

Drulox Xorik

Player: Leif Hamman

Male Human Cavalier 1 - CR 1/2

Chaotic Good Humanoid (Human); Deity: **Sarenrae**; Age: **20**; Height: **5' 9"**; Weight: **175lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	11	0	
WIS WISDOM	12	+1	
CHA CHARISMA	13	+1	

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

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=	+5	+2	+1			+1	
Touch AC 12								

CM Bonus	Total	BAB	Strength	Size	Misc
CM Bonus +3	=	+1	+2	-	-

CM Defense	Total	BAB	Strength	Dexterity	Size
CM Defense 15	=	10	+1	+2	+1

HP	Total	Damage / Current HP
HP 11		

Base Attack +1	Initiative +1
	Speed 25 / 15 ft

Heavy Shield Bash

Mainhand: **+3, 1d4+2** Crit: 20/x2
Both Hands: **+3, 1d4+3** 1-Hand, B

Flail

Mainhand: **+4, 1d8+2** Crit: 20/x2
Both Hands: **+4, 1d8+3** 1-Hand, B, Disarm, Trip

Gauntlet (from Armor)

Mainhand: **+3, 1d3+2** Crit: 20/x2
Main w/ Offhand: **-3, 1d3+2** Light, B

Greatsword

Both Hands: **+3, 2d6+3** Crit: 19-20/x2
2-Hand, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (1)	-	
Appraise	+0	INT (0)	-	
Bluff	+5	CHA (1)	1	
Climb	+0	STR (2)	1	
Diplomacy	+5	CHA (1)	1	
Disable Device	-	DEX (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-5	DEX (1)	-	
Fly	-5	DEX (1)	-	
Handle Animal	-	CHA (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+5	CHA (1)	1	
Linguistics	-	INT (0)	-	
Perception	+1	WIS (1)	-	
Ride	-1	DEX (1)	1	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	-	DEX (1)	-	
Spellcraft	-	INT (0)	-	
Stealth	-4	DEX (1)	1	
Survival	+1	WIS (1)	-	
Swim	-4	STR (2)	-	
Use Magic Device	-	CHA (1)	-	

Feats, Traits & Flaws

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Dodge

+1 AC.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Focus: Flail

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special Abilities

+6 Ride while riding your bonded mount. (Ex)

A cavalier does not take an armor check penalty on Ride checks while riding his mount.

Animal Companion Link (Ex)

You can handle the animal companion as a free action, or push it as a move action, even if you doesn't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle

Handaxe

Mainhand: **+3, 1d6+2** Crit: 20/x3
 Main w/ Offhand: **-3, 1d6+2** Light, S

Handaxe

Mainhand: **+3, 1d6+2** Crit: 20/x3
 Main w/ Offhand: **-3, 1d6+2** Light, S

Shortsword

Mainhand: **+3, 1d6+2** Crit: 19-20/x2
 Main w/ Offhand: **-3, 1d6+2** Light, P

Unarmed Strike

Mainhand: **+3, 1d3+2** Crit: 20/x2
 Main w/ Offhand: **-3, 1d3+2** Light, B, Nonlethal

Deflecting Shield, Heavy Wooden, Deflecting

+2 Max Dex: -, Armor Check: -2
 Spell Fail: 15%, Shield

Scale Mail

+5 Max Dex: +3, Armor Check: -4
 Spell Fail: 25%, Medium, Slows

Gear

Total Weight Carried: 85/200lbs, Medium Load
(Light: 66lbs, Medium: 133lbs, Heavy: 200lbs)

Heavy Shield Bash	-
Artisan's Outfit (Free)	-
Backpack (7 @ 11 lbs)	2 lbs
Deflecting Shield, Heavy Wooden	20 lbs
Flail	5 lbs
Greatsword	8 lbs
Hammer <In: Backpack (7 @ 11 lbs)>	2 lbs
Handaxe	3 lbs
Handaxe	3 lbs
Rations, trail (per day) x4 <In: Backpack (7 @ 11 lbs)>	1 lb
Scale Mail	30 lbs
Shortsword	2 lbs
Waterskin <In: Backpack (7 @ 11 lbs)>	4 lbs
Whetstone <In: Backpack (7 @ 11 lbs)>	1 lb

Special Abilities

Dragon's Challenge +1/+1 (1/day) (Ex)

Once per day, a cavalier can challenge a foe to combat. As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his

Dragon's Skills +1 (Ex)

An order of the dragon cavalier adds Perception (Wis) and Survival (Wis) to his list of class skills. In addition, 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,

Hero Points (1)

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

Tactician () 3r (1/day) (Ex)

At 1st level, a cavalier receives a teamwork feat 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

Experience & Wealth

Experience Points: **0/2000**
 Current Cash: **9 GP, 4 SP, 8 CP**

Tracked Resources

Dragon's Challenge +1/+1 (1/day) (Ex)
 Rations, trail (per day)
 Tactician () 3r (1/day) (Ex)

Languages

Common

Background

Dru is not the strongest, most agile, smartest, nor indeed the handsomest fellow around, but he is significantly above average in most respects. His mental acuity lags a bit behind his physical abilities, but just a bit. HOWEVER, in his own mind, Dru is easily better than almost everyone at almost everything. He puts on an act of being a dumb strongman, but he thinks this is only an act -- he is sure that he is as smart as anybody else, except when it comes to specialized knowledge of something like religion or magic where he makes no claims to his prowess at all. However, in point of sad fact, Dru is only right slightly more often than he is wrong.

Dru is the fourth son of a lesser landed noble, the Baron of _____. He thought that he was content to remain on his family's land and lend his might to being an officer in his father's retinue of warriors. Then it was pointed out to him by his slightly younger sister that as long as he remained in this position he would never amount to anything of any significance. She said that was so, and even LAUGHED at him (can you believe the nerve of this bitch?), because one of his three elder brothers would surely ascend to their father's rank and he would always be relegated to life in their shadow, working for their glory and taking their orders in almost every respect. This revelation upset Dru so much that he found himself disregarding the "requests" of his elder brothers (which requests he now viewed as more like "orders" due to his heightened sensitivity to such things) at almost every turn. His brothers brought Dru's newfound willful nature to the attention of their father the Baron, who proceeded to have a "little talk" with Dru in which he took the lad down a few notches. After this, things were never quite the same at home for Dru, who perceived an attack upon his status in every "order" or "request" for him to do anything, whether it be to slop out the privies or escort a baronial contingent riding home from the border. Because all of this was happening at about the time Dru was reaching the age of majority, he asked his father to grant him a boon by placing him on Detached Service to the Barony for two years, during which time he will go forth and attempt to make a name for himself without relying upon his father's reputation at all. As a lesser son of a noble of the lowest rank (Baron), Dru is not really a noble in his own right, but he is still by default considered to be a Gentleman and a Peer of the Realm, at least until he proves otherwise by his actions. He is, by choice, not in a position to rely upon the reputation of his father nor brothers, but, in a worst case scenario, he could, theoretically, swallow his pride and 'return to the fold' of his family, at which point he would again be entitled to rely upon them. He knows that if he did so, they would chide him mercilessly, so this is a last resort only marginally better than death to Dru, he now believes, having never had a close brush with death up until now.