

*Masterwork Gauntlet, Spiked (Cold Iron)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+6		1d4+2				
Special Properties: 30 hp/inch, hardness 10						

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+5		1d4+2				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	+0	-2	
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2	

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Masterwork Studded Leather		Light	+3	+5	+0	15
*Buckler		Shield	+1		-1	5
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.						

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

Agile Feet

Uses per Day

Agile Feet (Su):As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability 4 times per day. [Paizo Inc. - Core Rulebook, p.47]

Bardic Performance

Rounds per days

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. [Paizo Inc. - Core Rulebook, p.35]

Countersong: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 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. [Paizo Inc. - Core Rulebook, p.36]

Distraction: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. [Paizo Inc. - Core Rulebook, p.36]

Fascinate: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. [Paizo Inc. - Core Rulebook, p.37]

Inspire Courage: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. [Paizo Inc. - Core Rulebook, p.37]

Challenge

Uses per Day

Challenge (Ex):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. [Paizo Inc. - Advanced Player's Guide]

Channel Positive Energy

Uses per day

Channel Positive Energy (Su):You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channelled energy receive a DC 12 Will save to halve the damage. You can use this ability 5 times per day. [Paizo Inc. - Core Rulebook, p.40]

Elysium's Call

Rounds per Day

Elysium's Call (Su):With a touch, you can imbue creatures with the spirit of Elysium, lifting their spirits and freeing them from bonds. The creatures touched can immediately reroll any failed saving throws against spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, targets receive a +2 sacred bonus on such saving throws and a +2 sacred bonus on CMB checks to escape a grapple. Finally, targets can ignore up to 5 feet of difficult terrain each round, as if they had the Nimble Moves feat. These bonuses last for 1 rounds, although the saving throw reroll only applies when the creature is touched. You can use this ability 4 rounds per day. [Paizo Inc. - Advanced Player's Guide, p.87]

Rapier	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	18-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d6+2				

Tanglefoot Bag				HAND	TYPE	SIZE	CRITICAL	REACH
				Not Carried		M	none/x0	5 ft.
TH	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.		
Dam	+6	+4	+2	+0		-2		

Special Properties: Ranged Touch attack entangles up to large creatures DC15 reflex, An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move

Thunderstone				HAND	TYPE	SIZE	CRITICAL	REACH
				Not Carried	So	M	none/x0	5 ft.
Range: 20 ft.		To Hit: +6		Damage:				
TH	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.			
Dam	+4	+4	+2	+0	-2			

Special Properties: Ranged attack on target square (AC5), 10ft radius effect, DC15 fortitude save or be deafened, Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.

Crossbow, Light			Hand	Type	Size	Critical	Reach
			Not Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +6		Damage: 1d8			
TH	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.		
	+6	+4	+2	+0	-2		
Dam	1d8	1d8	1d8	1d8	1d8		
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.		
TH	-4	-6	-8	-10	-12		
Dam	1d8	1d8	1d8	1d8	1d8		

Masterwork Composite Longbow STR (+1)				HAND	TYPE	SIZE	CRITICAL	REACH
				Not Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +7		Damage: 1d8+1				
110 ft.		220 ft.		330 ft.		440 ft.		550 ft.
TH	+7	+5	+3	+1	-1			
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1			
660 ft.		770 ft.		880 ft.		990 ft.		1100 ft.
TH	-3	-5	-7	-9	-11			
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1			
Special Properties: Strength bonus to damage								

Javelin				Hand	Type	Size	Critical	Reach
				Not Carried	P	M	20/x2	5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.		150 ft.		
TH	+6	+4	+2	+0		-2		
Dam	1d6+2	1d6+2	1d6+2	1d6+2		1d6+2		

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Black Horse Helm	Equipped	1	2 / 750	
Additional +2 bonus for Handle Animal & Ride checks with animal companion				
Masterwork Longspear	Equipped	1	9 / 305	
green and purple candy striped, Extra damage when set against a charging character (pg. 144)				
Masterwork Gauntlet, Spiked (Cold Iron)	Equipped	1	1 / 310	
30 hp/inch, hardness 10				
Outfit (Cold-Weather)	Equipped	1	7 / 0	
+5 circumstance bonus on Fortitude saves vs cold weather				
Masterwork Studded Leather	Equipped	1	20 / 175	
Buckler	Equipped	1	5 / 5	
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.				
Backpack, Common	Carried	1	2 / 2	
3.51 lbs., 1 Mug (Steel), 1 Necklace of Sylvan Speaking, 1 Potion (Stand the Heat/Wizard/1st), 2 Rations (Trail/Per Day), 1 Scroll (Sleep), 2 Scroll (Stand the Heat/Wizard/1st/Arcane/Minor), 1 Sealed Scroll Case from Rantle				
Holy Symbol (Flask Steel) Cayden	Equipped	1	1 / 15	
Cailean				
(Holy Symbol (Iron/Flask/Steel))				
Mug (Steel)	Backpack, Common	1	1 / 0	
(Mug or Tankard (Clay/Steel))				
Rations (Trail/Per Day)	Backpack, Common	2	1 (2) / 0.5 (1)	
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Rations (Trail/Per Day)	Saddlebags	5	1 (5) / 0.5 (2.5)	
☐☐☐☐				
Potion (Stand the Heat/Wizard/1st)	Backpack, Common	1	0 / 50	
Scroll (Stand the Heat/Wizard/1st/Arcane/Minor)	Backpack, Common	2	0 (0) / 25 (50)	
☐☐				
Scroll (Sleep)	Backpack, Common	1	0 / 25	
TOTAL WEIGHT CARRIED/VALUE				
		55.01 lbs.	2,628.1gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Belt Pouch		1	0.5 / 1	
4.9 lbs., 10 Coin (Copper Piece), 218 Coin (Gold Piece), 17 Coin (Silver Piece)				
Belt Pouch	Carried	1	0.5 / 1	
0 lbs., 1 Flint and Steel, 1 Potion of Cure Light Wounds				
Sealed Scroll Case from Rantle	Backpack, Common	1	0.5 / 1	
Evocation aura				
Necklace of Sylvan Speaking	Backpack, Common	1	0 / 100	
Can understand and speak Sylvan, but only Sylvan				
Dagger	Carried	2	1 (2) / 2 (4)	
Rapier	Carried	1	2 / 20	
Flint and Steel	Belt Pouch	1	0 / 1	
Potion of Cure Light Wounds	Belt Pouch	1	0 / 50	
Cures 1d8+1 points of damage				
Hitcher		1	1,200 / 110	
(Horse (Light/Combat Trained))189 lbs., 1 Saddle (Military), 1 Saddlebags, 1 Bit and Bridle, 1 Crossbow, Light, 1 Bolts, Crossbow (10), 20 Arrow, 1 Masterwork Composite Longbow STR (+1), 2 Javelin				
Saddle (Military)	Hitcher	1	30 / 20	
+2 circumstance bonus on Ride checks related to staying in the saddle				
Saddlebags	Hitcher	1	8 / 4	
135 lbs., 5 Rations (Trail/Per Day), 9 Feed (Per Day), 2 Waterskin, 1 Uniform (Soldier's), 1 Bedroll, 1 Rope (Hemp/50 ft.), 1 Resistance Lockbox, 1 Tanglefoot Bag, 1 Thunderstone				
Feed (Per Day)	Saddlebags	9	10 (90) / 0.1 (0.5)	
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Waterskin	Saddlebags	2	0 (0) / 1 (2)	
Uniform (Soldier's)	Saddlebags	1	5 / 1	
Gate Pass				
Bedroll	Saddlebags	1	5 / 0.1	
Resistance Lockbox	Saddlebags	1	15 / 0	
DC 40 Lock, Adamantine, Lead lined				
Tanglefoot Bag	Saddlebags	1	4 / 50	
Ranged Touch attack entangles up to large creatures DC15 reflex, An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move				
Thunderstone	Saddlebags	1	1 / 30	
Ranged attack on target square (AC5), 10ft radius effect, DC15 fortitude save or be deafened, Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.				
Bit and Bridle	Hitcher	1	1 / 2	
Crossbow, Light	Hitcher	1	4 / 35	
Bolts, Crossbow (10)	Hitcher	1	1 / 1	
Arrow	Hitcher	20	0.1 (3) / 0.1 (1)	
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Masterwork Composite Longbow STR (+1)	Hitcher	1	3 / 500	
Strength bonus to damage				
Javelin	Hitcher	2	2 (4) / 1 (2)	
Rope (Hemp/50 ft.)	Saddlebags	1	10 / 1	
TOTAL WEIGHT CARRIED/VALUE		55.01 lbs.	2,628.1gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MONEY	
Coin (Gold Piece): 218	[Belt Pouch]
Coin (Silver Piece): 17	[Belt Pouch]
Coin (Copper Piece): 10	[Belt Pouch]
Total= 219.8 gp	

MAGIC	
Spells Known	
1st:	
- Stand the Heat	

Languages
Common, Elven, Orc, Sylvan
Other Companions

Archetypes	
Words of Power Cleric (Burning Sky) A words of power using cleric; 1 meta words/day.	[Burning Sky]

Traits	
Blade of the Resistance	[Burning Sky]
<p>Fed up with the oppression of the Ragesians and Shahalesti, you wage a discreet war against them. You gain Sense Motive as a bonus class skill. Additionally, once per encounter you can select an intelligent creature who has dealt damage to you or your allies as your preferred foe. That creature need not have dealt damage to you or your allies during the current encounter; a previous encounter will suffice.</p>	

Until the end of the encounter, you gain a +2 bonus to weapon or ray damage rolls against your preferred foe.

Mentored (Perform (Oratory))

[Paizo Publishing - Ultimate Campaign, p.60]

A tutor or private instructor guided you in learning your art, profession, or trade, and through your education, you became capable of teaching and guiding others. Choose a single Craft, Perform, or Profession skill. You gain a +1 trait bonus on checks with that skill. You also gain a +1 trait bonus when you aid another's skill check with any skill.

Special Attacks

Challenge (Ex)

[Paizo Inc. - Advanced Player's Guide]

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.

Channel Positive Energy (Su)

[Paizo Inc. - Core Rulebook, p.40]

You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 12 Will save to halve the damage. You can use this ability 5 times per day.

Distraction (Su)

[Paizo Inc. - Core Rulebook, p.36]

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.

Fascinate (Su)

[Paizo Inc. - Core Rulebook, p.37]

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.

Special Qualities

Agile Feet (Su)

[Paizo Inc. - Core Rulebook, p.47]

As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability 4 times per day.

Armored Casting (Ex)

[Paizo Inc. - Core Rulebook, p.35]

You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Aura (Ex)

[Paizo Inc. - Core Rulebook, p.]

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Aura of Chaos (Ex)

[Paizo Inc. - Core Rulebook]

You project a faint chaotic aura.

Aura of Good (Ex)

[Paizo Inc. - Core Rulebook]

You project a faint good aura.

Bardic Knowledge (Ex)

[Paizo Inc. - Core Rulebook, p.35]

You add +1 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance

[Paizo Inc. - Core Rulebook, p.35]

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.

Bonus Feat

[Paizo Inc. - Core Rulebook, p.27]

Humans select one extra feat at 1st level.

Cantrips

[Paizo Inc. - Core Rulebook, p.38]

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.

Countersong (Su)

[Paizo Inc. - Core Rulebook, p.36]

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 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.

Elysium's Call (Su)

[Paizo Inc. - Advanced Player's Guide, p.87]

With a touch, you can imbue creatures with the spirit of Elysium, lifting their spirits and freeing them from bonds. The creatures touched can immediately reroll any failed saving throws against spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, targets receive a +2 sacred bonus on such saving throws and a +2 sacred bonus on CMB checks to escape a grapple. Finally, targets can ignore up to 5 feet of difficult terrain each round, as if they had the Nimble Moves feat. These bonuses last for 1 rounds, although the saving throw reroll only applies when the creature is touched. You can use this ability 4 rounds per day.

Inspire Courage (Su)

[Paizo Inc. - Core Rulebook, p.37]

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.

Mount (Ex)

[Paizo Inc. - Advanced Player's Guide]

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.

Order (Ex)

[Paizo Inc. - Advanced Player's Guide]

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.

Order of the Dragon [Paizo Inc. - Advanced Player's Guide]

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.

Orisons [Paizo Inc. - Core Rulebook, p.41]

You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Skilled [Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Spontaneous Casting [Paizo Inc. - Core Rulebook, p.41]

You can channel stored spell energy into healing spells that you did not prepare ahead of time. You can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "Cure" in its name).

Tactician (Ex) [Paizo Inc. - Advanced Player's Guide]

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.

Versatile Performance (Oratory) (Ex) [Paizo Inc. - Core Rulebook, p.38]

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.

Well-Versed (Ex) [Paizo Inc. - Core Rulebook, p.38]

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.

Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horseclobber, 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, Shortspear, Sibat, 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

Feats

Bodyguard [Paizo Inc. - Advanced Player's Guide, p.151]

Your swift strikes ward off enemies attacking nearby allies.
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.

Combat Reflexes [Paizo Inc. - Core Rulebook, p.119]

You can make additional attacks of opportunity.
You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

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.

Domains

Azata Subdomain (Good)

Travel

You are an explorer and find enlightenment in the simple joy of travel, be it by foot or conveyance or magic. Increase your base speed by 10 feet.

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-

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

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	3	2+1	—	—	—	—	—	—	—	—
Concentration	+2									

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

Name	School	Time	Duration	Range	Source
□□□□□ *Longstrider	Transmutation	1 standard action	1 hours [D]	Personal	CR:p.305
[V, S, M] TARGET: You; EFFECT: This spell gives you a +10 foot enhancement bonus to your base speed.					
□□□□□ *Protection from Evil	Abjuration [Good]	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:12, Will negates (harmless)]					
□□□□□ Stand the Heat	Abjuration	1 standard action	24 hours	Touch	WotBS:p.9
[V, S, M] TARGET: Creature touched; EFFECT: A creature protected by stand the heat suffers no harm from being in an extremely hot environment, but still suffers from fire damage. [SR:Yes (harmless); DC:12, Will negates (harmless)]					

* =Domain/Speciality Spell

Bosma Caladen

RACE	Human
AGE	21
GENDER	Male
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: