

# The Genius Guide to: The Talented Cavalier



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Cavaliers are the iconic knights of Western Europe, with a special mount, special abilities tied to challenging and charging foes, and an order that grants them real power. With a few tweaks they can also be used to represent the heavy cavalry of other civilizations, from Japanese samurai to Arabic furūsiyya, Egyptian mamluks, Greek hippeus, or even Mongul horse archers. The further a character concept is from the core chivalric knight, however, the harder it is to make the cavalier feel right, even when many of the key functions of these different warriors castes are very similar.

The cavalier is one of the least flexible classes in the base rules. The class grants a single choice at first level (what order to join), and a very few bonus feat options (six over 20 levels, half of which must be teamwork feats and half combat feats), and no other opportunities for customization. The only other classes with so few customizable abilities are spellcasters, who can create very different types of characters with spell selection and complimentary feats. Certainly players can use weapon proficiency choices and the feats gained by all characters to fine tune a cavalier's development, but in many ways doing so may actually weaken the character. A cavalier's focus on mounted combat, and regular acquisition of abilities tied to charging, makes it difficult to justify not selecting the lance (which does double damage on a mounted charge) and the chain of feats that end in Spirited Charge (allowing the cavalier to deal triple damage with a lance charge).

The built-in features of the of the cavalier make it the premiere champion of the mounted charge, but restrict it from doing much else. Of course if the cavalier's concept is so closely tied to a lance-wielding knight that any deviation of that idea should be build using another class, too much customization becomes counter-

productive. So before building a “talented” version of the class we must ask – what defines the core concept of a cavalier, if it’s not their role as heavy cavalry or adherence to an order? If we create other class options, what makes a cavalier who decides not to focus on horseback charges and a knightly order different from fighters? What is the essence of the class as a whole, once a wider range of character concepts can be created by a more flexible design? To answer that question, it’s important to look at the alternate class and archetypes that are tied to the cavalier in the core rules. It’s easy to see how samurai can be represented as Asian

cavaliers (though the role is not a perfect match to historic samurai), but the various archetypes show an interesting trend as well. From emissaries to huntmasters to standard bearers, many of the cavalier archetypes are members of the ruling caste (or the sworn servants of that caste) who serve in a martial capacity without being tied to the role of heavy cavalry.

And so, the talented cavalier is based around the idea of a warrior caste tied to the ruling class of society. Some are clearly traditional knights and samurai, but all cavaliers are trained to both fight and serve

a role within their home culture. By using this broader idea of what a talented cavalier is, players and GMs both can use the class to fill the ranks of noble knights, feared slave-warriors, honor-bound hunters, determined sheriffs and castalans, and musketeers in dutiful service to their queen.

**ALIGNMENT:** A talented cavalier may be of any alignment.

**HIT DIE:** d10

**STARTING WEALTH:** At 1st level a talented cavalier begins play with 5d6x10 gp.

**CLASS SKILLS:** The cavalier’s class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

**SKILL RANKS PER LEVEL:** 4 + Int modifier.

## CLASS FEATURES

All of the following are class features of the talented cavalier.

**PROFICIENCIES:** A cavalier is proficient with all simple and martial weapons, light and medium armor, and shields (except tower shields).

**CAVALIER EDGES:** Every cavalier develops a unique set of abilities, developed from his background training, the expectations and traditions of his society, and his reaction to the many threats he encounters. The core of these abilities, known as edges, help a cavalier become a master of the mounted charge, a lord of the hunt, a well-rounded nobleman, or some combination of roles that appeal to him in particular.

**TABLE I: THE TALENTED CAVALIER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Cavalier edge x2, cavalier talent x2
2	+2	+3	+0	+0	Cavalier talent
3	+3	+3	+1	+1	Cavalier talent
4	+4	+4	+1	+1	Cavalier edge
5	+5	+4	+1	+1	Cavalier talent
6	+6/+1	+5	+2	+2	Cavalier talent
7	+7/+2	+5	+2	+2	Cavalier edge
8	+8/+3	+6	+2	+2	Cavalier talent
9	+9/+4	+6	+3	+3	Cavalier talent
10	+10/+5	+7	+3	+3	Advanced talents, cavalier edge
11	+11/+6/+1	+7	+3	+3	Cavalier talent
12	+12/+7/+2	+8	+4	+4	Cavalier talent
13	+13/+8/+3	+8	+4	+4	Cavalier edge
14	+14/+9/+4	+9	+4	+4	Cavalier talent
15	+15/+10/+5	+9	+5	+5	Cavalier talent
16	+16/+11/+6/+1	+10	+5	+5	Cavalier edge
17	+17/+12/+7/+2	+10	+5	+5	Cavalier talent
18	+18/+13/+8/+3	+11	+6	+6	Cavalier talent
19	+19/+14/+9/+4	+11	+6	+6	Cavalier edge
20	+20/+15/+10/+5	+12	+6	+6	Grand talents, cavalier talent

A cavalier gains two edges at 1st level and additional edges at 4th, and one at every 3 levels thereafter (7th, 10th, 13th, and so on). Edges are similar to cavalier talents, but are more fundamental to his background and worldview, and require constant and regular practice to keep effective. As a result there's a limit to how many edges a cavalier can have, and they are gained less often than talents. A cavalier may pick up the hunting pack edge at 10th level, it represents a great deal of time hunting in his youth, and studying the practices of expert huntsmen he encounters over the early levels of his career.

A cavalier may not take an edge more than once unless it specifies otherwise. Some edges are taken from various cavalier archetypes. These edges include the name of their originating archetype as a descriptor, to allow GMs to limit characters to edges from a single archetype (if desired).

**ARISTOCRAT:** The cavalier was raised and trained as a member of the ruling class, trained in far more matters than just combat, riding, and tactics. The cavalier adds Appraise (Int), Disguise (Cha), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), and Perform (Cha) to his list of class skills.

**BARONET:** The cavalier is considered a minor noble or leader of note, and treated with respect by lawful members of his society unless he proves himself unworthy of such consideration. (The player and GM should work out the details of this rank and

## WHERE IS MY ORDER?

As is often the case with talented versions of base classes, some things a cavalier receives automatically in the core rules (a mount, the challenge ability and even its knightly order) are instead options a character can select... or not. With our vision of the cavalier as the "upper crust combatant," there are many possible character concepts that might not require an order – it's easy to see how a royal falconer and tracker, an emissary to a queen's enemies, or even an explorer of lands due to be conquered under the empire's flag might be built with the talented cavalier, but have no need of orders.

This approach also allows for cavaliers who belong to multiple orders – an event fairly common in the real world. If a player really wants to balance the needs of the Order of the Star and the Order of the Lion, there are certainly many good examples of knights serving both Liege and Deity (and interesting stories to be told about the struggles that may bring).

its duties.) He gains the Leadership feat as a bonus feat, even if he does not meet the prerequisites, and may add half his class level to his leadership score. A cavalier may not have followers who are higher level than his cohort, and may not have more than one follower travel with him at a time until the cavalier is 7th level.

**CHALLENGE (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 challenge. This extra damage is equal to the cavalier's level. 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.

If the cavalier takes an order talent, it may include another effect that occurs when the cavalier uses his challenge.

A cavalier may take this edge more than once, but not more often than 1/3 his cavalier level (round up). Each additional time he takes it, it increases the number of times per day he may challenge by +1.

**EXOTIC MOUNT (EX):** (Beast Rider) The cavalier forms a bond with a strong, loyal companion that permits him to ride it as a mount. This mount functions as a druid's animal companion, using the cavalier's class level as his effective druid level. The animal chosen as a mount must be large enough to carry the beast rider (Medium or Large for a Small character; Large or Huge for a Medium character). The beast rider 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 Endurance as a bonus feat. A cavalier's mount does not gain the share spells special ability.

Each time the cavalier increases in level, he can choose to select a new, more impressive mount better suited to his increased power.

Small-sized cavaliers can choose a pony or wolf mount at 1st level. At 4th level, a Small cavalier can also choose an allosaurus, ankylosaurus, arsinoitherium, aurochs, bison, boar, brachiosaurus, elephant, glyptodon, hippopotamus, mastodon, megaloceros, riding dog, giant snapping turtle, triceratops, or tyrannosaurus. At 7th level, he can also choose a dinosaur (deinonychus or velociraptor).

Medium cavaliers can choose a camel or horse mount at 1st level. At 4th level, a Medium cavalier can also choose an allosaurus, ankylosaurus, arsinoitherium, aurochs, bison, brachiosaurus, elephant, glyptodon, hippopotamus, lion, mastodon, megaloceros, giant snapping turtle, tiger, triceratops, or tyrannosaurus as his mount. Additional mounts might be available with GM approval.

In addition, a 7th-level or higher Medium cavalier can select any creature whose natural size is Large or Huge, provided that creature is normally available as a Medium-sized animal companion at 7th level (like a bear). To generate statistics for such a mount, apply the following modifications:

**SIZE:** Large

**ABILITY SCORES:** Str +2, Dex -2, Con +2;

Increase the damage of each of the mount's natural attacks by one die size.

A cavalier cannot choose a mount that is not capable of bearing his weight, that has fewer than four legs, or that has a fly speed (although the GM may allow mounts with a swim speed in certain environments).

Anytime a feat or ability allows a mount to make a hoof attack, it can make a claw, slam, or other analogous attack instead.

**HEAVY CAVALRY (Ex):** The cavalier has been trained to serve as elite heavy cavalry in battle, and gains proficiency with heavy armor.

Additionally, the 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.

**HUNTING PACK (Ex):** (Hunter) The cavalier forms a close bond with an animal companion. This animal companion functions as a druid's animal companion,

using the cavalier's level as his effective druid level. He can choose either a bird or a dog when selecting his animal companion.

The cavalier can have more than one animal companion, but he must divide up his effective druid level between his companions to determine the abilities of each companion. Each time a cavalier's effective druid level increases, he must decide how to allocate the increase among his animal companions (including the option of adding a new 1st-level companion). Once an effective druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the cavalier's service (he must release a companion or wait until a companion dies to allocate its levels to another companion). The share spells animal companion ability does not give the cavalier the ability to cast a single spell so that it affects all of his animal companions.

The cavalier's animal companions gain a bonus on Survival checks to follow tracks equal to 1/2 the cavalier's class level (minimum 1). If the cavalier gains the challenge edge, both he and his hunting pack gain the bonuses and penalties associated with his challenge.

**IAIJUTSU STRIKE (Ex):** (Samurai, Sword Saint) The cavalier can perform a lightning quick iaijutsu strike against the target of his challenge to inflict devastating wounds while drawing his sword. After the cavalier has challenged a foe but before he has attacked the target of his challenge, he may choose to use his iaijutsu strike as a full-

round action, making an attack roll with his weapon as normal. In order to use this ability, the cavalier's weapon must be sheathed at the start of his turn. If he successfully hits his opponent with an iaijutsu strike, his attack deals an additional +1d6 points of damage. This bonus damage increases by an additional +1d6 at 3rd level and every two levels thereafter to a maximum of +10d6 damage at 19th level. Any extra damage as a result of a successful iaijutsu strike is not multiplied by a critical hit.

After making an iaijutsu strike, a cavalier takes a -4 penalty to his AC until his next turn, but his weapon is now drawn and he may continually to fight normally. Regardless of whether he hits his opponent with the iaijutsu strike, a cavalier cannot use this ability on the same foe more than once per day.

**IMPROVED IAIJUTSU STRIKE (Ex):** (Samurai, Sword Saint) The cavalier learns to focus faster and is able to make an iaijutsu strike as a standard action, and the penalty to his AC is reduced to -2.

A cavalier must be at least 10th level and have the iaijutsu strike edge to take this edge.

**LURE (Ex):** (Luring Cavalier) Once per day, the cavalier can use his lure ability as a swift action. When he does, the cavalier chooses one target within sight to lure, convincing it to expose itself to the cavalier's ranged attacks. Before making a ranged attack roll, the cavalier can choose to spend a use of his lure to add bonus damage to the attack equal to twice his cavalier level. If the attack misses, the use of the challenge is wasted.

Luring a foe requires subtle deceptions and strategies. The cavalier must make it look like he is a soft target. The subject of the lure gains a +4 bonus on attack rolls made against the cavalier until the end of the cavalier's next turn.

A cavalier may take this edge more than once, but not more often than 1/3 his cavalier level (round up). Each additional time he takes it, it increases the number of times per day he may lure by +1.

**MARK (Ex):** Once per day, a cavalier can mark a foe as the target of special attention. As a swift action, the cavalier chooses one target within sight to mark. The cavalier's ranged attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the cavalier's level. Marking 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 mark. The mark remains in effect until the target is dead or unconscious or until the combat ends.

If the cavalier takes an order talent, it may include another effect that occurs when the cavalier uses his mark.

A cavalier may take this edge more than once, but not more often than 1/3 his cavalier level (round up). Each additional time he takes it, it increases the number of times per day he may challenge by +1.



**ROYAL MUSKETEER (EX):** (Musketeer) The cavalier is gifted by his liege or order with a firearm (either a pistol or a musket). This weapon is both a symbol of the cavalier's duty and a focus for much of his talent. He cannot sell this weapon. He also gains the Gunsmithing feat, and is proficient with all firearms. The cavalier's levels stack with any fighter levels he possesses for the purpose of meeting the level prerequisite for feats that specifically select a firearm, such as Weapon Specialization.

Beginning at 8th level, the cavalier can focus himself when wielding his gifted weapon. As a standard action, he can focus himself to gain a number of benefits for 1 minute per cavalier level. The cavalier can use this ability twice per day, plus one additional time per day for every four levels beyond 8th, to a total of five times per day at 20th level. At 8th level, when focused the cavalier gains the benefit of the Improved Critical feat. At 11th level, he can reduce the misfire chance of his weapon by 1 (to a minimum of 1, as with the reliable firearm special ability), and at 17th level, the cavalier can double the range increment of his weapon (as the distance special ability). These abilities do not stack with the magical weapon special abilities that they duplicate. Finally, at 20th level, during a period of such focus, the cavalier can engage in a flurry of gunfire. The cavalier can expend one of his daily challenges to make a full attack with his firearm. The cavalier ignores the normal load times for his weapon, but must still expend enough doses of powder and enough bullets to complete each attack.

If the cavalier's gifted firearm is destroyed, the cavalier loses this ability for 30 days while

a replacement weapon is crafted for him. During this 30-day period, the cavalier takes a -1 penalty on weapon and damage rolls.

This edge is only available in campaigns that allow firearms.

**TALENT:** The cavalier may select any cavalier talent he meets the prerequisites for.

**VERSATILE CHALLENGE (EX):** The cavalier with challenge, mark, or lure can expend a use of any of those abilities to gain the benefit of either of the other two. (Thus a cavalier with challenge can expend it to gain the benefits of lure or mark, and so on).

A cavalier must be at least 10th level and have the lure, mark, or challenge edge to take this edge.

## CAVALIER TALENTS

As a talented cavalier gains experience, he learns a number of talents that expand his role as fighting noble and defender of the ruling class. Starting at 1st, a talented cavalier gains two cavalier talents. He gains an additional cavalier talent at 2nd level and again at 3rd, and then at two of every three class levels thereafter (5th, 6th, 8th, 9th, 11th, 12th, and so on).

A cavalier cannot select an individual talent more than once unless the talent specifies otherwise. Many cavalier have prerequisites of previous cavalier edges or talents (especially the order talent). Some talents are taken from various cavalier archetypes. These talents include the name of their originating archetype as a descriptor, to allow GMs to limit characters to talents from a single archetype, if desired.

**ADAPTIVE STRIKE (EX):** The cavalier receives Catch Off-Guard as a bonus feat. As a swift action, he can cause an armed opponent to become flat-footed against any attacks he makes during that round with an improvised weapon. This ability can be used once per combat.

A cavalier must be at least 2nd level and have the order talent for the order of land to take this talent.

**ADEPT DISARMER (EX):** The cavalier gains Improved Disarm as a bonus feat. In addition, whenever he makes a successful disarm check, as long as he has at least one hand free and the dropped item can be held in one hand, he can automatically pick up the dropped item in his free hand.

A cavalier must be at least 8th level and have the order talent for the order of the penitent to take this talent.

**AID ALLIES (EX):** Whenever the cavalier uses the aid another action to assist one of his allies, the ally receives a +3 bonus to his armor class, attack roll, saving throw, or skill check (rather than the normal +2). At 8th level, and every six levels thereafter, this bonus increases by an additional +1.

A cavalier must have the order talent for the order of the dragon to take this talent.

**ANIMAL TRAINER (Ex):** (Hunter) The cavalier learns to train hunting animals with speed and unsurpassed expertise. The cavalier receives a bonus equal to 1/2 his cavalier level whenever he uses Handle Animal on an animal that serves as a hunting animal (normally birds and canines, but a GM may decide to allow other animals appropriate to the cavalier's culture). In addition, he can reduce the time needed to teach a hunting animal a new trick or train it for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can also train more than one animal at once, although each animal after the first adds +2 to the DC.

**ARCANE VESSEL (Ex):** Whenever the cavalier gains a bonus on attack rolls, saving throws, or damage rolls from a spell or spell-like ability cast by another creature, the cavalier also gains a number of temporary hit points equal to the level of the spell or spell-like ability.

Temporary hit points gained from this ability from different spells stack, but only to a maximum number of temporary hit points equal to the cavalier's level. These temporary hit points last for 10 minutes.

A cavalier must be at least 8th level and have the order talent for the order of the staff to take this talent.

**BANNER (Ex):** The 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. If the cavalier also has the challenge edge, allies also receive a +1 morale bonus on attack rolls made as part of a charge. If the cavalier also has the mark edge, allies also receive a +1 morale bonus on ranged attack rolls made as a standard action. For every five class levels the cavalier gains after taking this talent, these

bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the cavalier or his mount to function.

**BATTLEFIELD AGILITY (Ex):** (Emissary) The cavalier learns to be more aware of the threats that surround him in combat, and shares this awareness with his loyal steed. Both the cavalier and his mount gain Mobility as a bonus feat.

A cavalier must be at least 4th level and have the in or out of the saddle talent to take this talent.



**BONUS FEAT:** The cavalier gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, or be Endurance, Fleet, or Run. The cavalier must meet the prerequisites of these bonus feats.

A cavalier must be at least 3rd level to select this talent. This talent may be selected more than once, but not more often than once per 3 cavalier levels.

**BRAGGART (EX):** The cavalier can spend a standard action to extol his own accomplishments and battle prowess. He receives Dazzling Display as a bonus feat. He does not need a weapon in hand to use this ability. The cavalier receives a +2 morale bonus on melee attack rolls made against demoralized targets.

A cavalier must have the order talent for the order of the cockatrice to take this talent.

**BRUTAL SLASH (EX):** (Samurai, Sword Saint) The cavalier's iaijutsu strike becomes even more deadly. If the cavalier threatens a critical hit with his iaijutsu strike, he adds a bonus equal to 1/2 his class level to the attack roll to confirm a critical hit.

A cavalier must be at least 3rd level and have the iaijutsu strike edge to take this talent.

**BUKE (EX):** (Samurai) The cavalier is trained in the fighting arts of the east. He is proficient in the katana, naginata, and wakizashi, as well as heavy armor.

A GM may decide to make similar talents available for other cultures, giving proficiency with up to four weapons and armor or shields with significance to a specific culture.

**BY MY HONOR (EX):** The cavalier must select one alignment. As long as he maintains the selected alignment, he receives a +2 morale bonus to one saving throw of his choice.

A cavalier must be at least 2nd level and have the order talent for the order of the sword to take this talent.

**CALLING (EX):** The cavalier can make a short prayer as a standard action, filling him with confidence in his abilities. At any point in the next minute, he can receive a competence bonus on an ability check, attack roll, saving throw, or skill check equal to his Charisma modifier. He must declare that he is using this bonus before the roll is made. He can use this ability up to four times per day, once for each type of check or roll. In addition, the cavalier adds 1/2 his cavalier level to any levels of paladin or cleric he might possess for the purposes of determining the effects of channel energy or lay on hands.

A cavalier must be at least 2nd level and have the order talent for the order of the star to take this talent.

**CAREFUL AIM (EX):** (Luring Cavalier) When the cavalier makes a ranged attack with his highest base attack bonus, he can ignore the penalties for firing up to three range increments away. If he is using a firearm, he can target touch AC up to two range increments away. This effect stacks with effects that allow the cavalier to make ranged attacks farther without penalty or that allow him to target touch AC with a firearm beyond the first range increment.

**CAVALIER'S CHARGE (EX):** The cavalier learns to make more accurate charge attacks while mounted. The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a charge attack while mounted.

**DRILL INSTRUCTOR (EX):** (Strategist) The cavalier learns to train his fellow adventurers in the nuances of squad combat. By spending 10 minutes and expending 1 use of his challenge or mark ability, the cavalier can grant the use of a teamwork feat that he knows to up to four of his allies, similar to the tactician ability. As with tactician, allies need not meet the prerequisites of the granted feat, but they retain the use of this feat for 10 minutes plus 1 minute for every two levels the cavalier possesses, as long as the cavalier is visible and can be heard by his allies. If the cavalier falls unconscious or cannot be both seen and heard, his allies lose the benefit of the granted feat until the condition is remedied.

A cavalier must have the challenge or mark edge to take this talent.

**EXPERT CAPTOR (EX):** As long as he has rope, the cavalier can tie up a grappled opponent, even if the opponent is not pinned, otherwise restrained, or unconscious, and he does not take the usual -10 penalty on his combat maneuver check to do so. When determining the DC to escape bonds secured by the cavalier, the cavalier's Combat Maneuver Bonus increases by 1/2 his cavalier level.

A cavalier must be at least 2nd level and have the order talent for the order of the penitent to take this talent.

**EXPERT TRAINER (Ex):** The cavalier learns to train mounts with speed and unsurpassed expertise. The cavalier receives a bonus equal to 1/2 his cavalier level whenever he uses Handle Animal on an animal that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can also train more than one mount at once, although each mount after the first adds +2 to the DC.

**FLAT OF THE BLADE (Ex):** The cavalier gains the ability to moderate his attacks in order to take an enemy alive. He no longer takes a -4 penalty when attacking with a lethal weapon to deal nonlethal damage. When dealing nonlethal damage, the cavalier receives a +2 bonus on damage rolls. When the cavalier makes use of this ability, he must attempt to subdue his target without killing it; dealing lethal damage after using this ability, or allowing his allies to kill the target, is considered a violation of his edicts.

A cavalier must have the order talent for the order of the blue rose to take this talent.

**FLEET OF FOOT (Ex):** The cavalier's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying his speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the cavalier's land speed.

Additionally, whenever he makes long overland journeys alone or with only his mount, the distance the cavalier can travel each day increases by 20%.

**FOR THE FAITH (Ex):** The cavalier can call upon his faith to bolster himself in combat. As a free action, the cavalier can call out the name of his deity, granting him a morale bonus on attack rolls equal to his Charisma modifier for 1 round. In addition, any allies within 30 feet that share his faith also receive half this bonus (minimum +1). The cavalier can use this ability once per day, plus one additional time per day at 12th level and every four levels thereafter.

A cavalier must be at least 8th level and have the order talent for the order of the star to take this talent.

**FOR THE KING (Ex):** The lion cavalier can call out to his allies, inspiring them to greatness. As a swift action, the cavalier can grant a competence bonus equal to his Charisma modifier on all attack and damage rolls to all allies within 30 feet. This bonus lasts for 1 round. This ability can be used once per combat.

A cavalier must be at least 8th level and have the order talent for the order of the lion to take this talent.

**GREATER RESOLVE (Ex):** (Samurai) The cavalier can spend his resolve to negate some of his most grievous wounds. After a critical hit is confirmed against him, the cavalier can spend one use of his resolve as an immediate action to treat that critical hit as a normal hit. Effects that only trigger on a critical hit do not trigger when the cavalier uses this ability.

A cavalier must be at least 9th level, have the challenge or mark edge, and have the resolve talent to take this talent.



**HARRY (EX):** (Huntmaster) The cavalier and all his animal companions gain Step Up as a bonus feat.

This talent may be taken a 2nd time by a cavalier of at least 12th level, granting him and all his animal companions Following Step as a bonus feat. This talent may be taken a 3rd time by a cavalier of at least 12th level, granting him and all his animal companions Step Up and Strike as a bonus feat.

A cavalier must be at least 6th level and have the hunting pack edge to take this talent.

**HONOR IN ALL THINGS (EX):** (Samurai) The cavalier draws strength from his sense of honor. Whenever the cavalier makes a skill check or saving throw, he can call upon his honor as a free action to grant him a +4 morale bonus on the roll. He can use this ability once per day at 2nd level, plus one additional time per day for every four levels beyond 2nd (maximum of five times per day at 18th level).

A cavalier must be at least 2nd level and have the order talent for the order of the warrior to take this talent.

**HONORABLE STAND (EX):** (Samurai) The cavalier can make an honorable stand, deciding to fight the target of his challenge or mark to the bitter end, no matter the cost. He can make an honorable stand once per day, plus one additional time per day if at least 16th level. Declaring an honorable stand is a swift action.

While making an honorable stand, the cavalier is immune to the shaken, frightened, and panicked conditions. He does not fall unconscious while his hit point total is below 0. Finally, whenever a cavalier making an

honorable stand must make a saving throw, he can spend one daily use of his resolve to reroll the saving throw after the first roll is made. He must take the result of the second roll, even if it is worse. If a cavalier making an honorable stand ever retreats from battle against his challenged or marked foe, he loses the ability to make a challenge for 24 hours.

A cavalier must have the challenge or mark edge and the resolve talent to take this talent.

**HUNTMASTER (EX):** (Huntmaster) The cavalier gains Knowledge (nature), Stealth, and Survival as class skills, and proficiency with the net and whip. He also gains the benefits of the tactician talent, but can only apply those benefits to himself and his animal companions. If the cavalier also takes the tactician talent, it may apply either to his animal companions (as an extension of this talent) or to other allies, but not to both.

**I SHALL NOT BE MOVED (EX):** The cavalier can draw on his dedication to overcome physical weakness. Whenever the cavalier does not move more than a 5-foot step, he receives a +2 dodge bonus to his CMD to resist bull rush, overrun, pull, push, and trip combat maneuvers until his next turn.

A cavalier must be at least 8th level and have the order talent for the order of the seal to take this talent.

**IN OR OUT OF THE SADDLE (EX):** (Emissary) The cavalier gains Mounted Combat as a bonus feat. In addition, he can move at normal speed when wearing medium armor.

**INFURIATING AIM (EX):** (Luring Cavalier) When the cavalier confirms a critical hit with a ranged attack made at his highest base attack bonus against the target of a lure, the target becomes infuriated and seeks to harm the cavalier. The target takes a -2 penalty on all attack rolls and skill checks until it has successfully attacked the cavalier with a melee or ranged attack, or has affected the cavalier with a spell or effect with a spell that counts as an attack (see the invisibility spell for determining when a spell counts as an attack). These penalties last for 24 hours if a target never successfully attacks the cavalier. Penalties from multiple infuriating aims (even from different cavaliers) do not stack. Infuriating aim is a mind-affecting ability.

A cavalier must have the lure or mark edge to select this talent.

**INNER PEACE (EX):** The cavalier has learned that while not all things in the world will go as he wishes, he must remain calm and centered. Once per day as an immediate action, the cavalier may ignore an amount of damage from a single source (one attack, spell, or effect) equal to his cavalier level plus his Charisma modifier. He can only ignore hit point damage in this fashion. The cavalier can use this ability one additional time per day at 12th level and every four levels thereafter (to a maximum of four times per day at 20th level).

A cavalier must be at least 8th level and have the order talent for the order of the blue rose to take this talent.



**INTERCEPT (EX):** (Honor Guard) The cavalier learns to better disrupt the attacks of his enemies. He gains Bodyguard as a bonus feat, even if he does not meet the prerequisite. In addition, whenever the cavalier uses the aid another action to increase an ally's Armor Class, the bonus to Armor Class granted by the aid another action increases by +1.

A cavalier must be at least 3rd elvel and have the challenge edge and sword defense talent to take this talent.

**INTRODUCTION (EX):** (Herald Squire) Whenever the cavalier tries to influence a creature's attitude with the Diplomacy skill for the first time, he may roll his Diplomacy check twice and take the best result. In

addition, any improvement of a creature's attitude toward the cavalier also applies to any commander, lord, or liege of the cavalier who is present.

**KEEPER (EX):** Once per day the cavalier must select a location, or a secret that he has sworn to protect. If he chooses a location, he gains a +2 morale bonus on attack rolls when directly defending his charge. If he chooses a secret, he gains a +2 morale bonus on saving throws and opposed checks to resist revealing information about his charge. He gains these bonuses until he picks a new object, location, or secret to protect.

A cavalier must have the order talent for the order of the seal to take this talent.

**LION'S CALL (EX):** The cavalier gains the ability to rally his allies. As a standard action, he can give an encouraging speech which grants all allies within 60 feet a competence bonus on their saving throws against fear equal to his Charisma modifier and a +1 competence bonus on attack rolls for a number of rounds equal to his cavalier level. If an ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another saving throw to resist the effect (if allowed).

A cavalier must have the order talent for the order of the lion to take this talent.

**MOUNTED ACROBATICS (EX):** (Emissary) The cavalier becomes even more adept at hopping on and off his steed, and even dropping alongside its flanks mid-gallop. He gains Trick Riding as a bonus feat, even if he does not meet the prerequisites. The cavalier can employ this feat even when wearing medium armor.

A cavalier must be at least 8th level and have the in or out of the saddle talent to take this talent.

**MOUNTED ARCHER (EX):** (Samurai) The cavalier becomes skilled at firing ranged weapons while mounted. A cavalier 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 mount is running. If the cavalier also has the Mounted Archery feat, these penalties are halved (-1 penalty on attack rolls with ranged weapons while his mount takes a double move, -2 while his mount is running).

**MOUNTED LEGION (EX):** When the cavalier makes long overland journeys with a group who are all riding mounts, the distance the group can travel each day increases by 30%. This replaced the overland movement bonus from the fleet of foot talent.

A cavalier must be at least 5th level and have the fleet of foot talent to take this talent.

**MOUNTED MASTERY (EX):** The cavalier ignores the armor check penalty when using the Ride skill, regardless of whether or not the creature he is riding is his mount. Whenever he makes a charge attack while mounted, he receives a +4 dodge bonus to his AC to avoid attacks set against his charge. When making such an attack,

he can add his mount's Strength modifier to the damage roll, in addition to his own. He also receives a bonus feat, chosen from the following list: Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, or Unseat. He must qualify for the feat selected.

A cavalier must be at least 8th level and have the order talent for the order of the sword to take this talent.

**ORDER (EX):** The cavalier belongs to a noble or knightly order. Members of these orders are not necessarily bound together, but some organizations do exist that are comprised of cavaliers that all belong to one specific order.

The order grants the cavalier a number of 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 and mark abilities and any talents that have his order as a prerequisite 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 and may replace any talents that have his old order as a prerequisite with talents related to his new order.

A cavalier may be a member of more than one order, but if he violates the edicts of any order he loses the benefits of all his orders and their talents for 24 hours. Before taking an additional order, the cavalier must successfully follow the edicts of all his orders and the order to be gained for one full level. (A GM may allow a 1st level character to enter play with two orders to match a character's history, at the GM's discretion.)

The knight errant/ronin order is an exception to the rules for changing orders and belong to multiple orders – see its entry below.

Note that the names of these orders might vary depending upon the campaign setting or GM's preference.

**BLUE ROSE:** The cavaliers of the order of the blue rose dedicate themselves to promoting peace in the lands they roam. Skilled warriors and adept diplomats, these cavaliers counsel wisdom, patience, and understanding, but are ever mindful of the need to take up arms to strike down aggressors, tyrants, or evil usurpers. Although they believe wholeheartedly in peace as an aim and a final goal, cavaliers of the blue rose are warriors first, and embrace their role as guardians of those who cannot or will not take up arms to defend themselves.

An order of the blue rose cavalier adds Knowledge (history) (Int) and Knowledge (nobility) (Int) to his list of class skills. Whenever an order of the blue rose cavalier uses Diplomacy to try to mediate a dispute between two parties that do not include him, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

**EDICTS:** The cavalier must guard against needless violence, protecting both the land and its people from wars they neither started nor wish to fight. He must seek to stop conflict with a minimum of bloodshed, to encourage peaceful resolutions to disagreements between intelligent creatures, and to mend the wounds opened by battle. He must also honor quarter when he gives it, protecting captives who have surrendered from his own allies if need be.

**CHALLENGE/MARK:** Whenever an order of the blue rose cavalier issues a challenge or mark, he receives a +1 morale bonus on attack rolls made against the target of his challenge or mark, if the target is an intelligent creature to whom the cavalier offered the chance to surrender (by taking a standard action to offer terms). This bonus increases by +1 for every four levels the cavalier possesses (to a maximum of +5 at 17th level).

**COCKATRICE:** A cavalier who belongs to this order serves only himself, working to further his own aims and increase his own prestige. Cavaliers of this order tend to be selfish and concerned only with personal goals and objectives.

An order of the cockatrice cavalier adds Appraise (Int) and Perform (Cha) to his list of class skills. In addition, an order of the cockatrice cavalier adds his Charisma modifier to the DC on another creature's attempt to demoralize him through Intimidate (in addition to his Wisdom modifier, as normal).



**EDICTS:** The cavalier must keep his own interests and aims above those of all others. He must always accept payment when it is due, rewards when earned, and an even (or greater) share of loot. The cavalier must take every opportunity to increase his own stature, prestige, and power.

**CHALLENGE:** Whenever an order of the cockatrice cavalier issues a challenge, he receives a +1 morale bonus on all melee damage rolls made against the target of his challenge as long as he is the only creature threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.

**MARK:** Whenever an order of the cockatrice cavalier marks a target, he receives a +1 morale bonus on all ranged weapon damage rolls made against the target of his mark as long as no other creature is threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.

**DRAGON:** Cavaliers belonging to the order of the dragon dedicate themselves to a group of like-minded individuals, be it a mercenary company or a small band of adventurers. These cavaliers believe in loyalty and friendship, and are willing to lay down their lives to protect their allies.

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, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

**EDICTS:** The cavalier must remain loyal to his allies and must always work to further the aims of the group. He must protect his allies from harm and defend their honor when called into doubt.

**CHALLENGE:** Whenever an order of the dragon cavalier issues a challenge, his allies receive a +1 circumstance bonus on melee attack rolls against the target of his challenge whenever he is threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.

**MARK:** Whenever an order of the dragon cavalier marks a target, his allies receive a +1 circumstance bonus on ranged attack rolls against the target of his challenge whenever he hits the target with a ranged attack. This bonus lasts until the beginning of the cavalier's next turn. This bonus increases by +1 for every four levels the cavalier possesses.

**KNIGHT ERRANT/RONIN (SAMURAI) :** While most samurai belong to the order of the warrior, dedicating their considerable skills to the service of a lord, land, and people, some find themselves without a master, either as a result of disgrace or death, or occasionally by choice. Known as ronin, these samurai wander the lands, serving their own code of ideals. While ronin are significantly freer to do as they please, they do not receive the same respect and support that a more dedicated samurai can count on. Cavaliers who are from more western traditions can also take this order, but are generally called knight errants.

*BECOMING RONIN:* Normally, when a cavalier wishes to change his order, he must undergo a lengthy process that requires him to adhere to the edicts of his new order for a period of time before receiving any benefits. This is not the case with ronin. Once a cavalier decides to become a ronin, he immediately loses all of the bonuses, skills, abilities, and talents of his old order and replaces them with the those of the ronin order. If he wishes to once again dedicate himself to another order, he must do so using the normal rules. A cavalier cannot be a knight errant/ronin and have any other order at the same time.

A ronin adds Knowledge (local) (Int) and Survival (Wis) to his list of class skills.

*EDICTS:* Ronin follow their own personal code of ethics and honor. As such, their edicts are extremely flexible and subject to change. Each ronin should determine his own edicts, which should include at least three provisions. These edicts are subject to GM approval.

*CHALLENGE/MARK:* Whenever a ronin is the target of a challenge, mark, smite, quarry, or similar effect, and he issues a challenge or mark against that character in return, the ronin receives a +1 morale bonus on attack rolls made against the target of his challenge or mark and a +1 dodge bonus to his AC against attacks made by that target. These bonuses increase by +1 for every four class levels the cavalier possesses (to a maximum of +5 at 20th level).

A cavalier cannot have any other order in addition to the order of the knight errant/ronin.

**LAND:** There are some cavaliers who dedicate themselves to the land and the people who inhabit the rural areas between urban centers. These cavaliers often lead untrained militias of revolutionaries in backwoods towns, fighting against oppressive governments or the savage elements that threaten citizens in their daily lives. Self-reliance and the ability to make do with sparse resources are hallmarks of a cavalier who follows the order of the land.

An order of the land cavalier adds Knowledge (local) (Int) and Survival (Wis) to his list of class skills. In addition, whenever an order of the land cavalier makes a Survival check to avoid getting lost, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

*EDICTS:* The cavalier must always strive to protect the common folk from the depredations of oppressive regimes. He must not decline any duty or mission because he is not properly equipped for it.

*CHALLENGE:* Whenever an order of the land cavalier issues a challenge, he receives a +5 circumstance bonus on Survival checks made to track the target. This bonus increases by +2 for every four levels the cavalier possesses.

*MARK:* Whenever an order of the land cavalier marks a target, he receives a +1 morale bonus on ranged attack rolls against the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

**LION:** A cavalier who belongs to this order has pledged himself to a sovereign; be it a king, queen, or even the local warlord. Cavaliers of this order are stalwart and dedicated to their cause, willing to go any length to ensure the safety of their lord and his domain.

An order of the lion cavalier adds Knowledge (local) (Int) and Knowledge (nobility) (Int) to his list of class skills. An order of the lion cavalier can make Knowledge (nobility) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) as long as the check involves his sovereign.

*EDICTS:* The cavalier must protect the life and lands of his sovereign at all costs. He must obey the commands of his sovereign without question. He must strive to expand the power and prestige of his realm.

*CHALLENGE/MARK:* Whenever an order of the lion cavalier issues a challenge or marks a target, he receives a +1 dodge bonus to his AC against attacks made by the target of his challenge or mark. This bonus increases by +1 for every four levels the cavalier possesses.

**PENITENT:** Not all knights begin their careers as nobles' children or as squires. Some start out as thieves, murderers, or cheats, and only after they see the suffering caused by their crimes do they dedicate themselves to honorable service. Cavaliers who follow this order seek to make up for the crimes they've committed in the past, and do whatever they can to restore their tainted honor.

An order of the penitent cavalier adds Escape Artist (Dex) and Sense Motive (Wis) to his list of class skills. Whenever he makes an Escape Artist check, the cavalier may add his Strength bonus to the check in addition to his Dexterity modifier.

**EDICTS:** The cavalier must be merciful to wrongdoers and show unfettered fairness whenever he passes judgment. He must assume that only the most heinous monsters are irrevocably evil, and must deliver all foes capable of fair trial to the appropriate local law enforcers.

**CHALLENGE:** Whenever an order of the penitent cavalier issues a challenge, he receives a +1 morale bonus to his CMD against combat maneuvers made by the target of his challenge whenever he is threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.

**MARK:** Whenever an order of the penitent cavalier marks a target, he receives a +1 morale bonus to his CMD against combat maneuvers

made by the target of his challenge for 1 round after hitting the target with a ranged attack. This bonus increases by +1 for every four levels the cavalier possesses.

**SEAL:** Cavaliers of the order of the seal are a secretive order, each charged with the protection of a specific object (such as a dangerous magic item), place (a lost temple), or secret (that a certain peasant is actually the last descendant of the royal line). Such cavaliers are the defenders of ancient traditions or the servants of rulers with important secrets to hide, sometimes having to search out such secrets in order to properly protect and preserve them.

An order of the seal cavalier adds Disable Device (Dex) and Linguistics (Int) to his list of class skills. Whenever the cavalier uses Bluff to conceal information about his sworn charge, he receives a competence bonus equal to 1/2 his cavalier level (minimum +1).

**EDICTS:** The cavalier must guard his sworn charge with all he has: his health, his honor, and his very life. If his charge is a place, he must keep intruders out. If it is a thing, he must keep it safe from thieves—and restore the item to its rightful place if taken.

**CHALLENGE:** An order of the seal cavalier can make a free bull rush or trip combat maneuver anytime he takes the full-attack action against the target of his challenge. This free combat maneuver does not provoke an attack of opportunity.

**MARK:** An order of the seal cavalier can make a free ranged bull rush or trip combat maneuver anytime he makes a single ranged attack against his marked target as a full-attack action. This free combat maneuver does not provoke an attack of opportunity.



**SHIELD:** Cavaliers who join the order of the shield devote their lives to protecting the common folk, from the simple farmer to the honest craftsman. These cavaliers stand before the tide, protecting the innocent from roving marauders and hungry monsters.

An order of the shield cavalier adds Heal (Wis) and Knowledge (local) (Int) to his list of class skills. Whenever an order of the shield cavalier uses the Heal skill on a creature other than himself, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

*EDICTS:* The cavalier must protect the lives and prosperity of the common folk, shielding them from the deprivations of those who would seek to cause them harm or exploit them. He must give charity when it is warranted and aid when needed. He must take no action that would cause harm or hardship to those who cannot defend themselves.

*CHALLENGE/MARK:* Whenever an order of the shield cavalier issues a challenge or marks a target, he receives a +1 morale bonus on attack rolls made against the target of his challenge or mark if the target makes an attack against a target other than the cavalier. This bonus lasts for 1 minute. The bonus increases by +1 for every four levels the cavalier possesses.

**STAFF:** Cavaliers belonging to the order of the staff dedicate their lives to guarding and assisting spellcasters, especially wizards and druids, and to overcoming those who seek to destroy items and locations of magical import.

An order of the staff cavalier adds Knowledge (arcana) (Int) and Knowledge (nature) (Int) to his list of class skills. He may use Knowledge (arcana) to identify spells being cast by arcane spellcasters as if he were using Spellcraft, and may do the same with Knowledge (nature) for divine spellcasters. If the cavalier readies an action to strike a creature when it casts a spell, and identifies the spell to be cast with the appropriate Knowledge check, he gains a +1 bonus on the attack roll.

*EDICTS:* The cavalier cannot refuse a spellcaster's request for aid unless it will interfere with his existing duties, or he believes the spellcaster seeks to directly oppose the cavalier's aims and goals.

*CHALLENGE/MARK:* Whenever an order of the staff cavalier issues a challenge or marks a target, his target takes a -1 penalty on saving throws against spells and spell-like abilities for 1 round after the cavalier successfully damages the target. This penalty increases by 1 for every four levels the cavalier possesses.

**STAR:** Cavaliers who join the order of the star dedicate themselves to the protection and service of a faith and its members. Cavaliers belonging to this order tend to follow many of the tenets and guides of the religion that they serve. When a player's cavalier joins this order, he should work with the GM to select a single religion to serve.

An order of the star cavalier adds Heal (Wis) and Knowledge (religion) (Int) to his list of class skills. An order of the star cavalier can make Knowledge (religion) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) as long as the check involves his chosen faith.

*EDICTS:* The cavalier must strive to protect the faith and all those who follow its teachings, from priest to common man. He must adhere to the strictures of the faith, promote its cause whenever possible, and serve the agents of the divine.

*CHALLENGE:* Whenever an order of the star cavalier issues a challenge, he receives a +1 morale bonus on all his saving throws as long as he is threatening the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

*MARK:* Whenever an order of the star cavalier marks a target, he receives a +1 morale bonus on all his saving throws when he successfully hits his target with a ranged attack. These bonuses last until the beginning of the cavalier's next turn. This bonus increases by +1 for every four levels the cavalier possesses.

**SWORD:** Cavaliers who join the order of the sword dedicate their lives to the code of chivalry, living a life of honor, valor, and fairness. Cavaliers of this order tend to swear service to a lord or a lady. Of all the orders, the order of the sword is perhaps the broadest in terms of its focus and ideals.

An order of the sword cavalier adds Knowledge (nobility) (Int) and Knowledge (religion) (Int) to his list of class skills. Whenever the cavalier uses Sense Motive to oppose a Bluff check, he receives a competence bonus on the check equal to 1/2 his cavalier level (minimum +1).

*EDICTS:* The cavalier must show courage in the face of danger, mercy to those who have wronged him, and charity to the poor and the meek. He must be just and honorable at all times and in all things. He must defend his honor and, above all else, the honor of those he serves.

*CHALLENGE/MARK:* Whenever an order of the sword cavalier issues a challenge or marks a target, he receives a +1 morale bonus on attack rolls against the target of his challenge so long as he is astride his mount. The bonus increases by +1 for every four levels the cavalier possesses.

**TOME:** Knowledge is the stepping stone of both truth and power. The members of this order devote themselves to the preservation of knowledge. Most would protect written knowledge at all costs, but there are members that believe there is such thing as knowledge too dangerous to be allowed to exist, and seek to destroy it.

An order of the tome cavalier adds Knowledge (arcana), Knowledge (religion), and Linguistics to his list of class skills. Furthermore, he can use Linguistics untrained. If he has ranks in Linguistics, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

*EDICTS:* An order of the tome cavalier must protect written knowledge (or at least approved knowledge) at all costs. Some are also devoted to the destruction of proscribed knowledge and are equally zealous in the pursuit of its destruction. Most of these cavaliers believe that the preservation of a written work is more important than a single life, even their own, as it ensures future generations benefit from its wisdom.

*CHALLENGE/MARK:* Whenever an order of the tome cavalier issues a challenge or marks a target, he receives a +2 bonus on all saving throws against spells or spell-like abilities cast by the subject of his challenge or mark and a +2 bonus on all Bluff and Sense motive checks involving that target.

**WARRIOR (SAMURAI):** The code of the warrior emphasizes duty, honor, loyalty, and obedience. This code extends not only to the cavalier's liege and master, but also to his comrades and family. Cavalier who follow the order of the warrior are among the most trusted and feared warriors in the land.

An order of the warrior cavalier adds Knowledge (history) (Int) and Knowledge (nobility) (Int) to his list of class skills. And can make Knowledge (nobility) checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his class level (minimum +1) as long as the check involves the nobles or politics of his land.

*EDICTS:* The cavalier must protect the life and lands of his liege with his life. He must be truthful and courageous, respectful to his elders and his masters, and loyal to his friends and liege. He must conduct himself with honor and dignity.

*CHALLENGE/MARK:* Whenever an order of the warrior cavalier declares a challenge or mark, he receives damage reduction 1/— against attacks made by the target of his challenge or mark. This DR increases by +1 for every four levels the cavalier possesses.

**POWERFUL KNOWLEDGE (EX):** The cavalier gains the ability to read scrolls and cast arcane or divine spells from a scroll as if he had a caster level of his cavalier level –4. He can decipher all scrolls, using his Linguistics skill in place of Spellcraft, and does not need to cast *read magic* in order to decipher a scroll. Which type of spell the cavalier can cast is based on the Knowledge skill he chose for specialized knowledge. If he chose Knowledge (arcana), he can cast any arcane spells from a scroll. If he chose Knowledge (religion), he can cast any divine spells from a scroll. Furthermore, he gains a +1 bonus to an ability score for purposes of determining the level of spells he can cast from a scroll, and this bonus increases by +1 at 10th level and every 5 levels thereafter (to a maximum of +4 at 20th level). The ability score that gains the bonus is dependent on which skill the cavalier picked for his specialized knowledge ability. If the cavalier picked Knowledge (arcana), he gains the bonus to Intelligence. If he picked Knowledge (religion), he gains the bonus to Wisdom.

A cavalier must be at least 8th level and have the order talent for the order of the tome to take this talent.

**RESOLUTE (EX):** Whenever the cavalier takes damage from a melee or ranged attack while wearing heavy armor, the cavalier can convert 1 point of lethal damage to 1 point of nonlethal damage. He can use this ability once each time he takes damage. This ability cannot be used to convert ability damage, ability drain, or energy damage to nonlethal damage. At 6th level, and every four levels thereafter, the amount of damage the cavalier can convert increases by 1.

A cavalier must be at least 2nd level and have the order talent for the order of the shield to take this talent.

**RESOLVE (EX):** (Samurai) The cavalier 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 cavalier levels beyond 1st. Whenever the cavalier defeats the target of his challenge or mark, he regains one daily use of his resolve, up to his maximum number of uses per day. Defeating the target of his challenge or mark usually involves reducing the target to 0 hit points or fewer, but the GM might rule that an enemy who surrenders or flees the battle is also defeated. The cavalier can use this resolve in a number of ways.

**DETERMINED:** As a standard action, the cavalier can spend one use of his resolve to remove the fatigued, shaken, or sickened condition. If the cavalier is at least 8th level, he can alternatively remove the exhausted, frightened, nauseated, or staggered condition. If the condition has a duration longer than 1 hour or is permanent, this ability removes the condition for 1 hour, at which time the condition returns.

**RESOLUTE:** Whenever the cavalier is required to make a Fortitude or Will save, he can spend one use of his resolve as an immediate action to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw.

**UNSTOPPABLE:** When the cavalier is reduced to fewer than 0 hit points but not slain, he can spend one use of his resolve as an immediate action to instantly stabilize and remain conscious. He is staggered, but

he does not fall unconscious and begin dying if he takes a standard action. He does fall unconscious if he takes additional damage from any source.

A cavalier must have the resolve edge to take this talent.

**SELF RELIANT (EX):** (Samurai) As a masterless warrior, the cavalier learns to rely solely on himself even in the most difficult of times. Whenever the cavalier fails a Will saving throw against an effect with a duration greater than 1 round, he can attempt another saving throw at the end of the second round of the effect. If he makes this saving throw, it has the same effect as if he had made the original save (negating part or all of the effect). In addition, whenever the cavalier is brought below 0 hit points, on his next turn he can roll twice to stabilize, taking the better result.

A cavalier must have the order talent to be a knight errant/ronin to take this talent.

**SPECIALIZED KNOWLEDGE (EX):** An order of the tome cavalier chooses either Knowledge (arcana) or Knowledge (religion). He can make the chosen skill checks untrained. He cannot change his chosen skill later. If he has ranks in his chosen skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) as long as that check involves a book, tome, scroll, or any other form of written knowledge.

A cavalier must have the order talent for the order of the tome to take this talent.

**SPELL AID (EX):** Whenever the cavalier uses the aid another action to assist one of his allies, the ally receives a +2 competence bonus on the next concentration check, dispel check, or caster level check she makes (whichever comes first). At 8th level and every six levels thereafter, this bonus increases by an additional +1.

A cavalier must have the order talent for the order of the staff to take this talent.

**STEAL GLORY (EX):** The cavalier can steal the glory from another creature's successful strike. Whenever a creature other than the cavalier scores a critical hit against a target that the cavalier is threatening, he can make an attack of opportunity against the same target.

A cavalier must be at least 8th level and have the order talent for the order of the cockatrice to take this talent.

**STEM THE TIDE (EX):** The cavalier receives Stand Still as a bonus feat, even if he does not meet the prerequisites. Instead of making a combat maneuver check to stop the creature from moving, a cavalier with this ability can elect to make a normal attack instead. If the attack hits and deals damage, the target must stop moving, just as if the cavalier had made a successful combat maneuver check.

A cavalier must be at least 8th level and have the order talent for the order of the shield to take this talent.

**STRATEGY (EX):** 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 a +2 dodge bonus to AC for 1 round, a +2 morale bonus on all attack rolls for 1 round, or the ability to move up to their speed as an immediate action once. The cavalier can grant a different bonus to each ally within range, but allies can only benefit from this ability once per combat.

A cavalier must be at least 8th level and have the order talent for the order of the dragon to take this talent.

**SWIFT POWDER (EX):** (Musketeer) The cavalier gains Rapid Reload (musket) or Rapid Reload (pistol) as a bonus feat. If the cavalier is at least 14th level and has the challenge or mark edges, each time the he issues a challenge or mark he may reload a wielded firearm as a free action.

A cavalier must be at least 4th level to select this talent.

**SWIFT TRACKER (EX):** (Huntmaster) The cavalier can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

A cavalier must be at least 5th level and have the huntmaster talent to take this talent.

**SWORN DEFENSE (EX):** (Honor Guard) Whenever the cavalier issues a challenge, he can select one ally as his ward for the duration of the challenge.

Whenever the cavalier is adjacent to his ward, the cavalier takes a -1 penalty to Armor Class, and the ward receives a +1 dodge bonus to AC.

A cavalier must have the challenge edge to take this talent.

**TACTICIAN (EX):** The cavalier receives 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 bonus feat for 3 rounds plus 1 round for every two levels the



cavalier possesses. Allies do not need to meet the prerequisites of these bonus feats. The cavalier can use this ability once per day, plus one additional time per day at 5th level and for every 5 levels thereafter.

This talent may be taken more than once. Each time, it grants another bonus teamwork feat the cavalier may use with the tactician ability.

**TAKEDOWN (EX):** (Huntmaster) The cavalier's animal companions gain special combat bonuses. A canine, dog, or wolf can make a free trip or dirty trick (entangled) combat maneuver after a successful melee attack. A bird can make a free dirty trick (dazzled or deafened) combat maneuver after a successful melee attack; if the target is already dazzled, the bird can choose dirty trick (blinded) instead. These combat maneuvers do not provoke attacks of opportunity.

A cavalier must have the huntmaster talent to take this talent.

**TERRAIN TRAINING (EX):** The cavalier may select a terrain type from the ranger Favored Terrains table. As a standard action, he can shout orders that grant all allies within 60 feet a competence bonus equal to his Charisma modifier on initiative checks and Knowledge (geography), Perception, and Survival checks while they are in this terrain for a number of rounds equal to 1/2 his cavalier level. At 12th level and every four levels thereafter, the cavalier may select a new terrain type that this ability can affect.

A cavalier must have the order talent for the order of land to take this talent.

**TERRIFYING IAIJUTSU (EX):** (Samurai, Sword Saint) The cavalier's iaijutsu strike devastates the morale of foes that witness it. When the cavalier successfully hits with an iaijutsu strike, all foes within 30 feet must succeed at a Will save (DC 10 + 1/2 cavalier level + the Cha modifier) or become shaken for 1d4+1 rounds.

A cavalier must be at least 5th level and have the iaijutsu strike edge to take this talent.

**TRANSCEND LANGUAGE (SP):** (Herald Squire) The cavalier can cast tongues on himself, using his class level as his caster level. The effects of this ability last for a number of rounds equal to his class level.

A cavalier must be at least third level and have the introduction talent to take this talent.

**TRUER WORDS (EX):** The cavalier is a master of earnestly expressing difficult truths. He may make a Diplomacy check when speaking the truth (not including lies of omission, but including things the cavalier deeply believes despite being mistaken, and all subject to GM approval) to convince someone his words are factual. The Diplomacy check is opposed by the creature's level check (1d20 + creature's level or HD, -creature's Wisdom modifier). This Diplomacy check is successful the target believes the cavalier's statement.

This Diplomacy check is modified depending upon the believability of the true statement. The following modifiers are applied to the roll of the cavalier. Note that

some facts are so improbable (despite being true) that it is impossible to convince anyone that they are true (subject to GM discretion).

Circumstances	Diplomacy Modifier
The target wants to believe you	+5
The truth is believable	+0
The truth is unlikely	-5
The truth is far-fetched	-10
The target is drunk or impaired	+5
Cavalier possesses convincing proof	up to +10

**WAY OF THE SAMURAI (EX):** (Samurai) The cavalier's sense of honor and loyalty drives him to accomplish seemingly impossible tasks. The cavalier can, as a standard action, focus his mind and will. Once during the next minute, he can choose to roll an attack roll, skill check, or saving throw three times and take the best result. He must decide to use this ability before the roll is made. Using this ability expends one daily use of his resolve.

A cavalier must be at least 2nd level and have the order talent for the order of the warrior and the resolve talent to take this talent.

**WEAPON EXPERTISE (EX):** (Samurai) The cavalier gains an unparalleled expertise with his chosen weapons. The cavalier selects a weapon appropriate for noble warriors of his culture (subject to GM approval, but for Asian cavaliers common options are the katana, longbow, naginata, or wakizashi, while for more European-themed cavaliers

common options are the bastard sword, lance, longbow, and longsword). The cavalier can draw the selected weapon as a free action as if he had the Quick Draw feat. In addition, whenever he threatens a critical hit with the selected weapon, he gains a +2 bonus on the confirmation roll. Finally, his cavalier levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specifically select his chosen weapon, such as Weapon Specialization.

A cavalier must be at least 3rd level to take this talent.

**WITHOUT MASTER (Ex):** (Samurai) The cavalier's fierce independence allows him to overcome staggering odds. He can summon up this willpower as an immediate action, and can use it in one of three ways. The cavalier can use his willpower whenever an attack would reduce him to fewer than 0 hit points but wouldn't kill him, to instead be at 1 hit point and conscious. He can use his willpower after making an attack roll to confirm a critical hit in order to reroll the confirmation roll. (This decision is made after the result of the confirmation attack roll is known, and the cavalier must use the result of the reroll even if it is worse.) Finally, he can use his willpower to take 10 on a skill check during combat, even if the situation or the skill would not normally allow him to take 10. A cavalier can use this ability once during a combat.

A cavalier must be at least 8th level and have the order talent to be a knight errant/ronin to take this talent.

## ADVANCED CAVALIER TALENTS

At 10th level and every level thereafter, a cavalier can choose one of the following advanced talents in place of a cavalier talent.

**ACT AS ONE (Ex):** The cavalier can spend a standard action to move up to his speed and make a melee attack. All allies within 30 feet can also move up to their speed and make a melee attack as an immediate action. This movement and attack can be made as a charge if the movement qualifies. All attacks are made at a +2 bonus (this stacks with the bonus from a charge) and all participants receive a +2 dodge bonus to their AC for 1 round. A cavalier can use this ability once per combat.

A cavalier must be at least 15th level and have the order talent for the order of the dragon to take this advanced talent.

**BANNER OF SOLACE (Ex):** (Standard Bearer) The cavalier's banner becomes an even more potent symbol of protection and inspiration to those around him. Once per day, while his banner is displayed, the cavalier can wave it through the air as a full-round action, granting all allies within 60 feet temporary hit points equal to 1/2 his cavalier level, and a +2 morale bonus on their next damage rolls. For every four class levels the cavalier gains after taking this advanced talent, this bonus increases by +1 (to a maximum of +3). The temporary hit points last for 10 minutes or until depleted, whichever occurs first.

A cavalier must have the banner talent to take this advanced talent.



**CHOSEN DESTINY (EX):** (Samurai) The cavalier is the master of his own destiny. Whenever the ronin makes a saving throw against a charm or compulsion effect, he may roll twice and take the better result. In addition, once per day, the cavalier can treat any one d20 roll as if the result were a natural 20. He must declare the use of this ability before the roll is made.

A cavalier must be at least 15th level and have the order talent to be a knight errant/ronin to take this advanced talent.

**DEFENSIVE CHALLENGE (EX):** (Honor Guard) Whenever the cavalier declares a challenge, his target must pay particular attention to him and his ability to intercept attacks. As long as the target is within the threatened area of the cavalier, it takes a -2 penalty on attack rolls against anyone other than the cavalier.

A cavalier must have the challenge edge and intercept and sword defense talents to take this talent.

**DEFENSIVE KNOWLEDGE (EX):** An order of the tome cavalier can grant nearby allies some of the boons of his cavalier challenge or mark. While allies are adjacent to the cavalier, they gain a +2 bonus on all saving throws against spells or spell-like abilities cast by the subject of the cavalier's challenge or mark. In addition, as an immediate action, a number of times per day equal to the cavalier's Intelligence modifier (minimum 1) or Wisdom modifier (minimum 1), the cavalier can allow an ally adjacent to him to reroll a single failed saving throw against a spell or spell-like ability from the target of his challenge or mark. The ally must be able to see

and hear the cavalier in order to gain this reroll. The ability score that determines how many times per day a cavalier can use this ability depends on which Knowledge skill the cavalier picked for specialized knowledge. If the cavalier picked Knowledge (arcana), the number of times per day this ability can be used is based on Intelligence. If he picked Knowledge (religion) it is based on Wisdom.

A cavalier must be at least 15th level and have the challenge or mark edge and order talent for the order of the tome to take this advanced talent.

**DISTRACTING MARK (EX):** Whenever a target realizes it has been marked by the cavalier, it focuses more of its attention on avoiding the threat he poses. When the cavalier successfully hits a marked target with a ranged attack, the target takes a -2 penalty to its AC from attacks made by anyone other than the cavalier until the beginning of the cavalier's next turn.

A cavalier must have the mark edge to take this advanced talent.

**ERRATIC CHARGE (EX):** (Emissary) The cavalier learns to ride through the thick of combat, striking and then moving away with blinding speed. Whenever the cavalier is mounted and takes the charge action, he can first move 10 feet and make a melee attack. This first attack is not a charge, but a regular melee attack, and the movement counts toward the total allowed movement for the round. After making this attack, the cavalier must still move in a straight line to

reach the target of his charge, and he takes a -5 penalty on the attack roll for the attack at the end of his charge.

A cavalier must be at least 16th level and have the cavalier's charge and in and out of the saddle talents to take this advanced talent.

**GREATER BANNER (EX):** The cavalier's banner becomes a rallying call to his allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, while his banner is displayed, the cavalier can spend a standard action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. An ally cannot benefit from this ability more than once per day.

A cavalier must be at least 13th level and have the banner talent to take this advanced talent.

**KNIGHT'S CHALLENGE (EX):** The cavalier can make a knight's challenge once per day. This functions like a normal challenge, but the cavalier adds his Charisma bonus on all attack rolls and damage roles made against the target of his challenge. In addition, he receives a +4 circumstance bonus on attack rolls made to confirm critical hits against the target of his knight's challenge.

A cavalier must be at least 15th level and have the challenge edge and order talent for the order of the sword to take this advanced talent.

**MASTER TACTICIAN (Ex):** The cavalier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The cavalier can grant this feat to his allies using the tactician ability. Whenever the cavalier uses the tactician ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats.

A cavalier must have the tactician talent to take this advanced talent.

**MIGHTY CHARGE (Ex):** The cavalier learns to make devastating charge attacks while mounted, and doubles the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the cavalier can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

A cavalier must have the cavalier's charge talent to take this advanced talent.

**MOMENT OF TRIUMPH (Ex):** The cavalier can, as a free action, declare a moment of triumph. For 1 round, the cavalier receives a competence bonus equal to his Charisma modifier on all ability checks, attack rolls, damage rolls, saving throws, and skill checks. This bonus is also added to his AC. In addition, any critical threats he makes are automatically confirmed. The cavalier can use this ability once per day.

A cavalier must be at least 15th level and have the order talent for the order of the cockatrice to take this advanced talent.

**MOUNTED DERVISH (Ex):** (Emissary) The cavalier becomes a fearsome, mobile foe on the battlefield. He gains Mounted Skirmisher as a bonus feat, even if he does not meet the prerequisites. In addition, whenever the cavalier is mounted and takes the charge action, he adds 10 feet to his mount's speed.

A cavalier must be at least 12th level and have the in or out of the saddle talent to take this advanced talent.

**MY WORD IS LAW (Ex):** The cavalier is no longer subject to the limitations of his order – his word is considered law by his order. He suffers no class penalty for violating the edicts of any of his orders (though he may suffer alignment penalties, depending on his actions).

A cavalier must be at least 14th level to take this advanced talent.

**OVER MY DEAD BODY (Ex):** The cavalier can move to intercept foes desiring to put down allies who cannot defend themselves. As an immediate action, he can move up to his speed (or his mount's speed, if mounted) to be adjacent to a foe threatening a helpless ally. The cavalier can make a single melee attack against the foe, and if successful the foe cannot attack the helpless ally until the end of the cavalier's next turn. This movement provokes attacks of opportunity as normal. On his next turn, the cavalier is staggered. The cavalier may use this ability once per combat.

A cavalier must be at least 12th level to take this advanced talent.

**PACK ATTACK (Ex):** (Huntmaster) Whenever the cavalier and any of his animal companions that do not have riders are adjacent and attack the same target in melee, they are treated as flanking. In addition, they can flank a creature with improved uncanny dodge if the cavalier has at least 4 more class levels than the target's levels with improved uncanny dodge.

A cavalier must have the hunting pack edge to take this advanced talent.



**PROTECT THE MEEK (Ex):** The cavalier can move to intercept foes. As an immediate action, he can move up to his speed (or his mount's speed, if mounted) and make a single melee attack. This movement provokes attacks of opportunity as normal. The cavalier must end his movement adjacent to an enemy. On his next turn, the cavalier is staggered and cannot use this ability again for 1 round.

A cavalier must be at least 15th level and have the order talent for the order of the shield to take this advanced talent.

**QUARRY (Ex):** (Hunter) The cavalier can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, the cavalier can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. These benefits also apply to all the cavalier's animal companions.

A cavalier can have no more than one quarry at a time. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the cavalier sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

A cavalier must be at least 14th level and have the hunter talent to take this advanced talent.

**RETRIBUTION (Ex):** The cavalier can take retribution on those who dare to strike an agent of his faith. Whenever an enemy makes a successful melee attack against the cavalier or an adjacent ally devoted to the same faith as the cavalier, the enemy provokes an attack of opportunity from the cavalier. The cavalier receives a +2 morale bonus on the attack of opportunity. If the attack made by the enemy was a critical hit, the cavalier may treat the enemy as the target of his challenge for the attack of opportunity. The cavalier can use this ability once per round.

A cavalier must be at least 15th level and have the order talent for the order of the star to take this advanced talent.

**ROARING IAIJUTSU (Ex):** (Samurai) The cavalier's iaijutsu strike deafens foes upon impact. When a cavalier successfully hits with an iaijutsu strike, all foes within 30 feet must succeed at a Fortitude save (DC 10 + 1/2 cavalier level + the Cha modifier) or be deafened for 1d4 minutes.

A cavalier must be at least 14th level and have the iaijutsu strike and improved iaijutsu strike edges to take this advanced talent.

**SAVING GRACE (Ex):** Whenever the cavalier would strike a creature with a melee attack that deals lethal damage and would bring the creature's hit points below 0, the cavalier can, as a free action, change the type of damage dealt to nonlethal damage. The cavalier can use this ability once per round.

A cavalier must have the order talent for the order of the penitent to take this advanced talent.

**SHIELD OF BLADES (Ex):** The cavalier gains an expert sense of impending violence around him. When taking the total defense action, the cavalier can extend his protection to those around him, granting a +2 circumstance bonus to AC to all adjacent allies. In addition, while taking the total defense action, as an immediate action, the cavalier can attempt to deflect an attack by making an attack roll opposed by the attacker's original attack roll. If successful, the attack is deflected and deals no damage.

A cavalier must have the order talent for the order of the blue rose to take this advanced talent.

**SHIELD OF THE LIEGE (Ex):** The cavalier can protect those around him. Allies that are adjacent to the cavalier receive a +2 shield bonus to their AC. In addition, as an immediate action, the cavalier can redirect an attack made at a creature adjacent to himself, as long as the creature making the attack is within the cavalier's reach. This ability must be declared before the attack roll is made. The attack is made against the cavalier's AC and defenses, even if the creature could not normally reach or attack the cavalier. The cavalier loses any cover or concealment bonuses when subject to the redirected attack.

A cavalier must be at least 15th level and have the order talent for the order of the lion to take this advanced talent.



**STAGGERING ASSAULT (Ex):** The cavalier can drive opponents back without giving ground. As a full-round action, the cavalier can make a single attack at his highest attack bonus. If the attack hits, the attack does damage as normal, and the cavalier may attempt a bull rush against the target. The cavalier gains a bonus on the bull rush combat maneuver check equal to half the amount of damage dealt on the initial attack.

A cavalier must be at least 15th level and have the order talent for the order of the seal to take this advanced talent.

**STRATEGIC SUPREMACY (Ex):** (Strategist) The cavalier gains the ability not only to improve his allies' abilities, but also to disrupt the teamwork of his enemies. Whenever he uses the tactician ability, the cavalier can choose to cancel out the effects of one teamwork feat employed by any of his opponents within 30 feet instead of granting the use of a teamwork feat to his allies.

A cavalier must have the tactician talent to take this advanced talent.

**STRIKE TRUE (Ex):** (Samurai) The cavalier can use his years of training and focus to make the perfect strike. When he uses this ability, the cavalier makes an attack as normal. If the attack hits, it is a critical threat. The cavalier must roll to confirm the critical as normal. The attack deals the maximum amount of damage, although additional dice from weapon qualities, sneak attack, and additional dice from a critical hit are rolled normally. The damage from this

attack ignores any damage reduction the target might have and also causes the target to become blinded, deafened, sickened, or staggered for 1d4 rounds (the cavalier's choice). Making this attack is a standard action. The cavalier can use this ability once per day.

A cavalier must be at least 15th level and have the order talent for the order of the warrior to take this advanced talent.

**SYNCHRONIZED SMASH (Ex):** The cavalier can utilize the power of his spellcasting allies to make devastating attacks against the allies' targets. If the cavalier is adjacent to an enemy affected by a targeted or area spell or spell-like ability cast by one of the cavalier's allies, he can make an immediate attack of opportunity against the affected creature. If the cavalier is also affected by the spell (such as by being caught in the area of the same fireball spell), during the rest of that round he automatically confirms any critical hits made against the affected creature while using this ability.

A cavalier must be at least 15th level and have the order talent for the order of the staff to take this advanced talent.

**TACTICAL ADVANTAGE (Ex):** (Strategist) Whenever the cavalier uses his tactician ability to grant the use of a teamwork feat to his allies, he can move up to his speed as a free action either before or after granting the feat. This movement provokes attacks of opportunity normally.

A cavalier must have the tactician talent to take this advanced talent.

**TRUE RESOLVE (EX):** (Samurai) The cavalier can spend uses of his resolve to avoid death. If he has at least two uses of his resolve remaining, he can spend all of the daily uses of his resolve that he has available to him to avoid death. Regardless of the source of the attack that would have killed him, he is left alive, at -1 hit points (or lower if he was already below -1), unconscious, and stable.

A cavalier must be at least 16th level and have the resolve talent to take this advanced talent.

**WARDING CHARGE (EX):** (Honor Guard) The cavalier can flash across the battlefield to protect his ward against the target of his challenge. Whenever the target of the cavalier's challenge makes an attack against his ward, the cavalier can move up to his speed and make a single melee attack against the target of his challenge as an immediate action. This movement and attack can be made as a charge if the movement qualifies.

A cavalier must have the challenge edge and sword defense talent to take this advanced talent.

**WILD CHARGE (EX):** The cavalier and his animal companions can ignore difficult terrain for the purpose of making a charge attack. In addition, if the charge attack is successful and both he and his opponent are occupying squares with difficult terrain, the cavalier gains a +2 competence bonus for any CMB check he makes as part of the charge.

A cavalier must have the order talent for the order of land to take this advanced talent.

## GRAND TALENTS

At 20th level, a cavalier can choose one of the following grand talents in place of a cavalier talent.

**AWESOME PENNON (EX):** (Standard Bearer) The cavalier's banner has become a powerful rallying point to his allies, and a bane to his foes. Whenever his banner is visible, allies of the cavalier within 60 feet gain a +1 morale bonus on attack rolls, immunity to fear effects, and a +3 morale bonus on saving throws against mind-affecting effects.

A cavalier must have the banner talent to take this grand talent.

**IMPROVED QUARRY (EX):** (Huntmaster) The cavalier's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed. These bonus also apply to his animal companions.

A cavalier must have the huntmaster talent and quarry advanced talent to take this grand talent.

**LAST STAND (EX):** (Samurai) The cavalier can make a last stand once per day whenever he has a foe challenged or marked. While this challenge or mark is in effect, all melee and ranged weapons deal the minimum amount of damage to the cavalier, unless the attack scored is a critical hit. In addition,

the cavalier remains conscious and is not staggered while he is below 0 hit points. While using this ability, the cavalier cannot be killed by melee or ranged weapons unless they are wielded by the target of his challenge or mark. Attacks made by opponents that are not the target of his challenge or mark deal no damage when the cavalier has 0 or fewer hit points. This ability has no effect on spells, environmental effects, supernatural abilities, or any other source of damage other than melee and ranged weapons. Such sources of damage affect him normally and can kill him (although they do not cause him to fall unconscious or to become staggered if they reduce his hit points below 0). This effect lasts until the challenge or mark ends, or the cavalier takes an offensive action against a target other than the target of his challenge.

A cavalier must have the challenge or mark edge, the honorable stand and resolve talents, and the true resolve advanced talent to select this grand talent.

**LORD OF BATTLE (EX):** The cavalier's supreme confidence in his own ability actually drives him to strike more effectively in combat. The cavalier gains a bonus to all weapon damage dealt equal to his Charisma bonus.

**SUPREME AIM (EX):** The cavalier gains the careful aim bonus and the effect of infuriating aim on all ranged attacks.

A cavalier must have the careful aim and infuriating aim talents to select this grand talent.

**SUPREME CHARGE (Ex):** Whenever the cavalier makes a charge attack while mounted, he deals double the normal amount of damage (or triple if using a lance – quadruple if using a lance with the Spirited Charge feat). In addition, if the cavalier confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the cavalier’s base attack bonus.

A cavalier must have the cavalier’s charge talent and mighty charge advanced talent to take this grand talent.

## SAVE VS. WALL OF TEXT

Because it includes well more than edges, talents, advanced talents, and grand talents, getting through the talented cavalier class write-up can be daunting. Once a character has been written up its easy to look any selected edges and talents if they are presented alphabetically, but when thinking about what talent to take next the abilities can form a nigh-impenetrable “wall of text.” To help with this issue we’ve categorized all the edges and talents into a few broad themes, and listed all those that require the cavalier take the order talent to select them (and which order they are for).

Each talent gives its name and notes if it is an edge, advanced talent, or grand talent. This allows a GM or player looking for a new option to see which edges and talents are most likely to match his desired character concept without reading through the entire list of options.

### BATTLEFIELD COMMAND TACTICS

- Awesome pennon (grand talent)
- Banner
- Banner of solace (advanced talent)
- Drill instructor
- Greater banner (advanced talent)
- Master tactician (advanced talent)
- Mounted legion
- Strategic supremacy (advanced talent)
- Tactical advantage (advanced talent)
- Tactician
- Versatile challenge (edge)

### DILETTANTE

- Bonus feat
- Talent (edge)

### HEAVY CAVALRY

- Battlefield agility
- Cavalier’s charge
- Erratic charge (advanced talent)
- Expert trainer
- Heavy cavalry (edge)
- Mighty charge (advanced talent)
- Mounted dervish (advanced talent)
- Mounted mastery
- Supreme charge (grand talent)
- Warding charge (advanced talent)

### HONOR/DUTY

- Greater resolve
- Honorable stand
- Last stand (grand talent)
- My word is law (advanced talent)
- Resolve
- True resolve (advanced talent)



## HUNTER/MASTER OF BEASTS

Animal trainer  
Exotic mount (edge)  
Harry  
Hunting pack (edge)  
Huntmaster  
Improved quarry (grand talent)  
Pack attack (advanced talent)  
Quarry (advanced talent)  
Swift tracker  
Takedown

## MASTER OF MELEE

Brutal slash  
Challenge (edge)  
Defensive challenge (advanced talent)  
Iaijutsu strike (edge)  
Improved iaijutsu strike (edge)  
Intercept  
Lord of battle (grand talent)  
Over my dead body (advanced talent)  
Roaring iaijutsu (advanced talent)  
Sworn defense  
Terrifying iaijutsu  
Weapons expertise

## MUSKETEER/ARCHER

Careful aim  
Distracting mark (advanced talent)  
Infuriating aim  
Lure (edge)  
Mark (edge)  
Mounted archer  
Royal musketeer (edge)  
Supreme aim (grand talent)  
Swift powder

## NOBLEMAN/ENVOY

Aristocrat (edge)  
Baronet (edge)  
Fleet of foot  
In or out of the saddle  
Introduction  
Mounted acrobatics  
Transcend language  
Truer words

## ORDER

Act as one (advanced talent, order of the dragon)  
Adaptive strike (order of land)  
Adept disarmer (order of the penitent)  
Aid allies (order of the dragon)  
Arcane vessel (order of the staff)  
Braggart (order of the cockatrice)  
By My Honor (order of the sword)  
Calling (order of the star)  
Chosen destiny (advanced talent, knight errant/ronin)  
Defensive knowledge (advanced talent, order of the tome)  
Expert captor (order of the penitent)  
Flat of the blade (order of the blue rose)  
For the faith (order of the star)  
For the king (order of the lion)  
Honor in all things (order of the warrior)  
I shall not be moved (order of the seal)  
Inner peace (order of the blue rose)  
Keeper (order of the seal)  
Knight's challenge (advanced talent, order of the sword)  
Lion's call (order of the lion)

Moment of triumph (advanced talent, order of the cockatrice)  
Powerful knowledge (order of the tome)  
Protect the meek (advanced talent, order of the shield)  
Resolute (order of the shield)  
Retribution (advanced talent, order of the star)  
Saving grace (advanced talent, order of the penitent)  
Self reliant (knight errant/ronin)  
Shield of blades (advanced talent, order of the blue rose)  
Shield of the liege (advanced talent, order of the lion)  
Specialized knowledge (order of the tome)  
Spell aid (order of the staff)  
Staggering assault (advanced talent, order of the seal)  
Steal glory (order of the cockatrice)  
Stem the tide (order of the shield)  
Strategy (order of the dragon)  
Strike true (advanced talent, order of the warrior)  
Synchronized smash (advanced talent, order of the staff)  
Terrain training (order of land)  
Way of the samurai (order of the warrior)  
Wild charge (advanced talent, order of land)  
Without master (knight errant/ronin)

## FIGHTERS AND CAVALIERS

Patrons who have both *The Genius Guide to the Talented Fighter* and *The Genius Guide to the Talented Cavalier* may recognize some strong similarities between the two classes. Both have talents, advanced talents, and grand talents. Both have access to bonus combat feats. Both are built on concepts of fighting men who depend on martial training and personal determination rather than magic powers or spells. Given this, it seems reasonable to ask if the fighter and cavalier should be allowed to select each other's edges and talents. To which the answer is a very cautious "maybe."

While unrestricted combinations of edges and talents is at best problematic, it is possible to allow more limited cross-selection to give players of both classes more flexibility without having as strong an impact as unlimited cross-selection. Three specific options are given below – Unrestricted Combination, Cross-Class Talent, and Restricted Offense – each with a few pros and cons.

In addition to these, a GM may decide to make specific talents available to any character who joins a specific group or comes from a specific background. Deciding the Knights of Sun and Sword are a group dedicated to defending the king of Te Essar, and any character joining the group may take the order cavalier talent for the order of the lion, is a good way to add some flavor to a campaign without opening the floodgates on cross-class options.

**UNRESTRICTED COMBINATION:** Allowing unrestricted combinations of fighter and cavalier talents results in more powerful characters than the core rules for those classes can produce. Such character may be interesting and exciting – but they also may be overpowered and concept-hogs. A fighter or cavalier with unlimited access to edges and talents from both classes would be able to take armor training and weapon training to boost the already-considerable impact of heavy cavalry and challenge – and other combinations likely exist that are just as powerful. If your group's style of play has resulted in universal agreement that fighters and cavaliers are underpowered, this might be a useful way to boost their effectiveness. But if core fighters and cavaliers seem either fine or close-to-fine as-is, it'd be as bad idea to allow this kind of cross-selection. Further, groups who prefer each class retain a strong, distinct identity and flavor should disallow any cross-class selections to keep the classes from becoming too similar.

**CROSS-CLASS TALENTS:** One simple way to allow some blending of fighter and cavalier abilities is to create the Cross-Class Talents option.

In essence, fighters are allowed to take a single cavalier edge in place of being allowed to take feats that require fighter levels as a prerequisite, and may take a single cavalier talent as an advanced talent and a single cavalier advanced talent as a grant talent. Similarly, cavaliers are allowed to take a single fighter talent as an edge, and another one as an advanced talent.

**RESTRICTED OFFENSE:** This is a more complex middle-ground option that allows fighters and cavaliers to share a lot of abilities, but still keeps the classes distinct in some ways. If a GM decides to take the restricted offense option, fighters may take cavalier talents (but not edges) that do not grant bonuses to any attack rolls or damage, and vice-versa. This prevents fighters from gaining trademark cavalier abilities such as challenge and banner, and limits cavaliers to fighter talents that don't boost their situational combat benefits with more across-the-board bonuses.



# WE ERR ON THE SIDE OF AWESOME!

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