

CAVALIER LEVEL 1

Thanks to Alain's battlefield prowess, warriors are drawn to fight at his side, and to Alain's secret surprise, he's developed a knack for leading them.

ALAIN

Human cavalier 1 (*Pathfinder RPG Advanced Player's Guide* 32)

LN Medium humanoid (human)

Init +1; **Senses** Perception -1

DEFENSE

AC 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 shield)

hp 13 (1d10+3)

Fort +4, **Ref** +1, **Will** -1

OFFENSE

Speed 30 ft.

Melee lance +5 (1d8+6/×3) or
longsword +5 (1d8+4/19-20)

Ranged sling +2 (1d4+4)

Special Attacks challenge 1/day (+1 damage, +1 additional damage when only he and Donahan threaten), tactician 1/day (Outflank)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +1; **CMB** +5; **CMD** 16

Feats Mounted Combat, Outflank^{APG}, Ride-By Attack

Traits Armor Expert^{APG,*}, Civilized^{UCA,*}

Skills Bluff +6, Diplomacy +6, Handle Animal +6, Intimidate +6, Ride +5;

Armor Check Penalty -2

Languages Common

SQ mount (horse named Donahan), order of the cockatrice

Combat Gear alchemist's fire; **Other Gear** studded leather, heavy wooden shield, lance, longsword, sling with 20 bullets, backpack, banner, bedroll, blanket, grappling hook, hemp rope (50 ft.), pitons (4), sunrod, tabard, trail rations (3), waterskin, 1 gp

*The effects of this ability are calculated into Alain's statistics.

SPECIAL ABILITIES

Challenge Once per day as a swift action, Alain may challenge an enemy he sees. Until that enemy is slain, Alain gains a +1 damage bonus against that enemy but takes a -2 AC penalty against any other enemies. As long as he is the only creature other than Donahan who threatens the target of his challenge, he gains an extra +1 morale bonus on melee damage rolls against that target.

Mounted Combat Once per round when his mount is hit, Alain may attempt a Ride check as an immediate action to negate the hit. The DC is equal to the opponent's attack roll.

Outflank Whenever Alain and an ally with this feat are flanking the same creature, his flanking bonus on attack rolls increases to +4.

In addition, whenever he scores a critical hit against the flanked creature, it provokes an attack of opportunity from his ally.

Order of the Cockatrice Alain deals additional damage against targets of his challenge ability that no one else threatens. He must act with self-interest, never refusing an opportunity to increase his stature, prestige, and power. If he fails to uphold this edict, he loses the order's benefit to his challenge ability for 24 hours.

Ride-By Attack When Alain performs a charge while mounted, he can move and attack as a standard charge, then continue his movement past the attack target without provoking an attack of opportunity from that target. He can move up to twice his mounted speed.

Tactician Alain receives Outflank as a bonus feat. Once per day as a standard action, he can grant this feat to all allies within 30 feet who can see and hear him; this lasts for 3 rounds.

DONAHAN

Horse

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 16, touch 10, flat-footed 15 (+2 armor, +1 Dex, +4 natural, -1 size)

hp 16 (2d8+7)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Speed 50 ft. (35 ft. when encumbered)

Melee bite +3 (1d4+3), 2 hooves -2 (1d6+1)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Toughness*

Skills Acrobatics +5 (+13 to jump), Perception +5

SQ link, tricks (attack [all creatures], combat riding, come, defend, down, guard, heel)

Gear leather barding, feed (3), riding saddle, saddlebags

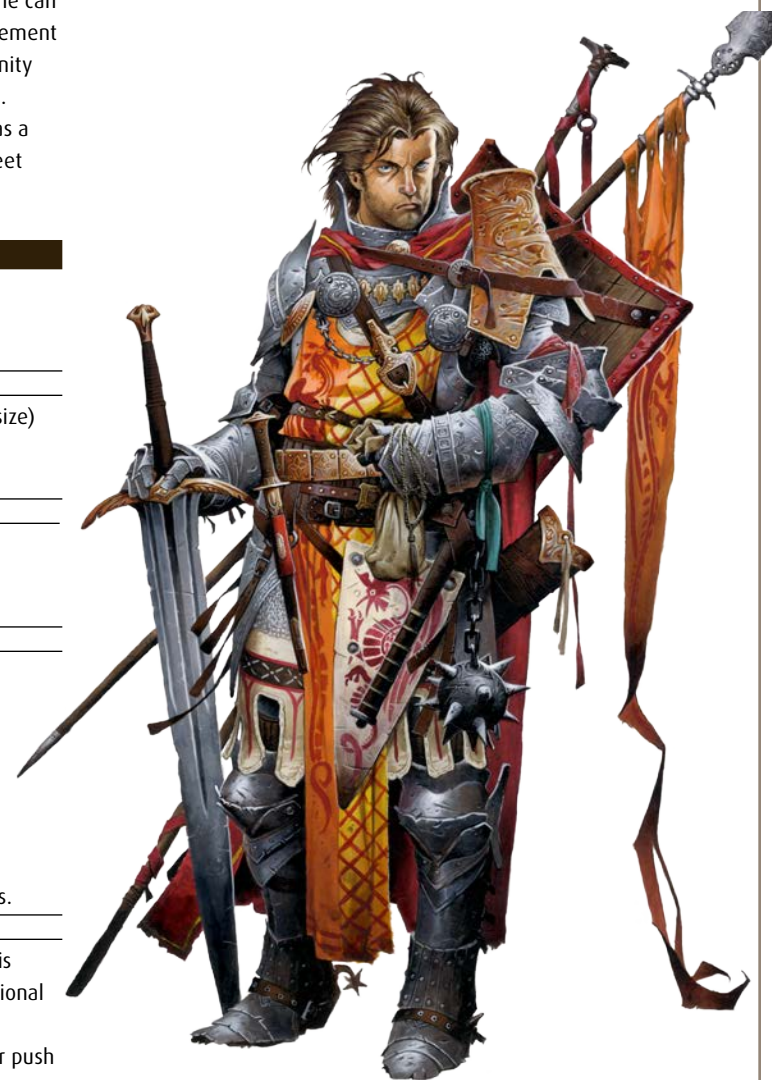
*The effects of this ability are calculated into Donahan's statistics.

SPECIAL ABILITIES

Encumbered Donahan is encumbered when Alain is mounted. This reduces his movement speed to 35 feet and gives him an additional -3 penalty on Strength and Dexterity-based skill checks.

Link Alain can use Handle Animal on Donahan as a free action or push him as a move action.

All Alain cares about is his reputation and his horse, Donahan.



"I strive with every encounter to increase my own legend, whether as scoundrel or saint."

CAVALIER LEVEL 4

Alain wanders as he wills, taking commissions when they suit his fancy. Thanks to his prowess on the battlefield, warriors are often drawn to fight at his side, and to Alain's secret surprise he's developed quite a knack for leading them.

ALAIN

Human cavalier 4 (*Pathfinder RPG Advanced Player's Guide* 32)

LN Medium humanoid (human)

Init +1; **Senses** Perception -1

DEFENSE

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)

hp 40 (4d10+12)

Fort +7, **Ref** +3, **Will** +1

OFFENSE

Speed 20 ft.

Melee cold iron light flail +8 (1d8+4) or

mwk lance +9 (1d8+6/x3) or

mwk longsword +9 (1d8+4/19-20)

Ranged mwk composite longbow +6 (1d8+4/x3)

Special Attacks braggart*, cavalier's charge, challenge 2/day (+4 damage, +2 additional damage while only he and Donahan threaten), tactician 1/day (Outflank)

STATISTICS

Str 19, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +4; **CMB** +8; **CMD** 19

Feats Dazzling Display, Mounted Combat, Outflank^{APG}, Ride-By Attack, Skill Focus (Handle Animal)*, Spirited Charge

Traits Armor Expert^{APG,*}, Civilized^{UCA,*}

Skills Bluff +9, Climb +2, Diplomacy +6, Handle Animal +12, Intimidate +6, Knowledge (local) +5, Knowledge (nobility) +2, Perform (oratory) +6, Ride +8, Sense Motive +3, Swim +2;

Armor Check Penalty -6

Languages Common

SQ mount (horse named Donahan), order of the cockatrice

Combat Gear oil of daylight, oil of magic weapon (2), potion of ant haul, potion of cure light wounds, potions of endure elements (2), wand of cure light wounds (8 charges), alchemist's fire (3);

Other Gear mwk full plate, heavy wooden shield, cold iron light flail, mwk composite longbow (+4 Str) with 20 arrows, mwk lance, mwk longsword, cloak of resistance +1, backpack, banner, bedroll, blanket, courtier's outfit, grappling hook, hemp rope (50 ft.), pitons (4), signet ring, sunrod, tabard, trail rations (3), waterskin, collection of medals and accolades worth 50 gp, 5 gp

*The effects of this ability are calculated into Alain's statistics.

SPECIAL ABILITIES

Cavalier's Charge Alain receives a +4 bonus on melee attack rolls when he charges while mounted (instead of the normal +2). He does not take a penalty to AC when making mounted charges.

Challenge Two times per day as a swift action, Alain may challenge an enemy he sees. Until that enemy is slain, he gains a +4 damage bonus against that enemy but takes a -2 AC penalty against any other enemies. As long as he is the only creature other than Donahan who threatens the target of his challenge, he also gains a +2 morale bonus on melee damage rolls against that target.

Dazzling Display As a full-round action, Alain can attempt an Intimidate check to demoralize all foes within 30 feet.

Mounted Combat Once per round when Donahan is hit, Alain may attempt a Ride check as an immediate action to negate the hit. The DC is equal to the opponent's attack roll.

Outflank Whenever Alain and an ally with this feat are flanking the same creature, his flanking bonus on attack rolls increases to +4. In addition, whenever he scores a critical hit against the flanked creature, it provokes an attack of opportunity from his ally.

Order of the Cockatrice Alain gains a +2 morale bonus on melee attack rolls against demoralized targets and receives Dazzling Display as a bonus feat. He deals additional damage against targets of his challenge ability that no one else threatens. He must act with self-interest, never refusing an opportunity to increase his stature, prestige, and power. If he fails to uphold this edict, he loses the order's benefit to his challenge ability for 24 hours.

Ride-By Attack When Alain performs a charge while mounted, he can move and attack as a standard charge, then continue his movement past the attack target without provoking an attack of opportunity from that target. He can move up to twice his mounted speed.

Spirited Charge When Alain performs a charge while mounted, his weapon deals double damage (his lance deals triple damage).

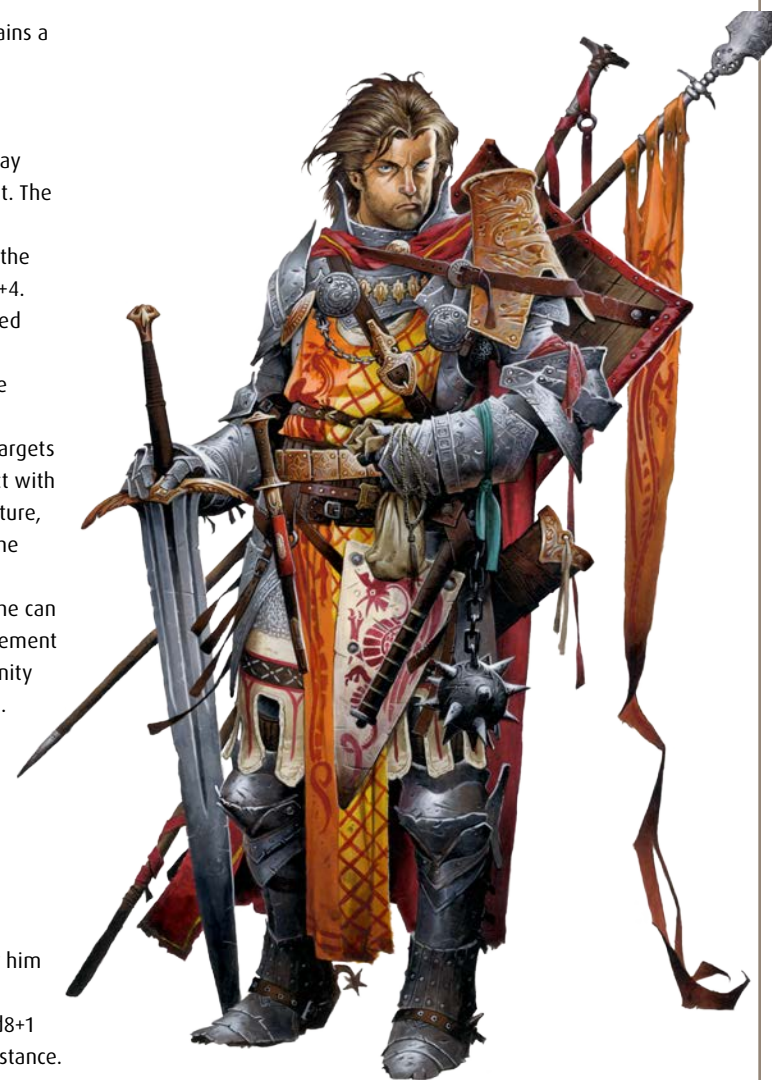
Tactician Alain receives Outflank as a bonus feat. Once per day as a standard action, he can grant this feat to all allies within 30 feet who can see and hear him; this lasts for 5 rounds.

Combat Gear Alain's combat gear is described below.

Ant Haul Alain's potion triples the drinker's carrying capacity for two hours. If he gives it to Donahan, Donahan can carry him without being encumbered.

Cure Light Wounds Alain's wand heals a touched creature for 1d8+1 points of damage. He cannot activate the wand without assistance. His potion heals the same amount.

Daylight When smeared on an object, Alain's oil creates bright light for 60 feet and raises the light by one level for the next 60 feet



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CAVALIER LEVEL 4

for 50 minutes. If there is magic darkness in that area, instead the overlapping area is unaffected by either spell.

Endure Elements Alain's potion allows the drinker to withstand hot and cold weather with no effects for 24 hours.

Magic Weapon Alain's oil can grant a weapon +1 to attack and damage rolls and the ability to count as magic for one minute. The attack bonus does not stack with the masterwork bonus.

DONAHAN

Horse

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 21, touch 11, flat-footed 19 (+4 armor, +2 Dex, +6 natural, -1 size)

hp 34 (4d8+16)

Fort +7, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft. (35 ft. when encumbered)

Melee bite +6 (1d4+4), 2 hooves +1 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Outflank^{APG}, Toughness^{*}

Skills Acrobatics +6 (+14 when jumping), **Perception** +6; **Armor Check Penalty** -1

SQ link, tricks (attack [all creatures], combat riding, come, defend, down, guard, heel, track)

Gear mwk chain barding, feed (3), riding saddle, saddlebags

^{*}The effects of this ability are calculated into Donahan's statistics.

SPECIAL ABILITIES

Encumbered Donahan is encumbered when Alain is mounted. This reduces Donahan's movement speed to 35 feet and gives him an additional -3 penalty on Strength and Dexterity-based skill checks.

Evasion If Donahan is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage if he succeeds at his saving throw.

Link Alain can use Handle Animal on Donahan as a free action or push him as a move action.

Alain was born in Taldor, the son of a wealthy but relatively minor noble house. As a boy, he showed an affinity for both physical activities—especially the martial pursuits—and the ins and outs

of courtly etiquette and intrigue. Though Alain dismissed such noble studies as literature and linguistics, he could never get enough of bards' tales of battle and bloodshed, often keeping the minstrels at his favorite taverns playing late into the night. Excel as he might at the joust or the ritualized combat of the nobility, he longed for the primal exultation of war, where his mastery would not just be avowed or lauded, but proved undeniably by the blood on his sword, as clear as the red-dripping talons of an eagle. He had the nobility of society. Now he wanted the nobility of nature.

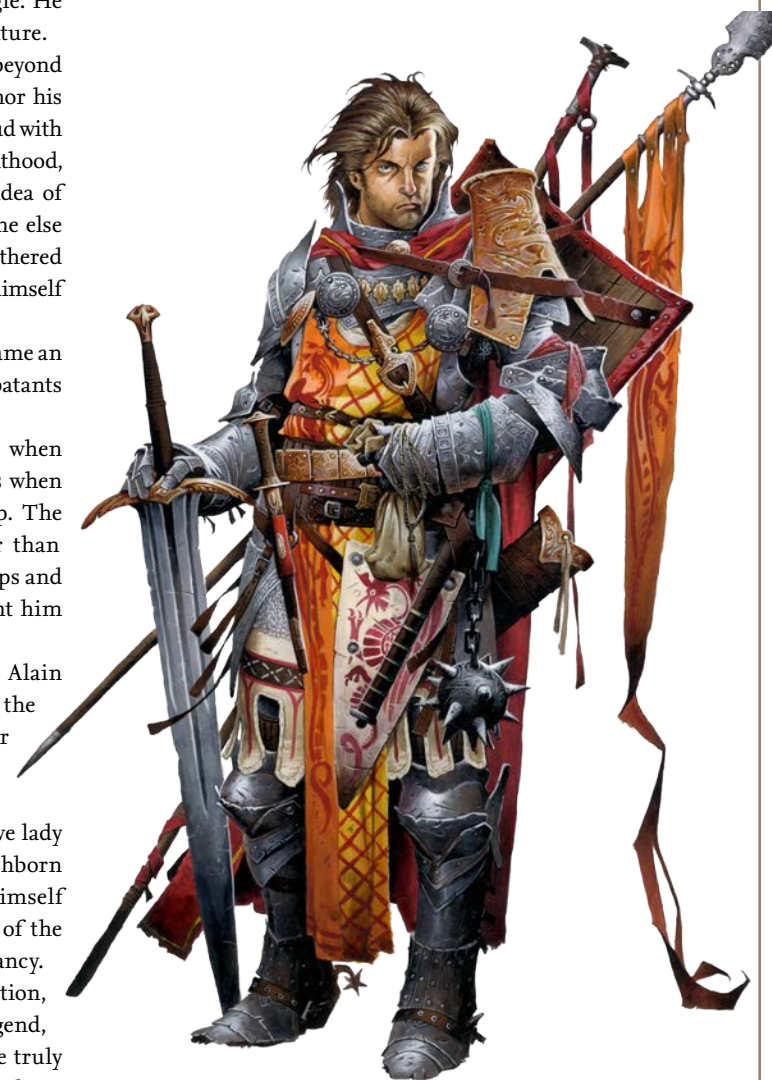
Unfortunately for Alain, any serious clash of arms lay far beyond the borders of his father's holdings, and neither his father nor his elder brothers showed the slightest desire to sustain a blood feud with another house. All three men attempted to turn Alain to knighthood, a socially safe and proper outlet for his bloodlust, yet the idea of serving as a squire for any length of time—of letting someone else give him orders!—was unthinkable to Alain. Eventually, he gathered what funds and personal affects he could carry and declared himself a sellsword, setting off for the "crimson poetry of the fray."

In the clash of spears and the screams of horses, Alain became an elemental force of destruction, cutting down swaths of combatants who were never his enemies, merely his opponents.

Today, he wanders as he wills, taking commissions when they suit his fancy and embarking on his own expeditions when they don't. To his surprise, he has a talent for leadership. The companions he attracts are almost always cohorts rather than friends—though Alain does a fine job of managing his troops and urging them on to ever greater feats, experience has taught him that soldiers are a short-lived lot.

As much as his life revolves around the battlefield, Alain still retains the social graces that made him popular in the courts of his upbringing. If greeting another warrior or potential client, he may introduce himself as simply Alain, comporting himself with a calculated aloofness designed to increase others' opinions of his abilities. Where an attractive lady is concerned, however, his rough edges smooth; many a highborn woman has fallen prey to the "rogue knight" calling himself Alain Germande, Third Son of House Germande, Bearer of the Shielding Spear—and any other honorifics that strike his fancy.

More than money, love, or lust, Alain cares about his reputation, and he strives with every encounter to increase his own legend, whether as scoundrel or saint. Perhaps the only creature he truly values is his horse, Donahan. Donahan represents everything Alain looks for in a partner: absolute loyalty, absolute trust—and absolute obedience.



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CAVALIER LEVEL 7

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ALAIN

Human cavalier 7 (*Pathfinder RPG Advanced Player's Guide* 32)

LN Medium humanoid (human)

Init +1; **Senses** Perception -1

DEFENSE

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield)

hp 67 (7d10+21)

Fort +9, **Ref** +5, **Will** +5

OFFENSE

Speed 20 ft.

Melee +1 adamantine longsword +13/+8 (1d8+6/19-20) or

+1 lance +13/+8 (1d8+8/×3) or

cold iron light flail +12/+7 (1d8+5)

Ranged mwk composite longbow +9/+4 (1d8+4/×3)

Special Attacks banner +2, braggart*, cavalier's charge, challenge

3/day (+7 damage, +2 additional damage while only he and

Donahan threaten), tactician 2/day (Outflank)

STATISTICS

Str 21, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Dazzling Display, Iron Will*, Mounted Combat,

Outflank^{APG}, Paired Opportunists^{APG}, Ride-By Attack, Skill Focus

(Handle Animal)*, Spirited Charge

Traits Armor Expert^{APG,*}, Civilized^{UCA,*}

Skills Bluff +12, Climb +4, Diplomacy +6, Handle Animal +15, Intimidate

+12, Knowledge (local) +5, Knowledge (nobility) +2, Perform (oratory)

+6, Ride +11, Sense Motive +3, Swim +4; **Armor Check Penalty** -5

Languages Common

SQ mount (horse named Donahan), order of the cockatrice

Combat Gear oil of daylight, oil of magic weapon, potion of ant

haul, potions of endure elements (2), potion of fly, potion of

heroism, wand of cure light wounds (8 charges), alchemist's fire (3);

Other Gear +1 full plate, +1 heavy steel shield, +1 adamantine

longsword, +1 lance, cold iron light flail, mwk composite longbow

(+4 Str) with 20 arrows, belt of giant strength +2, cloak of

resistance +2, backpack, banner, bedroll, blanket, grappling hook,

hemp rope (50 ft.), noble's outfit, pitons (4), signet ring, sunrod,

tabard, trail rations (3), waterskin, ornamental collection of

medals and accolades worth 100 gp, 146 gp

*The effects of this ability are calculated into Alain's statistics.

SPECIAL ABILITIES

Banner As long as Alain's banner is visible, all his allies within 60 feet gain a +2 morale bonus on saves against fear and a +1 morale bonus on attack rolls made as part of a charge. The banner must be carried by Alain or Donahan to function.

Cavalier's Charge Alain receives a +4 bonus on melee attack rolls when he charges while mounted (instead of the normal +2). He does not take a penalty to AC when making mounted charges.

Challenge Three times per day as a swift action, Alain may challenge an enemy he sees. Until that enemy is slain, he gains a +7 damage bonus against that enemy but takes a -2 AC penalty against any other enemies. As long as he is the only creature other than Donahan who threatens the target of his challenge, he also gains a +2 morale bonus on melee damage rolls against that target.

Combat Reflexes Alain can make two attacks of opportunity per round and can make attacks of opportunity when flat-footed.

Dazzling Display As a full-round action, Alain can attempt an Intimidate check to demoralize all foes within 30 feet.

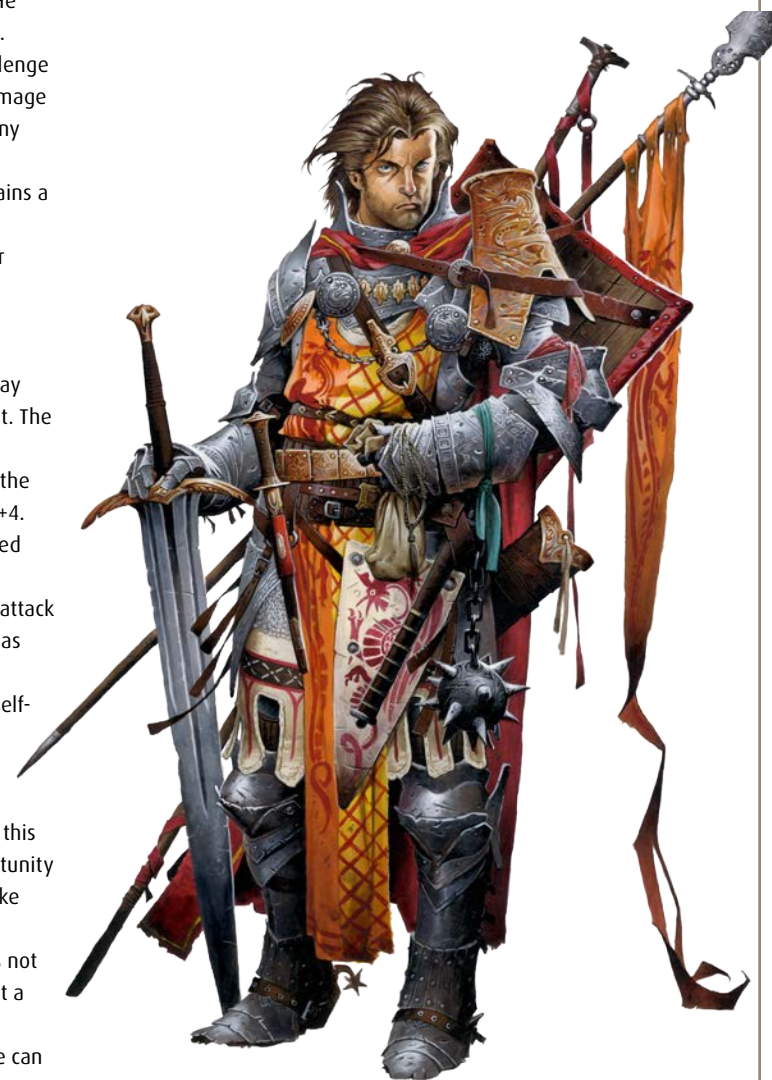
Mounted Combat Once per round when Donahan is hit, Alain may attempt a Ride check as an immediate action to negate the hit. The DC is equal to the opponent's attack roll.

Outflank Whenever Alain and an ally with this feat are flanking the same creature, his flanking bonus on attack rolls increases to +4. In addition, whenever he scores a critical hit against the flanked creature, it provokes an attack of opportunity from his ally.

Order of the Cockatrice Alain gains a +2 morale bonus on melee attack rolls against demoralized targets and receives Dazzling Display as a bonus feat. He deals additional damage against targets of his challenge ability that no one else threatens. He must act with self-interest, never refusing an opportunity to increase his stature, prestige, and power. If he fails to uphold this edict, he loses the order's benefit to his challenge ability for 24 hours.

Paired Opportunists Whenever Alain is adjacent to an ally with this feat, he receives a +4 circumstance bonus on attacks of opportunity against creatures that they both threaten. Enemies that provoke attacks of opportunity from his ally also provoke attacks of opportunity from him so long as he threatens them. This does not allow him to take more than one attack of opportunity against a creature for a given action.

Ride-By Attack When Alain performs a charge while mounted, he can move and attack as a standard charge, then continue his movement past the attack target without provoking an attack of opportunity from that target. He can move up to twice his mounted speed.



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CAVALIER LEVEL 7



Spirited Charge When Alain performs a charge while mounted, his weapon deals double damage (his lance deals triple damage).

Tactician Alain receives Outflank as a bonus feat. Twice per day as a standard action, he can grant this feat to all allies within 30 feet who can see and hear him; this lasts for 6 rounds.

Combat Gear Alain's combat gear is described below.

Ant Haul Alain's potion triples the drinker's carrying capacity for two hours. If he gives it to Donahan, Donahan can carry him without being encumbered.

Cure Light Wounds Alain's wand heals a touched creature for 1d8+1 points of damage. He cannot activate the wand without assistance.

Daylight When smeared on an object, Alain's oil creates bright light for 60 feet and raises the light by one level for the next 60 feet for 50 minutes. If there is magic darkness in that area, instead the overlapping area is unaffected by either spell.

Endure Elements Alain's potion allows the drinker to withstand hot and cold weather with no effects for 24 hours.

Fly Alain's potion grants the drinker a 60-foot fly speed and a +6 bonus on Fly checks (+6 total for Donahan) for 5 minutes.

Heroism Alain's potion grants the drinker a +2 morale bonus on attack rolls, saving throws, and skill checks for 50 minutes.

Magic Weapon Alain's oil can grant a weapon +1 to attack and damage rolls and the ability to count as magic for one minute. The attack bonus does not stack with the masterwork bonus.

DONAHAN

Horse

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +7

DEFENSE

AC 23, touch 11, flat-footed 21 (+4 armor, +2 Dex, +8 natural, -1 size)

hp 51 (6d8+24)

Fort +8, **Ref** +7, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft. (35 ft. when encumbered)

Melee bite +8 (1d4+5), 2 hooves +3 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 15, **Con** 17, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Outflank^{APG}, Paired Opportunists^{APG}, Toughness^{*}

Skills Acrobatics +7 (+15 jumping), Perception +7; **Armor Check Penalty** -1

SQ devotion^{*}, link, tricks (attack [all creatures], combat riding, come, defend, down, guard, heel, seek, track)

Gear mwk chain barding, feed (3), riding saddle, saddlebags

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SPECIAL ABILITIES

Encumbered Donahan is encumbered when Alain is mounted. This reduces Donahan's movement speed to 35 feet and gives him an additional -3 penalty on Strength and Dexterity-based skill checks.

Evasion If Donahan is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage if he succeeds at his saving throw.

Link Alain can use Handle Animal on Donahan as a free action or push him as a move action.

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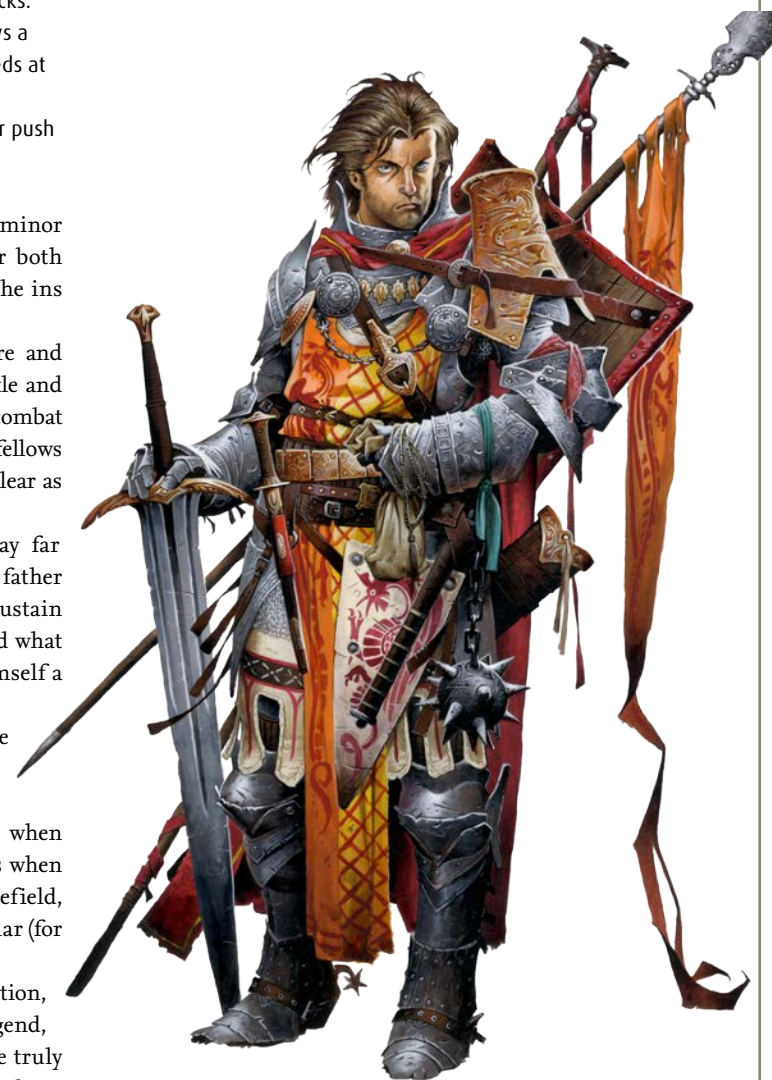
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Unfortunately for Alain, any serious clash of arms lay far beyond the borders of his father's holdings, and neither his father nor his two elder brothers showed the slightest desire to sustain a blood feud with another house. The young scion gathered what funds and personal effects he could carry and declared himself a sellsword, setting off for the "crimson poetry of the fray."

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