5/+10

Feat

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

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 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. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. 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.

Addition from Furious Focus : When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Ride-By Attack

Feat

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

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: 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

Feat

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

Prerequisite: Ability to acquire an animal companion, eidolon, familiar, or special mount.

Benefit: 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.

Appears In : Advanced Class Guide

Skill Focus (Ride)

Feat

Choose a skill. You are particularly adept at that skill.

Benefit: 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.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Appears In : Not Consolidated Skills

Spirited Charge

Feat

Your mounted charge attacks deal a tremendous amount of damage.

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

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

Weapon Focus (Lance)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Beast Bond (Ride)

Trait

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.

Appears In : Ultimate Campaign

Reactionary

Trait

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 to Initiative checks.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

+7 dam. when make AoO vs. challenged foe. Racial Ability

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.

Appears In : Advanced Race Guide

Energy Resistance, Cold (10)

Unknown

You have the specified Energy Resistance against Cold attacks.

Fearless

Racial Ability (Halfling)

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

Low Blow

Unknown

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.

Appears In : Advanced Player's Guide, Advanced Race Guide

Spell Resistance (27)

Unknown

You have Spell Resistance.

Sally Proudfoot – Abilities & Gear

Underfoot

Unknown

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 halfling luck.

Appears In : Advanced Player's Guide, Advanced Race Guide

Warslinger

Unknown

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.

Appears In : Advanced Player's Guide, Advanced Race Guide

Animal Companion Link (Ex) Class Ability (Cavalier)

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 Animal checks made regarding an animal companion.

Banner +4/+3 (60 ft.) (Ex) Class Ability (Cavalier)

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 morale bonus on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the cavalier or his mount to function.

Addition from Greater Banner : At 14th level, the cavalier's banner becomes a rallying call to his allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. The morale bonus on attack rolls made as part of a charge increases to +2. In addition, while his banner is displayed, the cavalier can spend a standard action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. An ally cannot benefit from this ability more than once per day.

Canine Ferocity (Ex) Class Ability (Cavalier)

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 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.

Note The bonus feat should be selected on the Feats tab - this ability adds +1 feat available, but does not enforce the selection of one of the listed feats.

Cavalier's Charge (Ex) Class Ability (Cavalier)

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

Danger Ward (3/day) (Ex)

Class Ability (Cavalier)

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 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.

Expert Trainer +8 (Ex)

Class Ability (Cavalier)

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 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.

Giant Slayer +8 (Ex)

Class Ability (Cavalier)

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 multiplied on a critical hit.

Master Tactician (all teamwork feats, 11 rd) Class Ability (Cavalier)

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 this bonus feat for 3 rounds plus 1 round for every two levels the cavalier possesses. The cavalier can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

Addition from Master Tactician : At 17th level, the cavalier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The cavalier can grant this feat to his allies using the tactician ability. Whenever the cavalier uses the tactician ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats.

Mighty Charge (Ex)

Class Ability (Cavalier)

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 range of the weapon. In addition, the cavalier can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Sally Proudfoot – Abilities & Gear

Paw's Demanding Challenge +21 (6/day) (I Class Ability (Cavalier))

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 his challenge. This extra damage is equal to the cavalier's level. The cavalier can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level. 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.

Addition from Order of the Paw : 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.

Addition from Demanding Challenge : Whenever a cavalier declares a challenge, his target must pay attention to the threat he poses. As long as the target is within the threatened area of the cavalier, it takes a -2 penalty to its AC from attacks made by anyone other than the cavalier.

Paw's Skills (Ex) Class Ability (Cavalier)

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.

Ride Mount (Ex) Class Ability (Cavalier)

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

War lance Weapon

Shorter and thicker than most lances, this + 3 lance has a full-sized shield worked into the vamplate, though it is too heavy to count as a shield for shield bash and similar maneuvers, and does not automatically grant the wielder a shield bonus to AC. However, a war lance grants the wielder and her steed a +2 shield bonus to AC when the wielder is mounted.

Construction

Requirements Craft Magic Arms and Armor, shield; **Cost** 5,310 gp

Appears In : Knights of the Inner Sea

Ring of cold resistance (minor) Ring

Rings of this type come in a wide variety of designs and colorations, typically related to the types of energy they defend against. These rings continually protect the wearer from cold damage. Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A minor ring of energy resistance grants 10 points of resistance.

Construction

Requirements: Forge Ring, resist energy; **Cost** 6,000 gp

Ring of protection +4 Ring

This ring offers continual magical protection in the form of a deflection bonus of +4 to AC.

Construction

Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring; **Cost** 16,000 gp

Amulet of natural armor +4 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +4.

Construction

Requirements: Craft Wondrous Item, barkskin, creator's caster level must be at least three times the amulet's bonus; **Cost** 16,000 gp

Belt of physical perfection +2 Wondrous Item (Belt)

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, bear's endurance, bull's strength, cat's grace; **Cost** 8,000 gp

Champion's banner Wondrous Item

A champion's banner is a cloth flag or standard (typically 2 feet wide and 4 feet long) meant to be carried and displayed on a lance, polearm, frame, or staff. It has no effect unless it is mounted properly and a wielder is carrying the object bearing it. It depicts the insignia or heraldic symbol of its wielder; if the wielder has no such symbol, it depicts a heraldic lion.

A character with the challenge class feature carrying a champion's banner treats his class level as 4 levels higher when determining the effect of his challenge ability. This does not alter the number of times per day the wielder may use his challenge ability, only the value of the bonuses it grants when he does so.

Construction

Requirements Craft Wondrous Item, eagle's splendor, creator must have 5 ranks in the Knowledge (nobility) skill; **Cost** 4,000 gp

Appears In : Knights of the Inner Sea

Sally Proudfoot – Abilities & Gear

Habit of the winter explorer Wondrous Item (Body)

This warm outfit consists of a woolen coat and pants, boots, gloves, and a heavy fur cloak with a leather hood. The *habit of the winter explorer* provides a constant *endure elements* effect in cold weather (it has no effect in warm weather), and the wearer gains a +2 bonus on saving throws against magic cold effects and spells with the cold descriptor.

When the hood of the habit is drawn up around the head, the wearer's eyes turn a piercing sky blue color. The wearer becomes immune to snow blindness and gains the ability to see through natural or magical fog, sleet, snow, and other similar weather conditions with a range of 60 feet.

The habit of the winter explorer also grants its wearer a +4 competence bonus on Stealth checks made in cold weather (temperatures below 40° F). In addition, once per day in cold weather, the wearer may turn invisible for 3 rounds as the *vanish* spell (Pathfinder RPG Advanced Player's Guide 253).

All pieces of the *habit of the winter explorer* must be worn for the item to function.

Construction

Requirements Craft Wondrous Item, *darkvision*, *endure elements*, *resist energy*, *vanish*; **Cost** 6,690 gp

Appears In : Reign of Winter

Handy haversack (36 @ 35.5 lbs) Wondrous Item

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

Gear

Total Weight Carried: 33.1/525 lbs, Light Load (Light: 174.75 lbs, Medium: 349.5 lbs, Heavy: 525 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 @ 35.5 lbs)>	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 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 (36 @ 35.5 lbs)>	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 Animal checks.
- 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 morale bonus on saving throws against charm and compulsion.
- 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 the damage it deals.
- 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 suffer a -4 penalty on attack rolls against creatures that are flanking him.
- 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 he chooses.
- 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 addition, the cavalier's animal companion is considered to be one size category larger.
- 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 in addition to any other bonuses.
- 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 the feat.
- 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 range.
- 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 the challenge.
- 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 tracks.
- 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	□□□
Danger Ward (3/day) (Ex)	□□□
Mammoth hide (1/round)	□
Master Tactician (all teamwork feats, 11 rds, 4/day) (Ex)	□□□□
Masterwork throwing axe	□
Mounted Combat (1/round)	□
Paw's Demanding Challenge +21 (6/day) (Ex)	□□□□□□
Potion of fly	□
Potion of restoration, lesser	□
Sling bullets	□□□□□ □□□□□
Sunrod	□
Tindertwig	□□
Torch	□□□□□ □□□□□
Trail rations	□□□□□
Vanish (in cold weather only, 1/day)	□
Weapon blanch (cold iron)	□□□□□ □□□□□
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Languages

Common	Halfling
Goblin	

Companions

Wolfie CR –

Male wolf (charger)

N Large animal

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

Defense

AC 33, touch 13, flat-footed 28 (+3 armor, +4 Dex, +1 dodge, +15 natural, +2 shield, -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

Title - Sally Proudfoot (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/02/23

XP Reward: 816000 XP; **Net Cash:** -410 gp, -8 sp, -5 cp

- no notes -