

| | | |
|------------|----|----|
| STR | 19 | +4 |
| DEX | 13 | +1 |
| CON | 14 | +2 |
| INT | 10 | +0 |
| WIS | 12 | +1 |
| CHA | 8 | -1 |

Name: Sir Kent, Veteran Cavalerist

R/C/L: Human Fighter 8, Cavalier 2

HP: 80

INI: +1

SR: -

Speed: 20 ft., 50 ft. mounted

DR: -

| Saves | Mod | Base | Ability | Misc. | Skills | Mod | Ranks | Ability | Misc. | | |
|------------------|-----|------|---------|-------|--------|---------------|-------|---------|-------|----|----|
| Fortitude | +11 | = | 9 | +2 | 0 | Handle Animal | +5 | : | 6 | -1 | +0 |
| Reflex | +4 | = | 3 | +1 | 0 | Ride | +18 | : | 13 | +1 | +4 |
| Will | +8 | = | 5 | +1 | 2 | Diplomacy | +6 | : | 7 | -1 | +0 |
| Grapple | +14 | = | 10 | 4 | 0 | Knowledge | +7 | : | 5 | +0 | +2 |

(nobility/royalty)

| Attacks | To Hit | Damage | Crit |
|--------------|--------|--------|-------|
| MW Longsword | +14/+9 | 1d8+4 | 19-20 |
| *Lance | +19 | 1d8+4 | x3 |
| *Sword | +18 | 1d8+4 | 19-20 |

*Mounted, included high ground bonus

| AC | Base | Armor | Shield | Dex | Misc. |
|----|------|-------|--------|-----|-------|
| 25 | = | 10 | +10 | +3 | +1 |

Flat-Footed: 24 Touch: 12

Class Features

Fighter Bonus Feats
 Weapon Focus (lance)
 Weapon Focus (longsword)
 Weapon Specialization (lance)
 Greater Weapon Focus (lance)
 Power Attack

Mounted Weapon Bonus (lance) +1
 Mounted Weapon Bonus (sword) +1
 Ride Bonus +2
 Courtly Knowledge
 Deadly Charge 1/day

Feats

Mounted Combat
 Ride-By Attack
 Spirited Charge

Gear

+2 full plate
 +1 heavy steel shield
 +1 lance
 MW cold iron longsword
 Gauntlets of Ogre Power +2
 Ring of Protection +1

 Heavy warhorse
 Studded leather warhorse barding

Racial Features

Human Bonus Feat
 Iron Will

Extra skill ranks figured in above

110 gp

Compared to Sain, Kent is somewhat more stable, swapping Sain's charisma in favor of a modicum of wisdom. Kent also is a bit less variable in his skills; while Sain has some ability to climb, swim, and jump, Kent's skill points are pooled more towards interaction and knowledge pursuits. Both rely on their Courtly Knowledge class feature to avoid pooling more points in Knowledge (nobility and royalty) than necessary, and it's amusing how Kent has a grant total ability modifier of -1 among all his skills. Ever the social knight.

Besides those notations, the two are essentially identical. This is intentional; it let's you tailor them to your personal preferences without exhibiting any bias, and also presents them as a pair of powerful cavaliers in their own right.

| | |
|-----------------------------|--|
| | Warhorse, Heavy |
| | Large Animal |
| Hit Dice: | 4d8+12 (30 hp) |
| Initiative: | +1 |
| Speed: | 50 ft. (10 squares) |
| Armor Class: | 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13 |
| Base Attack/Grapple: | +3/+11 |
| Attack: | Hoof +6 melee (1d6+4) |
| Full Attack: | 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2) |
| Space/Reach: | 10 ft./5 ft. |
| Special Attacks: | — |
| Special Qualities: | Low-light vision, scent |
| Saves: | Fort +7, Ref +5, Will +2 |
| Abilities: | Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6 |
| Skills: | Listen +5, Spot +4 |
| Feats: | Endurance, Run |
| Environment: | Temperate plains |
| Organization: | Domesticated |
| Challenge Rating: | 2 |
| Advancement: | — |
| Level Adjustment: | — |

These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a heavy warhorse is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A heavy warhorse can drag 4,500 pounds.