

Bosma Caladen

Character Name

Bard 2, Cavalier 1

CLASS

3 (2)

Character Level (CR)

3377 / 6000

EXP/NEXT LEVEL

Rick

Player Name

Human / Humanoid

RACE

21

AGE

Male

GENDER

Cayden Cailean

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

6' 2" / 200 lbs.

HEIGHT / WEIGHT

Chaotic Good

Alignment

Normal

VISION

20

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2		
DEX Dexterity	16	+3	16	+3		
CON Constitution	12	+1	12	+1		
INT Intelligence	12	+1	12	+1		
WIS Wisdom	11	+0	11	+0		
CHA Charisma	14	+2	14	+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	= +3	+1	+0	+0	+0	
REFLEX (dexterity)	+6	= +3	+3	+0	+0	+0	
WILL (wisdom)	+3	= +3	+0	+0	+0	+0	

Conditional Save Modifiers:

+4 vs. Bardic Performance, sonic, and language-dependent effects

Conditional Combat Modifiers:

Critical Defense: Make a Critical Defense Check Bonus at +7 to avoid critical hits.

Critical Confirm DC: Add +1 to your raw dice roll to give DC to confirm critical threats.

Psychology DC: 13

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	=	+2	+2	+0	+0	0	
RANGED attack bonus	+5	=	+2	+3	+0	+0	0	
CMB attack bonus	+4	=	+2	+2	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+4	+4	+4	+4	+4	+4
CMD	17	17	17	17	17	17

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+4	1d3+2	20/x2	5 ft.

*Masterwork Longspear	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	20/x3	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d8+3				

Special Properties: green and purple candy striped, Extra damage when set against a charging character (pg. 144)

VP Vitality	19	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			WP Wound Points	12	DAMAGE REDUCTION			SPEED																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																					
									3/Armor			Walk 30 ft.																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
DEF defense	14	10	13	= 10	+ 0	+ 1	+ 3	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+

TOTAL SKILLPOINTS: 22

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
SKILL NAME						
✓ Acrobatics	DEX	6	=	3	+ 1	+ 2
✓ Appraise	INT	1	=	1		
✓ Artistry	INT	1	=	1		
✓ Bluff	CHA	2	=	2		
✓ Climb	STR	5	=	2	+ 1	+ 2
✓ Craft (Untrained)	INT	1	=	1		
✓ Diplomacy	CHA	8	=	2	+ 3	+ 3
✓ Diplomacy (Perform (Oratory))	CHA	9	=	2	+ [3]	+ 4
✓ Disguise	CHA	2	=	2		
✓ Escape Artist	DEX	2	=	3		-1
✓ Fly	DEX	2	=	3		-1
✓ Handle Animal	CHA	9	=	2	+ 2	+ 5
✓ Heal	WIS	0	=	0		
✓ Intimidate	CHA	8	=	2	+ 3	+ 3
✓ Knowledge (Local)	INT	6	=	1	+ 1	+ 4
✓ Knowledge (Religion)	INT	6	=	1	+ 1	+ 4
✓ Knowledge (Untrained)	INT	2	=	1		+ 1
✓ Linguistics(Orc)	INT	5	=	1	+ 1	+ 3
✓ Perception	WIS	5	=	0	+ 2	+ 3
✓ Perform (Oratory)	CHA	9	=	2	+ 3	+ 4
✓ Perform (Untrained)	CHA	2	=	2		
✓ Profession (Soldier)	WIS	6	=	0	+ 3	+ 3
✓ Ride	DEX	9	=	3	+ 2	+ 4
✓ Sense Motive	WIS	0	=	0		
✓ Sense Motive (Perform (Oratory))	CHA	9	=	2	+ [3]	+ 4
✓ Spellcraft	INT	5	=	1	+ 1	+ 3
✓ Stealth	DEX	6	=	3	+ 1	+ 2
✓ Survival	WIS	4	=	0	+ 1	+ 3
✓ Swim	STR	5	=	2	+ 1	+ 2
✓ Use Magic Device	CHA	6	=	2	+ 1	+ 3
			=	+		+
			=	+		+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Special Attacks	
Challenge (Ex)	[Paizo Inc. - Advanced Player's Guide]
<p>1/day [Swift Action], you can challenge a foe to combat. Choose one target within sight to challenge. Your melee attacks deal 1 extra damage whenever the attacks are made against the target of the challenge. 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. His allies receive a +1 circumstance bonus on melee attack rolls against the target of his challenge whenever he is threatening the target.</p>	
Distraction (Su)	[Paizo Inc. - Core Rulebook, p.36]
<p>You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.</p>	
Fascinate (Su)	[Paizo Inc. - Core Rulebook, p.37]
<p>You can use your performance to cause up to 1 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 13) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.</p>	

Special Qualities	
Armored Casting (Ex)	[Paizo Inc. - Core Rulebook, p.35]
<p>You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.</p>	
Bardic Knowledge (Ex)	[Paizo Inc. - Core Rulebook, p.35]
<p>You add +1 to all Knowledge checks and may make all Knowledge skill checks untrained.</p>	
Bardic Performance	[Paizo Inc. - Core Rulebook, p.35]
<p>You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 14 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.</p>	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
<p>Humans select one extra feat at 1st level.</p>	
Cantrips	[Paizo Inc. - Core Rulebook, p.38]
<p>You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.</p>	
Countersong (Su)	[Paizo Inc. - Core Rulebook, p.36]
<p>You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must</p>	

<p>use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.</p>	
Inspire Courage (Su)	[Paizo Inc. - Core Rulebook, p.37]
<p>You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.</p>	
Mount (Ex)	[Paizo Inc. - Advanced Player's Guide]
<p>A cavalier gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the cavalier's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium cavalier can select a camel or a horse. A Small cavalier can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts. A cavalier does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A cavalier's mount does not gain the share spells special ability. A cavalier's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a cavalier's mount die, the cavalier may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the cavalier gains a level.</p>	
Order (Ex)	[Paizo Inc. - Advanced Player's Guide]
<p>A cavalier must pledge himself to a specific order. The order grants the cavalier a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts that the cavalier must follow. If he violates any of these edicts, he loses the benefits from his order's challenge ability for 24 hours. The violation of an edict is subject to GM interpretation. A cavalier cannot change his order without undertaking a lengthy process to dedicate himself to a new cause. When this choice is made, he immediately loses all of the benefits from his old order. He must then follow the edicts of his new order for one entire level without gaining any benefits from that order. Once accomplished, he gains all of the bonuses from his new order. Note that the names of these orders might vary depending upon the campaign setting or GM's preference.</p>	
Order of the Dragon	[Paizo Inc. - Advanced Player's Guide]
<p>Whenever an order of the dragon cavalier uses Survival to provide food and water for his allies or to protect his allies from harsh weather, he receives a +1 bonus on the check.</p>	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
<p>Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.</p>	
Tactician (Ex)	[Paizo Inc. - Advanced Player's Guide]
<p>A cavalier receives a teamwork feat (CATEGORY=FEAT[Escape Route]) 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. Allies do not need to meet the prerequisites of these bonus feats. The cavalier can use this ability 1 times per day.</p>	
Versatile Performance (Oratory) (Ex)	[Paizo Inc. - Core Rulebook, p.38]
<p>You can use your bonus in the Perform (Oratory) skill in place of your bonus in the Diplomacy or Sense Motive skills. When substituting in this way, you use your total Perform (Oratory) skill bonus, including class skill bonus, in place of your Diplomacy or Sense Motive skill bonus, whether or not you have ranks in that skill or if it is a class skill.</p>	
Well-Versed (Ex)	[Paizo Inc. - Core Rulebook, p.38]
<p>You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.</p>	

Feats	
Bodyguard	[Paizo Inc. - Advanced Player's Guide, p.151]
<p>Your swift strikes ward off enemies attacking nearby allies.</p> <p>When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid another action to improve your ally's AC. You may not use the aid another action to improve your ally's attack roll with this attack.</p>	
Combat Reflexes	[Paizo Inc. - Core Rulebook, p.119]
<p>You can make additional attacks of opportunity.</p> <p>You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.</p>	
Extra Performance	[Paizo Inc. - Core Rulebook, p.124]

You can use your bardic performance ability more often than normal

You can use bardic performance for 6 additional rounds per day.

Escape Route

[Paizo Inc. - Ultimate
Combat, p.100]

You have trained to watch your allies' backs, covering them as they make tactical withdraws.

An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

Proficiencies

Aldori Dueling Sword, Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspike, Sibit, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Whip, Wushu Dart

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	5	3	—	—	—	—	—
PER DAY	at will	3	—	—	—	—	—
Concentration	+4						

LEVEL 0 / Per Day:0 / Caster Level:2

Name	School	Time	Duration	Range	Source
□□□□□ Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (120 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: You create up to four lights that resemble lanterns or torches. [SR:No]					
□□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
□□□□□ Mage Hand	Transmutation	1 standard action	Concentration	Close (30 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
□□□□□ Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:12, See text]					
□□□□□ Read Magic	Divination	1 standard action	20 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					

LEVEL 1 / Per Day:3 / Caster Level:2

Name	School	Time	Duration	Range	Source
□□□□□ Chord of Shards	Evocation	1 standard action	Instantaneous	15 ft.	UM:p.211
[V, S] TARGET: Cone-shaped burst; EFFECT: Performance deals 2d6 piercing damage. [SR:No; DC:13, Reflex negates]					
□□□□□ Saving Finale	Evocation [Mind-Affecting]	1 immediate action	Instantaneous	Close (30 ft.)	APG:p.241
[V, S] TARGET: one living creature; EFFECT: Subject rerolls failed saving throw. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
□□□□□ Silent Image	Illusion (Figment)	1 standard action	Concentration	Long (480 ft.)	CR:p.343
[V, S, F] TARGET: Visual figment that cannot extend beyond 6 10-ft. cubes [S]; EFFECT: This spell creates the visual illusion of an object, creature, or force, as visualized by you. [SR:No; DC:13, Will disbelief (if interacted with)]					

* =Domain/Speciality Spell

Bosma Caladen

Human

RACE

21

AGE

Male

GENDER

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

6' 2"

HEIGHT

200 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Cayden Cailean

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: