



CAVALIER

Advanced Class Guide	Heavy martial with mounted focus , with additional tools to grant it tactical utility. Note that this class has unmounted options as well.		
+1 BAB	1d10 HD	Fortitude - Reflex - Will	4 + INT ranks per level
Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).			
Heavy armor and shields.	Simple and martial weapons. Lances are preferred for mounted combat as they deal double damage on a charge..		
STR / DEX / CON / INT / WIS / CHA. <ul style="list-style-type: none">• Strength determines attack and damage, which is your main job, so it matters quite a bit.• With no major defensive features, CON to grant more hitpoints remains a necessity.• No Dexterity is needed beyond 12, as full-plate allows good use of that. Ride is an important skill, but you should be able to max it out with no problem.• Wisdom is important because it determines Will saves.			

- The class receives a sufficient amount of skills and has no particular use for Intelligence skills, so neutral Intelligence is enough. It does need to invest in Handle Animal and Ride quite a bit, so going too low with it isn't advised.
- Charisma is a complicated stat. Some Orders use Charisma to base off bonuses, so it makes it matter more. Some Orders do not. Handle Animal is based off it, but you can acquire such a large bonus to Handle Animal that it doesn't matter too much. That being said, if playing outside PFS, this is a godly stat, as it allows free Challenges with the Chain Challenge feat.

FEATURES

- **Mount.** The class comes with a free mount, that can provide mobility even while clad with heavy armor and aids in charging.
- **Melee tactical nukes.** What the title says. This class has a feature called Challenge, which grants quite a lot of free damage to a target. It is also very well fit to use mounted charges, which can be done with a lance for double (and then triple) damage.
- **Order.** A Cavalier chooses an Order when beginning the game. The Order grants bonuses to Challenge, to skills and some nice utility or combat abilities.
- **Tactics.** The Cavalier gains the ability to share a couple of teamwork feats with the rest of the party with the Tactician features, allowing for a weird sort of buffing. Plus, the Banner feature is straight up buffing.

CHALLENGES *(Pun not intended)*

- **Big, fat horses.** Your mount, if you are a medium-sized creature such as a Human, will be Large-sized. This can be a problem to making it fit through certain dungeons. Small-sized Cavaliers can get Medium mounts such as boars, but there's very few Small races that don't penalize STR (Wayangs are one, Monkey Goblins the other) so they can't use lances well. Archetypes that remove the mount solve this issue, but lose a ton of potential damage in the process.
- **Tiny, cramped dungeons.** It has been mentioned that horses are fat. But it also bears mentioning that dungeons are small. This can make a charge-based strategy quite taxing.

- **Big, fat, delicate, mortal horses.** Your mount will be way soft and way too susceptible to damage until you spend a lot of resources in making it stronger. Purchasing magic items for it will not be a terrible idea.
- **Low defenses against magic.** Baseline, the Cavalier has some nice bonuses against fear effects, but not much more than that. A focus on Charisma by some orders makes an investment on Wisdom to back up Will saves less likely. Feats like Steadfast Personality (noted below) can be quite useful to compensate.
- **Tactician is clunky early on.** It can only share the teamwork feats you gain with it as you gain the feature, so you'll be able to share one or two teamwork feats with the party only until 17th damned level. Plus, taking a standard action to activate for a low-duration benefit is not that interesting. Once it becomes a swift action, it becomes more palatable. Learning how to use it and when to use it will matter.
- **Very limited feats.** The class comes with very few feats for a martial class, making feat-intensive styles (such as switch-hitting, maneuvers and what not) much harder to pull off.
- **Very lacklustre ranged abilities.** Challenge bonus damage does not apply at range, so the class is not very good at

Notable Class Options:

- **Feats:**
 - **Spirited Charge:** Awesome feat that can allow for a stupid amount of damage with a mounted lance charge.
 - **Steadfast Personality:** A very nice feat for Charisma-based classes with low Will saves. As long as you keep a 10 in Wisdom, this can function as a double-dip on Iron Will against the most dangerous types of Will saves.
- **Orders:**
 - **Order of the Cockatrice, Order of the Flame and Order of Vengeance:** All of these are quite nice orders for those who want to put an unmounted focus to their build. They are all quite similar, dealing with damage, critical hits and intimidation, though each has their own nuances.
 - **Order of the Sword:** The Order for those who want to hop onto a mount and deal a ton of damage with a charge.

- **Order of the Hammer:** Specialized Order based on nonlethal damage and grappling, but quite good at its job.
- **Order of the Eastern Star:** Very nice defensive Order for high Dexterity builds. Since it does not have any mounted features until level 15th, it is also suitable for unmounted builds on PFS, which won't see play beyond 12th level.
- **Order of the Green:** While being a nice and thematic Order for quasi-Ranger Cavaliers, it also holds the honor for being an Order that can adapt itself perfectly to ranged builds.
- **Magic Items:**
 - **Horsemaster's Saddle:** Grants your mount all of your teamwork feats.
 - **Vambraces of the Tactician:** Increases level of Challenge and can increase Tactician range.

Notable Archetypes:

- **Beast Rider.** [MOUNTED] Trades heavy armor proficiency and expert trainer (both features that can be easily replaced with a feat) for a monstrous mount that can improve later on. Who wants to ride a T-rex?
- **Constable.** [UNMOUNTED] Quite a neat archetype, increasing the Cavalier's combat abilities and tactic options, plus obtaining a good focus on grappling and interrogating. Works well with **Order of the Hammer.**
- **Daring Champion.** [UNMOUNTED] Another unmounted option, this time focused on swashbuckling. The main draw of this archetype is that it works very well with Weapon Finesse and that it can use the Precise Strike Deed in conjunction with Challenge for its own brand of melee tactical nukes. Works well with **Order of the Flame.**
- **Gendarme.** [MOUNTED] If you intend to be a lancer, this is the archetype you want. It trades Tactician and such for Bonus Feats. Seems simple enough. It is. This allows you more latitude with the rest of your feats to improve your defenses and what not. Works well with **Order of the Sword.**
- **Qadiran Horselord.** [MOUNTED] This archetype does not look much but it is pretty damn awesome. It grants some nice hit-and-run options, yes, but the great thing about it is the double damage when charging with a scimitar (or other slashing weapon). This is quite amazing, because the scimitar has much a deadlier critical rate than a lance, allowing for some really hard hitting nuke

charge slashes. It also grants this damage when using Spring Attack, allowing the Cavalier to do charge damage without needing to actually charge, which comes with several difficulties. Finally, the fact that this archetype places its focus on scimitars allows for a finesse-based build, which very much favors Small Cavaliers. Works well with **Order of the Sword**.

- **Spellscar Drifter**. [**MOUNTED** / **RANGED**] Probably the best ranged option for the Cavalier. It uses firearms to great effect, poaching deeds from Gunslingers, while keeping the mobility of a mount. I do love the Spell Resistance it gets, as it's quite a hefty amount, and it's not hard to turn it off to be buffed before a fight. Sure, it doesn't get Dexterity-to-damage with guns, but trust me when I say Cavaliers have more than enough damage increasing options already. Works well with **Order of the Green**. If Spell Resistance and guns ain't your bag for some reason that is beyond me, check out the **Luring Cavalier** archetype.

Build Ideas:

- **Dervish**. [**MOUNTED**] Using the **Qadiran Horselord** archetype, this build puts all its focus on mounted charges to obliterate the opposition, picking up the **Monstrous Mount** feat to be able to get a medium-sized Worg to ride, so it can fit in any place you'd have wanted. **NOTE:** Must be True Neutral alignment for PFS. [\[Sample Build\]](#)
- **Officer**. [**UNMOUNTED**] A grappling build using **Constable** archetype, built towards taking down enemies using nonlethal force (or lethal if necessary). [\[Sample Build\]](#)
- **Fencer**. [**UNMOUNTED**] A straight-up damage build using the **Daring Champion** archetype. [\[Sample Build\]](#)

BUILDS SECTION



DERVISH

Archetypes: Qadiran Horselord.

Race: Human

Traits: Indomitable Faith, Seeker

FCB: Add to Banner bonus.

Gear: Breastplate, a scimitar, and a longbow for range. Get barding for the mount. Don't forget the training harness and the saddle!

Attributes: 17 (15+2) STR, 14 DEX, 14 CON, 8 INT, 10 WIS, 14 CHA

Feat and Talent Choices:

(1) Iron Will, HUMAN: Power Attack, ORDER: Order of the Sword, MOUNT: Horse

(2) ORDER SAVE BONUS: +2 Will

(3) Skill Focus (Ride)

(4) +1 STR

(5) Monstrous Mount, MOUNT: Worg

(7) Mounted Combat

(8) BONUS: Ride-by Attack, BONUS ORDER FEAT: Spirited Charge, +1 STR

(9) Critical Focus

(11) Steadfast Personality

(12) BONUS: Dazing Assault, +1 STR

Companion Feat and Talent Choices:

(1) Power Attack, ARCHETYPE: Charger

(2) Iron Will

(4) +1 CON

(5) Medium Armor Proficiency

(8) Improved Overrun

(9) +1 DEX

(10) Charge Through

Playstyle: The great part of this build is the ability to ride a medium-sized mount through the use of Monstrous Mount. **You must be True Neutral to qualify for the Worg mount for PFS.** Anyway, that nets you an inappropriately-sized but otherwise functional mount. This incurs a -5 penalty to Ride checks, so we take Skill Focus (ride) to lessen this penalty. A Worg's Strength rating at level 4 is good enough to support you even while wearing heavy armor.

As for combat, it's darned simple: Spring Attack, hit someone with a scimitar, hit them hard, and make them stay hit, then use the rest of your movement to jump into a better position. The Charger archetype on the mount makes this easier to work with, plus it reduces the penalties of having someone as heavy as you on top of the mount.

Dazing Assault and Power Attack make of your single big hit something memorable for everyone involved (*though I'd recommend only using one*).

Remember that your mount is treated as charging for calculating damage when using Spring Attack, so that interacts with Order of the Sword to grant you damage equal to the mount's Strength!



OFFICER

Archetypes: Constable

Race: Human

Traits: Indomitable Faith, Bruising Intellect

FCB: Add HP.

Gear: Leather lamellar, a buckler, a longbow for ranged engagements, cuffs.

Attributes: 16 STR, 17 (15+2) DEX, 14 CON, 12 INT, 10 WIS, 7 CHA

Feat and Talent Choices:

(1) Two-Weapon Fighting, HUMAN: Improved Grapple, TEAMWORK: Coordinated Maneuvers, ORDER: Order of the Hammer

(3) Enforcer

(4) +1 DEX

(5) Iron Will

(6) Greater Grapple

(7) Improved Two-Weapon Fighting

(8) +1 STR

(9) Pinning Knockout, TEAMWORK: Outflank

(11) Pummeling Style

(12) BONUS: Pummeling Charge, +1 STR

Playstyle: This build is practically a Brawler, so you'll very much need *brawling* armor and an Amulet of Mighty Fists to make this work. Anyway, what you do is simple: grab `em and punch `em. You can get free grapples thanks to Order of the Hammer whenever you hit, or just at the end of a charge thanks to Constable. With Pummeling Charge, you can both charge, full-attack, and perform your free grapple. Once grappled, you can use Chokehold, granted by the Order, to pin an enemy quickly without any penalty, and then start hitting with Pinning Knockout. You'll have extra fat nonlethal damage thanks to Order of the Hammer, and once you

pile Challenge damage on top of that, Pinning Knockout becomes a very intimate melee tactical nuke. Remember that even if you use both hands to grapple, you can still do unarmed strikes with headbutts, knees, kicks, and so forth!

If you find an enemy that you cannot grapple or immune to nonlethal damage, you can always recur to brute force - TWF Challenge, even with regular fist attacks, is a pretty deadly ordeal.

Oh, and also, each nonlethal attack you make comes with a free Intimidate attempt thanks to Enforcer.

Coordinated Maneuvers and Outflank will be very useful to initiate grapples.



FENCER

Archetypes: Daring Champion.

Race: Human

Traits: Indomitable Faith, Seeker

FCB: Add to Banner bonus.

Gear: Chain shirt, masterwork buckler and a rapier, with a longbow for ranged. After your Dexterity goes up higher, change the armor accordingly.

Attributes: 13 STR, 17 (15+2) DEX, 14 CON, 10 INT, 10 WIS, 14 CHA

Feat and Talent Choices:

(1) Weapon Focus (rapier), HUMAN: Slashing Grace (rapier), TEAMWORK: Precise Strike, ORDER: Order of the Flame

(3) Power Attack

(4) +1 DEX

(5) Iron Will

(6) BONUS: Toughness

(7) Steadfast Personality

(8) +1 DEX

(9) Improved Critical, TEAMWORK: Outflank

(11) Critical Focus

(12) BONUS: Extra Panache, +1 DEX

Playstyle: This build uses the deadly combination between Precise Strike deed and Challenge to deal massive damage, even while wielding but a lowly rapier. Order of the Flame allows this build to keep on issuing challenges at the cost of being easier to hit, which is why it pads out its hitpoints as much as possible. The teamwork feats are chosen to maximize damage, as this build is focused on putting out as much hurt as possible first and foremost.