PATHFINDER
ROLEPLAYING GAME

Olytrius — CHARACTER
David — PLAYER

Taldan (Human) RACE & LA	Medium SIZE	Male GENDER	5'11" HEIGHT	160 lbs WEIGHT
brown HAIR	gray EYES	pale SKIN		
19 AGE	Lawful Neutral ALIGNMENT	Abadar DEITY	Oppara, Taldor HOMELAND & BACKGROUND OCCUPATION	

LANGUAGES: Common, Taldane

ABILITY SCORE

	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	20	5	18	2		
DEX	16	3	16			
CON	17	3	17			
INT	12	1	12			
WIS	10	0	10			
CHA	14	2	14			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: **14**

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 14

CONDITIONS & MISCELLANEOUS TRACKING

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Cavalier	13	1	1	5	1	2	0	0	1

FAVORED CLASS: Cavalier

TOTALS: 1 | 5 | 1 | 2 | 0 | 0 | 1

ATTACKS & DEFENSE

ARMOR CLASS

	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	=10+	9	2	1						
TOUCH	11	=10+			1						
FLAT-FOOT	21	=10+	9	2	0						

ARMOR CHECK PENALTY: -8
MAXIMUM DEX: 1
SPELL FAILURE: 35%

COMBAT NOTES & MODIFIERS

SAVING THROWS

	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	2	3			
REF	3	0	3			
WILL	0	0	0			

ATTACKS

	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	6	1		5		
RANGED ATTACK MODIFIER	4	1		3		
CMB	6	1	STR	5		
CMD	19	=10+ B1B	DODGE & DEFLECT 0	STR & DEX		

SKILLS

RANKS TOTAL: 5

			TOTAL	RANKS	ABILITY	TRAINED	MISC
*☐ ACROBATICS ◆	DEX		-5		3		
*☐ APPRAISE ◆	INT		1		1		
*☑ BLUFF	CHA		2		2		
*☑ CLIMB ◆	STR		-3		5		
*☑ CRAFT:	INT		1		1		
*☑ DIPLOMACY	CHA		6	1	2	3	
☐ DISABLE DEVICE ◆	DEX				3		
*☑ DISGUISE	CHA		2		2		
*☐ ESCAPE ARTIST ◆	DEX		-5		3		
*☐ FLY ◆	DEX		-5		3		
☑ HANDLE ANIMAL	CHA		6	1	2	3	
*☐ HEAL	WIS		0		0		
*☑ INTIMIDATE	CHA		6	1	2	3	
☑ KN: local	INT				1		
☑ KN: nobility	INT				1		
☐ KN:	INT				1		
☐ KN:	INT				1		
☐ KN:	INT				1		
☐ KN:	INT				1		
☐ LINGUISTICS	INT				1		
*☐ PERCEPTION	WIS		0		0		
*☐ PERFORM:	CHA		2		2		
*☐ PROF:	WIS				0		
*☑ RIDE ◆	DEX		-1	1	3	3	
*☑ SENSE MOTIVE	WIS		4	1	0	3	
☐ SLEIGHT OF HAND ◆	DEX				3		
☐ SPELLCRAFT	INT				1		
*☑ STEALTH ◆	DEX		-5		3		
*☐ SURVIVAL	WIS		0		0		
*☑ SWIM ◆	STR		-3		5		
☐ USE MAGIC DEVICE	CHA				2		
☐	STR						
☐	STR						
☐	STR						
☐	STR						
☐	STR						
☐	STR						

MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
* SKILL CAN BE USED UNTRAINED ◆ ARMOR CHECK PENALTY APPLIES

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Human, +2 any ability; bonus feat & subrace feat

Skilled: Humans Gain add'l rank at each level

Class: Cavalier HD: d10; skills 4 + Int Mod

Prof: Weapon: All Simple & Martial

Prof: Armor: Lt, Med & Heavy and Shields

Challenge +lvl dam, -2 AC all others (1/day)

Mount: War Horse named Vors

My Word is my Bond: +1 roll if keeping vow (1/day)

Order of the Lion

Edicts: The cavalier must protect the life and lands of his sovereign

Challenge: each challenge, +1 dodge bonus to his AC

Skills: add Knowledge (local) and Knowledge (nobility)

Mounted Combat - Ride check negates mount hit

Ride-By Attack - Move before and after a charge attack while mounted

Trample - Overrun targets while mounted

EXPERIENCE: 0 / 2,000
SLOW ☐ MEDIUM ☑ FAST ☐

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				

			DEX MOD		MISC MOD
INIT	3	=	3	+	

HERO

SR

DR

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	full plate	9	1	-6	35	Hvy	50.0
SHIELD	Shield, heavy steel	2		-2			15.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longsword	+6	1d8+5	19-20,x2		S	4.0	

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Olytrius is a member of the Order of the Lion and serves		
in the royal guard of the Grand Prince Stavian III, Emperor of Taldor.		

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
69.0	0.0	0.0		69.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
133	267	400		400	800	2000
0	0	MODIFIED LOAD		0	0	0

CURRENT LOAD   LIGHT ☑   MEDIUM ☐   HEAVY ☐