

Yoshihiro Kaijitsu

Player: Ernest Mueller

Male Human (Tian-Min) Samurai 11 - CR 10

Neutral Good Humanoid (Human); Deity: **Shelyn**; Age: **21**;
Height: **5' 7"**; Weight: **130lb.**; Eyes: **Brown**; Hair: **Black**;
Skin: **Yellow**

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	11	0	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+7		+2		
REFLEX (DEXTERITY)	+8	=	+3	+3	+2		
WILL (WISDOM)	+6	=	+3		+2	+1	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 24	=	+10		+2		+1	+1	

Touch AC	13	Flat-Footed AC	22
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CM Bonus	BAB	Strength	Size	Misc
+15	=	+11	+4	-

CM Defense	BAB	Strength	Dexterity	Size
28	=	10	+11	+4

Total	Damage / Current HP
HP 87	

Base Attack	+11	Initiative	+5
		Speed	30 / 20 ft

Heavy Shield Bash

Mainhand: **+12/+7/+2, 1d4+10** Crit: x2
Both Hands: **+12/+7/+2, 1d4+15** 1-Hand, B
+1 Composite longbow (Str +4)

Ranged, Both Hands: **+17/+12/+7, 1d8+7** Crit: x3
Rng: 110'
2-Hand, P

Claws of the ice bear (3 rounds/day)

Mainhand: **+12/+7/+2, 1d4+10** Crit: x2
Light, P

Glaive

Both Hands: **+12/+7/+2, 1d10+15** Crit: x3
2-Hand, S, Reach



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (3)	-	
Speed less than 30' : -4 jump				
Appraise	+0	INT (0)	-	
Bluff	+8	CHA (1)	1	
Climb	+5	STR (4)	3	
Craft (calligraphy)	+5	INT (0)	2	
Diplomacy	+18	CHA (1)	11	
Disguise	+4	CHA (1)	-	
Escape Artist	-2	DEX (3)	-	
Fly	-2	DEX (3)	-	
Handle Animal	+10	CHA (1)	3	
Heal	+0	WIS (0)	-	
Intimidate	+8	CHA (1)	1	
Knowledge (nobility)	+1	INT (0)	1	
Perception	+14	WIS (0)	11	
Perform (string instruments)	+5	CHA (1)	1	
Ride	+12	DEX (3)	11	
Sense Motive	+10	WIS (0)	7	
Stealth	-2	DEX (3)	-	
Survival	+7	WIS (0)	4	
Swim	+5	STR (4)	3	

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 Dexterity- and Strength-based skill 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 Dexterity- and Strength-based skill 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 Dexterity- and Strength-based skill checks.

Deadly Aim -3/+6

Trade a penalty to ranged attacks for a bonus to ranged damage.

Feats, Traits & Flaws

Improved Critical (Katana)

When using the weapon you selected, your threat range is doubled.

Manyshot

You can shoot two arrows as the first attack of a full attack action.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Point Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

Power Attack -3/+6

You can subtract from your attack roll to add to your damage.

Rapid Shot

You get an extra attack with ranged weapons. Each attack is at -2.

Reactionary

+2 Initiative

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Focus (Longbow)

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

Weapon Specialization (Longbow)

You gain a +2 bonus on all damage rolls you make using the selected weapon.

Younger Sibling (Ameiko) (Ex)

+1 vs foes threatening sibling.

Lance

Both Hands: **+12/+7/+2, 1d8+15**

Crit: x3
2-Hand, P

Longbow

Ranged, Both Hands: **+16/+11/+6, 1d8+2**

Crit: x3
Rng: 100'
2-Hand, P

Longsword

Mainhand: **+12/+7/+2, 1d8+10**

Crit: 19-20/x2
1-Hand, S

Both Hands: **+12/+7/+2, 1d8+15**

Masterwork Glaive-guisarme

Both Hands: **+13/+8/+3, 1d10+15**

Crit: x3
2-Hand, S, Brace

Suishen, guardian of the Amatatsu

Mainhand: **+14/+9/+4, 1d8+12**

Crit: 15-20/x2

Both Hands: **+14/+9/+4, 1d8+17**

1-Hand, S, Deadly

Thundering blade of the house of Sugimatu

Both Hands: **+13/+8/+3, 1d8+16**

Crit: x4
2-Hand, S, Reach

+1 Breastplate

+7

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

+2 O-yoroi

+10

Max Dex: +2, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

Experience & Wealth

Experience Points: **155000/220000**

Current Cash: **1612 GP, 8 SP, 5 CP, 170 GP of Valuables**

Armored coat

+4

Max Dex: +3, Armor Check: -2
Spell Fail: 20%, Medium, Slows

Masterwork Heavy steel shield

+2

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Gear

Total Weight Carried: 89/300lbs, Light Load (Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)

Heavy Shield Bash -
+1 Arrows x50 <In: Efficient quiver (151 @ 22.6 0.15 lbs
+1 Breastplate <In: Akumu> 30 lbs
+1 Composite longbow (Str +4) 3 lbs
+2 Bane (Outsiders) Arrows x50 <In: Efficient 0.15 lbs
+2 O-yoroi 45 lbs
Adventurer's sash (21 @ 14 lbs) 3 lbs
Alchemist's fire x3 <In: Adventurer's sash (21 @ 14 1 lb
Amulet of natural armor +1 -
Armored coat <In: Caravan> 20 lbs
Bag of devouring (empty) <In: Caravan> 15 lbs
Bracers of archery, lesser 1 lb
Circlet of persuasion -
Claws of the ice bear (3 rounds/day) <In: 1 lb
Climber's kit <In: Adventurer's sash (21 @ 14 lbs)> 5 lbs
Cloak of resistance +2 1 lb
Cold weather outfit <In: Caravan> 7 lbs
Cricket cage -
Crown of the World Trophy (worth 5 gp) <In: 1 lb
Desnan candle firework <In: Adventurer's sash (21 @
Dye Arrows x50 <In: Efficient quiver (151 @ 0.15 lbs
Efficient quiver (151 @ 22.6 lbs) 2 lbs
Fancy Jade Raven Statuette (worth 50 gp) -
Flag <In: Akumu> 3 lbs
Fugitive's grenade <In: Adventurer's sash (21 @ 14 -
Gem of brightness <In: Adventurer's sash (21 @ 14 -
Gilded Drinking Horn (worth 15 gp) 1 lb
Glaive <In: Caravan> 10 lbs
Gold Bracelet (worth 100 gp) -
Ink, black <In: Adventurer's sash (21 @ 14 lbs)> -
Lance <In: Akumu> 10 lbs
Longbow <In: Caravan> 3 lbs
Longsword <In: Caravan> 4 lbs
Manacles <In: Adventurer's sash (21 @ 14 lbs)> 2 lbs
Masterwork Glaive-guisarme <In: Caravan> 10 lbs
Masterwork Heavy steel shield <In: Akumu> 15 lbs
Monk's Outfit (Free) -
Musical instrument: Samisen <In: Caravan> 3 lbs
Play: "The Cuckolded Cuckoo" -
Potion of cure serious wounds x3 <In: Adventurer's -
Potion of displacement x2 <In: Adventurer's sash (21 -
Potion of Vanish <In: Adventurer's sash (21 @ 14 lbs)> -

Gear

Total Weight Carried: 89/300lbs, Light Load

(Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)

Potion of Vanish <In: Adventurer's sash (21 @ 14 lbs)> -
 Quiver (empty) -
 Ring of protection +1 -
 Scabbard of vigor (1/day) 3 lbs
 Shinobi shozoku <In: Caravan> 2 lbs
 Silk rope <In: Akumu> 5 lbs
 Slaying arrow (Dragons) <In: Efficient quiver (151 0.1 lbs
 Snow goggles <In: Caravan> -
 Snowshoes <In: Caravan> 4 lbs
 Suishen, guardian of the Amatatsu 6 lbs
 Target dummy, average <In: Caravan> 30 lbs
 Terra-cotta talisman, horse (1/day) <In: Adventurer's 1 lb
 Thundering blade of the house of Sugimatu 9 lbs
 Thunderstone x2 <In: Adventurer's sash (21 @ 14 1 lb
 Tindertwig <In: Adventurer's sash (21 @ 14 lbs)> -

Special Abilities

+5 Ride while riding your bonded mount. (Ex)

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

Aid Allies +4 (Ex)

At 2nd level, whenever an order of the dragon cavalier uses the aid another 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 Animal

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 Animal

[N/A] Bane (Outsiders)

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe.

Banner +3/+2 (Ex)

At 5th level, a cavalier's banner becomes a symbol of inspiration to his allies and companions. As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1

Dragon's Challenge +11 (4/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

Dragon's Skills +5 (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

Greater Resolve (6/day) (Ex)

Starting at 1st level, the samurai gains resolve that he can call upon to endure even the most devastating wounds and afflictions. He can use this ability once per day at 1st level, plus one additional time per day for every two samurai

Honorable Stand (1/day) (Ex)

At 11th level, a samurai can make an honorable stand, deciding to fight the target of his challenge to the bitter end, no matter the cost. He can make an honorable stand once per day at 11th level, plus one additional time per day at

Mounted Archer (Ex)

At 4th level, the samurai becomes skilled at firing ranged weapons while mounted. A samurai only takes a -2 penalty on attack rolls with ranged weapons while his mount takes a double move. This penalty increases to -4 while his

Strategy (Ex)

At 8th level, the cavalier can spend a standard action to grant one of a number of bonuses to all allies within 30 feet (including himself). The allies must be able to see or hear the cavalier to receive this bonus. The cavalier can grant:

Weapon Expertise (Longbow) (Ex)

At 3rd level, a samurai gains an unparalleled expertise with his chosen weapons. At 3rd level, the samurai selects either the katana, longbow, naginata, or wakizashi. The samurai can draw the selected weapon as a free action as if he

Tracked Resources

+1 Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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+2 Bane (Outsiders) Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Air Walk (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Claws of the ice bear (3 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Daylight (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Desnan candle firework	<input type="checkbox"/>
Dragon's Challenge +11 (4/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dye Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Gem of brightness	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Greater Resolve (6/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Honorable Stand (1/day) (Ex)	<input type="checkbox"/>
Phantom Steed (1/day)	<input type="checkbox"/>
Potion of cure serious wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of displacement	<input type="checkbox"/> <input type="checkbox"/>
Potion of Vanish	<input type="checkbox"/>
Potion of Vanish	<input type="checkbox"/>
Resist Energy (cold) (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Scabbard of vigor (1/day)	<input type="checkbox"/>
See Invisibility (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Shout (1/day)	<input type="checkbox"/>
Slaying arrow (Dragons)	<input type="checkbox"/>
Terra-cotta talisman, horse (1/day)	<input type="checkbox"/>
Thunderstone	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common
Minkaian

Tien

Companions

Akumu (Animal Companion), Male Horse - CL9 - CR 9

STR **22** (+6), DEX **16** (+3), CON **17** (+3), INT **3** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+9**, Reflex **+9**, Will **+4**

HP: 75/75; Init: +3; Speed: 50 feet

Attack Bonus: +5/+0; Armor Class: 27 / 12 Tch / 24 Fl

Acrobatics **+6**, Climb **+9**, Escape Artist **+2**, Fly **+0**, Perception **+9**, Ride **+2**, Stealth **+2**, Swim **+9**

Bite (Horse) **+9**, **1d4+10**, x2

Hooves x2 (Horse) **+9 x2**, **1d8+10**, x2

Special: Attack Any Target [Trick], Charge Through, Combat Riding [Trick], Devotion +4 (Ex), Evasion (Ex), Fetch [Trick], Greater Overrun, Improved Overrun, Low-Light Vision, Multiattack / Extra Attack, Power Attack -2/+4, Scent (Ex), Seek [Trick], Stay [Trick]

Background

Aspects:

Reckless Swordsman and Archer

All For One and One For All

Driven To Prove Himself

Yoshihiro "Hiro" Kaijitsu was born five years after his sister Ameiko. He continually tried to prove himself to his father Lonjiku but no matter how much he tried, he could never live up to the man's rigid expectations. Right after Ameiko's falling out with her father, Lonjiku shipped Yoshihiro off to be a squire in an the Order of the Dragon chapterhouse in Cheliah. This training was rocky - as a foreigner he never quite fit in, and though he practiced hard with horse, bow, sword, and polearm, his technique, informed by his father's tutelage, is rather odd compared to the other cavaliers of Cheliah.

He earned his spurs at long last and returned to Sandpoint, only to find his mother and father dead and Ameiko his only relative in the town. With her leaving, he set out with the caravan mainly because he had nowhere else to go, and in his heart he wants to belong somewhere, or to something. The group of Amatsatsu scions has given him something to believe in.

His Order of the Dragon training taught putting the group above oneself. He was more fixated on personal glory and proving himself as a young cavalier but is learning more about teamwork every day. His father made him memorize books on bushido he did not understand at the time, but is on the road to learning what it means to be truly worthy and honorable.

His sister taught him about Shelyn when he was young, and he likes the goddess; he has taken up the samisen and calligraphy in her name.

Relationship Scores

Ameiko: 21

Sandru: 8

Shalelu: 6

Koya: 5

Spivey: 2

Ulf: 0

Kelda: 2

Fate Points: 3

Akumu

Male Horse - CL9 - CR 9

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	22	+6	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	17	+3	
INT INTELLIGENCE	3	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+6	+3			
REFLEX (DEXTERITY)	+9	=	+6	+3			
WILL (WISDOM)	+4	=	+3	+1			

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	27	=	+5		+3	-1	+10		

Touch AC	12	Flat-Footed AC	24
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		BAB	Strength	Size	Misc
CM Bonus	+13	=	+6	+6	+1

+17 Overrunning

		BAB	Strength	Dexterity	Size
CM Defense	26	=	10	+6	+6

Total	Damage / Current HP
HP	75

Base Attack	+6	Initiative	+3
		Speed	50 ft

Bite (Horse)

Mainhand: **+9, 1d4+10**

Crit: x2
Light, B/P/S

Hooves x2 (Horse)

Mainhand: **+9, 1d8+10**

Crit: x2
Light, B

+1 Chain shirt

+5

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light

Parade armor

+3

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (3)	1	
Speed greater than 30' : +8 jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+9	STR (6)	1	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+0	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+9	WIS (1)	5	
Ride	+2	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+2	DEX (3)	1	
Survival	+1	WIS (1)	-	
Swim	+9	STR (6)	1	

Feats, Traits & Flaws

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 Dexterity- and Strength-based skill checks.

Attack [Trick] (Combat Riding [Trick])

The animal will attack on command.

Attack Any Target [Trick]

The animal will attack any creature on command.

Charge Through

You can make a free overrun as part of a charge.

Combat Riding [Trick]

The animal has been trained to bear a rider into combat.

Come [Trick] (Combat Riding [Trick])

The animal will come to you on command.

Defend [Trick] (Combat Riding [Trick])

The animal will defend you.

Down [Trick] (Combat Riding [Trick])

The animal will break off combat on command.

Fetch [Trick]

The animal will get a specific object.

Greater Overrun

+2 to overrun, targets provoke AoO if they are knocked prone.

Guard [Trick] (Combat Riding [Trick])

The animal stays in place and prevents others from approaching.

Heel [Trick] (Combat Riding [Trick])

The animal will follow you.

Improved Natural Attack (Hooves x2 [Horse])

The damage of a natural attack increases by one step.

Improved Overrun

You Overrun at +2, and your opponent cannot choose to avoid / block you.

Multiattack (Multiattack / Extra Attack)

Secondary attacks only take a -2 penalty instead of -5.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Seek [Trick]

The animal moves into an area and looks around for anything that is obviously alive or animate.

Feats, Traits & Flaws

Stay [Trick]

The animal will stay where it is.

Gear

**Total Weight Carried: 128/1560lbs, Light Load
(Light: 519lbs, Medium: 1038lbs, Heavy: 1560lbs)**

+1 Chain shirt	50 lbs
Military saddle	30 lbs
Parade armor <In: Saddlebags (1 @ 40 lbs)>	40 lbs
Saddlebags (1 @ 40 lbs)	8 lbs

Special Abilities

Devotion +4 (Ex)

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Multiattack / Extra Attack

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Background

Experience & Wealth

Current Cash: **You have no money!**