AC

TOUCH

CMD

10

36

=10+



LANGUAGES:	,					
ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	30	10	18	8	4	
DEX	12	1	12			
CON	22	6	16	6		
INT	12	1	14	-2		
WIS	10	0	10			
СНА	10	0	12	-2		
ABILITY SCORE & RACIAL NOTES						
					ATT	ACKS 8
ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE

HITPOINTS	HITPOINTS CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB		FC HPS	FORT	REF	WILL	LEVELS	
000	56	4	Gronk	4	20		1	4	4	4	
706	140	10	Cavalier	10	50	10	7	3	3	10	
200											
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	206	FAVORE CLASS	Cavalier TOTALS	14	70	10	8	7	7	14	

DEFENSE 4

MAXIMUM

5

SPELI 24 0 0 -1 4 40% FLAT-FOOT = 1O + FAILURE +2 BAB second attack ABILITY 14 8 6 **FORT** 8 7 1 REF 0 WILL BASE ATTACK BONUS MELEE 23 10 14 -1 RANGED 14 14 1 -1 Critical Focus (gore) **CMB** 25 14 STR 10 -1 2 Impaling Critical (gore)

ARMOR & WEAPONS

1

-1

١				TOTAL	RANKS	ABILITY	TRAINED	MISC
	*	ACROBATICS •	DEX	-1		1		
	*•	APPRAISE	INT	1		1		
_	*🗹	BLUFF	CHA	4	1	0	3	
ı	* 🗹	CLIMB +	STR	12	1	10	3	
i	*2	CRAFT:	INT	5	1	1	3	
J	* 🗹	DIPLOMACY	CHA	0		0		
Ī		DISABLE DEVICE •	DEX			1		
	*•	DISGUISE	CHA	0		0		
	*•	ESCAPE ARTIST •	DEX	-1		1		
	*•	FLY +	DEX	-1		1		
		HANDLE ANIMAL	CHA	23	14	0	3	6
	*•	HEAL	WIS	0		0		
	*2	INTIMIDATE	СНА	25	14	0	3	8
		Kn:	INT			1		
		Kn:	INT			1		
		Kn:	INT			1		
		Kn:	INT			1		
		Kn:	INT			1		
		Kn:	INT			1		
		LINGUISTICS	INT			1		
	*•	PERCEPTION	WIS	0		0		
	*•	PERFORM:	СНА	0		0		
	☑	Prof:	WIS			0		
_	* 🗹	RIDE +	DEX	20	14	1	3	4
	÷ 🗹	SENSE MOTIVE	wis	17	14	0	3	
		SLEIGHT OF HAND •	DEX			1		
_		SPELLCRAFT	INT			1		
	* 🗹	STEALTH +	DEX	8	10	1	3	-4
_	*	SURVIVAL	WIS	4		0		4
-	* 🗹	SWIM +	STR	12	1	10	3	
		USE MAGIC DEVICE	CHA			0		
_			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

Race: Gronk (ToHC-358) (Monstrous Humanoid) HD: d10 Gronk Feats (2) & skills: 4 + Int Mod/IvI Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth Space/Reach: 10 ft./10 ft.; Fast 40' darkvision 60'; Natural Armor +4 Racial skills: +4 survival Weapon focus & specialization (gore) +2 dam Racial Hatred: Orcs & Half-Orcs Class: Cavalier HD: d10 skills: 4 + Int Mod Weapon Prof: All simple & martial Armor Prof: Light, Medium & Heavy Armor & Shields Challenge (Ex) 4/day +10 damage, -2 AC all other foes Mount (Ex) - as animal companion (see separate sheet) Wooly Rhinoceros named Lanatis Order of the Beast (ISC) +1/4 attack for cleave in challenge Greater Tactician - grant Teamwork feet to allies w/in 30' (1/day)

B/4B

-10₊

Power Attack -1 attack for +2 damage
Precise Strike (T) - Deal +1d6 dam on foe flanked by ally
Intimidating Prowess - add Str Mod to Intimidate
Mounted Combat - Avoid attacks on mount with Ride check
Horde Charge (T) +2 attack & dam when charging w/ ally
Great Cleave & Cleave - continue to attack until miss
Bonded Mind (T) - send nonverbal message to allies
Improved Critical: (long sword) double threat range
Havoc (Ex) - Mount can Trample, if miss, Cavalier gains opportunity attack
Banner (Ex) - allies w/in 60' +2 save vs fear & +1 charge attack
Expert Trainer (Ex) +lvl/2 Handle Animal + Training
Cavalier's Charge (Ex) +4 attack during charge, no AC penalty
Improved Sunder - +2 Sunder to hit & +IvI/2 damage
Vandal (Ex) - +2 CMD vs sunder & after sunder, +2 attack for 1 rnd

Valiant Steed +4 Ride & Handle Animal

EXPERIENCE SLOW □ MEDIUM ☑ FAST □		10	5,000	/	155,000			
		BASE	FLY	SWIM	CLIMB	міѕс		
SPEED		40						
INIT	1	=	1 M	_		MISC MOD		
HERO								
SR		DR						
RESISTANCE	S							
POOL POINT	rs							

ARMOR NAME & DESCRIPTION		AC BONUS	MAX DEX	PENALTY	SPELL FAIL	. TYPE	WEIGHT				
ARMOR Order of Erecura Half-plate (agile) +3		11	5	-2	40	Н	110.0				
SHIELD											
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	5		D/	AMAGE		CRITICA	L RANGE	TYPE	WEIGHT	AMMO & NOTES
slams (2)	+23			14	6+10		20 v	2	В		

slams (2)	+23	1d6+10	20,x2	В	
horn	+23	1d6+10+2	20,x2	Р	
longsword large+3	+23+3	1d10+10+3	17-20,x2	S	