

Lyra

Player: Killtec

Human cavalier 9 - CR 8

True Neutral Humanoid (Human); Deity: **Pharasma**; Age: **18**; Height: **5' 4"**; Weight: **140lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	19/21	+4/+5	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	8	-1	
WIS WISDOM	8	-1	
CHA CHARISMA	12	+1	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION) **+10** = **+6** **+3** **+1**
Banner: +2 morale bonus vs. fear when beneath banner,
Skeptic: +2 trait bonus vs. illusion

REFLEX (DEXTERITY) **+6** = **+3** **+2** **+1**
Banner: +2 morale bonus vs. fear when beneath banner,
Skeptic: +2 trait bonus vs. illusion

WILL (WISDOM) **+3** = **+3** **-1** **+1**
Banner: +2 morale bonus vs. fear when beneath banner,
Skeptic: +2 trait bonus vs. illusion

Total Armor Shield Dex Size Natur Deflec Dodge Misc
AC **27** = **+10** **+3** **+1** **+1** **+1** **+1**

Touch AC **13** **Flat-Footed AC** **25**

Cavalier's Charge: +2 bonus when charging while mounted

BAB Strength Size Misc
CM Bonus **+14** = **+9** **+5**

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

BAB Strength Dexterity Size
CM Defense **28** = **10** **+9** **+5** **+2**

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

Base Attack **+9** **HP** **94**

Banner: +1 morale bonus when charging beneath banner, **Cavalier's Charge**: +2 bonus when charging while mounted, **Critical Focus**: +4 circumstance bonus to confirm critical hits

Damage / Current HP

Initiative **+4**

Speed **30 / 20 ft**

+1 cold iron longsword

Main hand: **+16/+11**, **1d8+6** Crit: 19-20/x2

Both hands: **+16/+11**, **1d8+8** 1-hand, S

Banner: +1 morale bonus when charging beneath banner, **Cavalier's Charge**: +2 bonus when charging while mounted, **Critical Focus**: +4 circumstance bonus to confirm critical hits



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+5	CHA (1)	1	
Climb	+8	STR (5)	5	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-3	DEX (2)	-	
Fly	-3	DEX (2)	-	
Handle Animal	+9	CHA (1)	5	
Heal	-1	WIS (-1)	-	
Intimidate	+13	CHA (1)	9	
Perception	+11	WIS (-1)	9	
Ride	+5	DEX (2)	5	
Sense Motive	-1	WIS (-1)	-	
Stealth	-3	DEX (2)	-	
Survival	-1	WIS (-1)	-	
Dragon's Skills : +4 to provide food and water for allies or to protect allies from harsh weather				
Swim	+5	STR (5)	2	

Feats

Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Bodyguard
 Combat Reflexes (3 AoO/round)
 Critical Focus
 Dodge
 Escape Route
 Martial Weapon Proficiency - All
 Power Attack -3/+6
 Saving Shield
 Shake It Off
 Shield Proficiency
 Simple Weapon Proficiency - All
 Weapon Focus (Longsword)

Traits

Reactionary
 Skeptic

Special Abilities

+5 Ride while riding your bonded mount. (Ex)
 Aid Allies +4 (Ex)
 Animal Companion Link (Ex)
 Banner +2/+1 (Ex)
 Cavalier's Charge (Ex)
 Dragon's +9 (3/day) (Ex)
 Dragon's Skills +4 (Ex)
 Expert Trainer +4 (Ex)
 Greater Tactician (Escape Route or Shake It Off, 7 rds, Strategy) (Ex)

Masterwork light crossbow

Ranged: **+10/+5, 1d8**

Crit: 19-20/x2

Ranged, both hands: **+12/+7, 1d8**

Rng: 80'
2-hand, P

Banner: +1 morale bonus when charging beneath banner, **Cavalier's Charge:** +2 bonus when charging while mounted, **Critical Focus:** +4 circumstance bonus to confirm critical hits

+1 darkwood heavy wooden shield

+3

Max Dex: -, Armor Check: -
Spell Fail: 15%, Shield

+1 full plate

+10

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

Gear

Total Weight Carried: 81/460 lbs, Light Load
(Light: 153 lbs, Medium: 306 lbs, Heavy: 460 lbs)

Heavy Shield Bash	-
+1 cold iron longsword	4 lbs
+1 darkwood heavy wooden shield	5 lbs
+1 full plate	50 lbs
Amulet of natural armor +1	-
Artisan's outfit (Free)	-
Belt of giant strength +2	1 lb
Cloak of resistance +1	1 lb
Masterwork quisarame	12 lbs
Masterwork light crossbow	4 lbs
Money	3 lbs
Ring of protection +1	-

Tracked Resources

Dragon's +9 (3/day) (Ex)

Greater Tactician (Escape Route or Shake It Off, 7 rds, 2/day) (Ex)

Languages

Common

Companions

Pride (Animal Companion), Horse - CL8 - CR 7

STR **20** (+5), DEX **18** (+4), CON **17** (+3), INT **3** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+9**, Reflex **+10**, Will **+3**

HP: 67/67; Init: +4; Speed: 50 feet

Attack Bonus: +5/+0; Armor Class: 27 / 13 Tch / 23 Fl

Acrobatics **+9**, Climb **+10**, Escape Artist **+5**, Fly **+7**, Perception **+5**

Bite (Horse) **Melee +10, 1d4+5, x2**

Hooves x2 (Horse) **Melee +10 x2, 1d6+5, x2**

Special: Air Walk [Trick], Combat Riding [Trick], Devotion +4 (Ex), Evasion (Ex), Fetch [Trick], Low-Light Vision, Multiattack / Extra Attack, Perform [Trick], Scent (Ex), Seek [Trick]

Experience & Wealth

Experience Points: **75000/105000**

Current Cash: **150 gp**

Reputation: **Fame: 10, PP: 10, 200 miles.**

Pride



Horse - CL8 - CR 7

True Neutral Animal; Deity: **Pharasma**

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	17	+3	
INT INTELLIGENCE	3	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9 =	+6	+3				
REFLEX (DEXTERITY)	+10 =	+6	+4				
WILL (WISDOM)	+3 =	+2	+1				

Devotion: +4 morale bonus vs. Enchantment spells and effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 27 =			+4	-1	+14			

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	23				

CM Bonus	BAB	Strength	Dexterity	Size
+12 =	+6	+5	+1	-

CM Defense	BAB	Strength	Dexterity	Size
26 = 10	+6	+5	+4	+1

30 vs. Trip

Base Attack	HP
+6	67

Initiative	Speed	Damage / Current HP
+4	50 ft	

Bite (Horse)

Main hand: **+10, 1d4+5** Crit: x2
Light, B/P/S

Hooves x2 (Horse)

Main hand: **+10, 1d6+5** Crit: x2
Light, B

Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed greater/less than 30 ft. : +8 to jump	+9	DEX (4)	2	
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+10	STR (5)	2	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+5	DEX (4)	1	
Fly	+7	DEX (4)	2	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+5	WIS (1)	1	
Ride	+4	DEX (4)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+0	DEX (4)	-	
Survival	+1	WIS (1)	-	
Swim	+5	STR (5)	-	

Feats

Armor Proficiency (Light)
Improved Natural Armor
Improved Natural Armor
Improved Natural Armor
Improved Natural Armor
Multiattack

Animal Tricks

Air Walk [Trick]
Attack [Trick]
Combat Riding [Trick]
Come [Trick]
Defend [Trick]
Down [Trick]
Fetch [Trick]
Guard [Trick]
Heel [Trick]
Perform [Trick]
Seek [Trick]

Special Abilities

Devotion +4 (Ex)
Evasion (Ex)
Low-Light Vision
Multiattack / Extra Attack
Scent (Ex)

Gear

**Total Weight Carried: 0/1200 lbs, Light Load
(Light: 399 lbs, Medium: 798 lbs, Heavy: 1200
lbs)**

Money

-

Experience & Wealth

Current Cash: **You have no money!**
Reputation: **Fame: 6, PP: 6, 100 miles.**