

Hyborian Soldier

Lvl	hp	Parry	Dodge	DR	Init	Spd	Melee Weapon	Melee Damage	Melee AP	Ranged Weapon	Ranged Damage	Ranged AP	F/R/W	Melee Weapon	Ranged Weapon
1	12	12	11	5	+5	30'	3	1d10+2	5	2	1d8+0	1	4/1/0	Broad Sword (19/x2)	Bow, Hunting (x2)
2	19	13	12	5	+5	30'	5	2d10+3	6	3	1d8+0	1	5/1/0	Great Sword (19/x2)	Bow, Hunting (x2)
3	26	14	12	5	+6	30'	6	2d10+3	6	4	1d8+0	1	5/2/1	Great Sword (19/x2)	Bow, Hunting (x2)
4	33	16	13	6	+6	30'	8	2d10+4	7	5	1d8+0	1	6/2/1	Great Sword (19/x2)	Bow, Hunting (x2)
5	40	16	13	6	+6	30'	9	2d10+4	7	6	1d8+0	1	6/2/1	Great Sword (19/x2)	Bow, Hunting (x2)
6	47	17	15	6	+8	30'	10/5	2d10+6	7	8/3	1d8+0	1	7/4/2	Great Sword (19/x2)	Bow, Hunting (x2)
7	54	18	15	6	+8	30'	11/6	2d10+6	7	9/4	1d8+0	1	7/4/2	Great Sword (19/x2)	Bow, Hunting (x2)
8	61	19	16	6	+8	30'	12/7	2d10+6	7	10/5	1d8+0	1	8/4/2	Great Sword (19/x2)	Bow, Hunting (x2)
9	68	19	16	7	+9	30'	13/8	2d10+6	7	11/6	1d12+3	8	8/5/3	Great Sword (19/x2)	Longbow, Bossonian (+3) (x3)
10	76	21	18	7	+10	30'	16/11	2d10+8	10	13/8	1d12+4	9	10/6/4	Great Sword, Akbitanan (19/x2)	Longbow, Bossonian (+4) (x3)
11	79	22	18	8	+10	25'	17/12/7	2d10+8	10	14/9/4	1d12+4	9	10/6/4	Great Sword, Akbitanan (19/x2)	Longbow, Bossonian (+4) (x3)
12	82	23	19	8	+11	25'	18/13/8	2d10+8	10	15/10/5	1d12+4	9	11/7/5	Great Sword, Akbitanan (17/x2)	Longbow, Bossonian (+4) (x3)
13	85	23	17	10	+11	25'	19/14/9	2d10+8	10	16/11/6	1d12+4	9	11/7/5	Great Sword, Akbitanan (17/x2)	Longbow, Bossonian (+4) (x3)
14	88	25	18	10	+11	25'	21/16/11	2d10+9	11	17/12/7	1d12+5	10	12/7/5	Great Sword, Akbitanan (17/x2)	Longbow, Bossonian (+5) (x3)
15	91	26	18	11	+12	25'	22/17/12	2d10+9	11	18/13/8	1d12+5	10	12/8/6	Great Sword, Akbitanan (17/x2)	Longbow, Bossonian (+5) (x3)
16	94	27	19	11	+12	25'	23/18/13/8	2d10+9	11	19/14/9/4	1d12+5	10	13/8/6	Great Sword, Akbitanan (15/x2)	Longbow, Bossonian (+5) (x3)
17	97	27	19	11	+12	25'	24/19/14/9	2d10+9	11	20/15/10/5	1d12+5	10	13/8/6	Great Sword, Akbitanan (15/x2)	Longbow, Bossonian (+5) (x3)
18	100	29	21	12	+14	25'	26/21/16/11	2d10+11	12	22/17/12/7	1d12+6	11	15/10/8	Great Sword, Akbitanan (15/x2)	Longbow, Bossonian (+6) (x3)
19	103	30	21	12	+14	25'	27/22/17/12	2d10+11	12	23/18/13/8	1d12+6	11	15/10/8	Great Sword, Akbitanan (15/x2)	Longbow, Bossonian (+6) (x3)
20	106	31	22	12	+14	25'	28/23/18/13	2d10+11	12	24/19/14/9	1d12+6	11	16/10/8	Great Sword, Akbitanan (15/x2)	Longbow, Bossonian (+6) (x3)

Hyborian Soldier (cont.)

Lvl	Class Abilities	Feats	Climb	Intim	Jump	Ride	Search	Listen	Spot	Str	Dex	Con	Int	Wis	Cha
1	Bonus Feat (Cleave)	Pwr Atk, Improved Init.	2	4	4	4	-1	2	4	15	13	14	8	10	12
2	Bonus Feat (Weapon Focus - Great Sword)		2	4	4	5	-1	2	4	15	13	14	8	10	12
3	Formation Combat (Skirmisher)	Improved Overrun	2	5	4	5	-1	2	4	15	13	14	8	10	12
4	Bonus Feat (Mounted Combat)		1	5	3	6	-1	2	4	16	13	14	8	10	12
5		Ride-by Attack	1	5	4	6	-1	2	4	16	13	14	8	10	12
6	Bonus Feat (Trample)	Weapon Specialization	1	5	4	8	1	2	4	17	14	15	9	11	13
7	Formation Combat (Light Cavalry)		1	6	5	8	1	2	4	17	14	15	9	11	13
8	Bonus Feat (Exotic WP - Bossonian Bow)		2	6	5	9	1	2	4	17	15	15	9	11	13
9		Point Blank Shot	0	6	4	9	2	2	4	17	15	15	9	11	13
10	Bonus Feat (Precise Shot)	Improved Sunder	2	7	5	11	2	3	5	18	16	16	10	12	14
11	Formation Combat (Heavy Infantry)		1	8	5	11	2	3	5	18	16	16	10	12	14
12	Bonus Feat (Improved Critical)	Leadership	1	8	5	12	3	3	5	19	16	16	10	12	14
13			-3	9	2	12	3	3	5	19	16	16	10	12	14
14	Bonus Feat (Greater Sunder)		-1	9	3	13	3	3	5	20	17	17	11	13	15
15	Formation Combat (Heavy Cavalry)	Rapid Shot	-1	10	3	13	4	3	5	20	17	17	11	13	15
16	Bonus Feat (Greater Critical)		0	10	3	14	4	3	5	21	17	17	11	13	15
17			0	11	4	14	4	3	5	21	17	17	11	13	15
18	Bonus Feat (Spirited Charge)	Blind Fight	4	13	7	16	5	4	6	22	18	18	12	14	16
19	Formation Mastery		4	14	8	17	5	4	6	22	18	18	12	14	16
20	Bonus Feat (Mounted Archery)		5	15	8	18	5	4	6	23	18	18	12	14	16

Bossonian Soldier

Lvl	hp	Parry	Dodge	DR	Init	Spd	Melee Weapon	Melee Damage	Melee AP	Ranged Weapon	Ranged Damage	Ranged AP	F/R/W	Melee Weapon	Ranged Weapon
1	11	14	12	5	+6	30'	3	1d10+2	5	4	1d12+2	7	3/2/0	Broad Sword (19/x2)	Longbow, Bossonian (+2) (x3)
2	17	15	13	5	+6	30'	4	1d10+2	5	6	1d12+2	7	4/2/0	Broad Sword (19/x2)	Longbow, Bossonian (+2) (x3)
3	23	16	13	5	+7	30'	5	1d10+2	5	7	1d12+2	7	4/3/1	Broad Sword (19/x2)	Longbow, Bossonian (+2) (x3)
4	29	17	15	6	+8	30'	6	1d10+2	5	9	1d12+2	7	5/4/1	Broad Sword (19/x2)	Longbow, Bossonian (+2) (x3)
5	35	17	15	6	+8	30'	7	1d10+2	5	10	1d12+4	7	5/4/1	Broad Sword (19/x2)	Longbow, Bossonian (+2) (x3)
6	42	18	16	6	+9	30'	8/3	1d10+2	5	11/6	1d12+4	7	7/5/2	Broad Sword (19/x2)	Longbow, Bossonian (+2) (x3)
7	49	19	16	6	+9	30'	9/4	1d10+2	5	12/7	1d12+4	7	7/5/2	Broad Sword (19/x2)	Longbow, Bossonian (+2) (x3)
8	56	20	18	6	+10	30'	10/5	1d10+2	5	14/9	1d12+4	7	8/6/2	Broad Sword (19/x2)	Longbow, Bossonian (+2) (x3)
9	63	20	18	7	+11	30'	11/6	1d10+2	5	16/11	1d12+4	7	8/7/3	Broad Sword (19/x2)	Longbow, Bossonian (+2) (x3)
10	70	22	19	7	+11	30'	13/8	1d10+3	6	17/12	1d12+5	8	9/7/4	Broad Sword (19/x2)	Longbow, Bossonian (+3)
11	73	23	19	8	+11	25'	14/9/4	1d10+3	6	18/13/8	1d12+5	8	9/7/4	Broad Sword (19/x2)	Longbow, Bossonian (+3)
12	76	24	21	8	+13	25'	15/10/5	1d10+3	6	20/15/10	1d12+5	8	10/9/5	Broad Sword (19/x2)	Longbow, Bossonian (+3)
13	79	24	19	10	+13	25'	16/11/6	1d10+3	6	21/16/11	1d12+5	8	10/9/5	Broad Sword (19/x2)	Longbow, Bossonian (+3)
14	82	25	20	10	+13	25'	18/13/8	1d10+3	8	22/17/12	1d12+7	8	12/9/5	Broad Sword, Akbitanan (19/x2)	Longbow, Bossonian (+3)
15	85	26	20	11	+14	25'	19/14/9	1d10+3	8	23/18/13	1d12+7	8	12/10/6	Broad Sword, Akbitanan (19/x2)	Longbow, Bossonian (+3)
16	88	27	22	11	+15	25'	20/15/10/5	1d10+3	8	25/20/15/10	1d12+7	8	13/11/6	Broad Sword, Akbitanan (19/x2)	Longbow, Bossonian (+3)
17	91	27	22	11	+15	25'	21/16/11/6	1d10+3	8	26/21/16/11	1d12+7	8	13/11/6	Broad Sword, Akbitanan (19/x2)	Longbow, Bossonian (+3)
18	94	29	23	12	+16	25'	23/18/13/8	1d10+4	9	27/22/17/12	1d12+8	9	14/12/8	Broad Sword, Akbitanan (19/x2)	Longbow, Bossonian (+4)
19	97	30	23	12	+16	25'	24/19/14/9	1d10+4	9	28/23/18/13	1d12+8	9	14/12/8	Broad Sword, Akbitanan (19/x2)	Longbow, Bossonian (+4)
20	100	31	25	12	+17	25'	25/20/15/10	1d10+4	9	30/25/20/15	1d12+8	9	15/13/8	Broad Sword, Akbitanan (19/x2)	Longbow, Bossonian (+4)

Bossonian Soldier (cont.)

Lvl	Class Abilities	Feats	Climb	Intim	Jump	Ride	Search	Str	Dex	Con	Int	Wis	Cha
1	Bonus Feat (Point Blank Shot)	Precise Shot, Improved Initiative	1	2	3	5	-1	14	15	13	8	10	12
2	Bonus Feat (Weapon Focus - Bossonian Bow)		1	2	3	6	-1	14	15	13	8	10	12
3	Formation Combat (Skirmisher)	Rapid Shot	1	3	3	6	-1	14	15	13	8	10	12
4	Bonus Feat (Mounted Combat)		-1	3	1	8	-1	14	16	13	8	10	12
5		Weapon Specialization	-1	3	2	8	-1	14	16	13	8	10	12
6	Bonus Feat (Far Shot)	Mounted Archery	-1	3	2	9	1	15	17	14	9	11	13
7	Formation Combat (Light Cavalry)		-1	4	3	9	1	15	17	14	9	11	13
8	Bonus Feat (Trample)		0	4	3	11	1	15	18	14	9	11	13
9		Greater Weapon Focus	-2	4	2	11	2	15	18	14	9	11	13
10	Bonus Feat (Improved Critical)	Combat Reflexes	0	5	3	12	2	16	19	15	10	12	14
11	Formation Combat (Heavy Infantry)		-1	6	3	12	2	16	19	15	10	12	14
12	Bonus Feat (Improved Precise Shot)	Leadership	-1	6	3	14	3	16	20	15	10	12	14
13			-5	7	0	14	3	16	20	15	10	12	14
14	Bonus Feat (Greater Weapon Spec.)		-4	7	0	15	3	17	21	16	11	13	15
15	Formation Combat (Heavy Cavalry)	Ride-by Attack	-4	8	0	15	4	17	21	16	11	13	15
16	Bonus Feat (Greater Critical)		-3	8	0	17	4	17	22	16	11	13	15
17			-3	9	1	17	4	17	22	16	11	13	15
18	Bonus Feat (Spirited Charge)	Quick Draw	1	11	4	18	5	18	23	17	12	14	16
19	Formation Mastery		1	12	5	19	5	18	23	17	12	14	16
20	Bonus Feat (Power Attack)		2	13	5	21	5	18	24	17	12	14	16

Gunderman Soldier

Lvl	hp	Parry	Dodge	DR	Init	Spd	Melee Weapon	Melee Damage	Melee AP	Ranged Weapon	Ranged Damage	Ranged AP	F/R/W	Melee Weapon	Ranged Weapon
1	12	12	11	5	+5	30'	4	2d6+4	4	2	1d8+0	1	4/1/1	Pike (x3)	Bow, Hunting (x2)
2	19	13	12	5	+5	30'	6	2d6+4	4	3	1d8+0	1	5/1/1	Pike (x3)	Bow, Hunting (x2)
3	26	16	12	5	+6	30'	7	2d6+4	4	4	1d8+0	1	5/2/2	Pike (x3)	Bow, Hunting (x2)
4	33	18	13	6	+6	30'	9	2d6+5	5	5	1d8+0	1	6/2/2	Pike (x3)	Bow, Hunting (x2)
5	40	18	13	6	+6	30'	10	2d6+7	5	6	1d8+0	1	6/2/2	Pike (x3)	Bow, Hunting (x2)
6	47	19	15	6	+8	30'	11/6	2d6+7	5	8/3	1d8+0	1	7/4/3	Pike (x3)	Bow, Hunting (x2)
7	54	20	15	6	+8	30'	12/7	2d6+7	5	9/4	1d8+0	1	7/4/3	Pike (x3)	Bow, Hunting (x2)
8	62	21	16	6	+8	30'	13/8	2d6+7	5	10/5	1d8+0	1	9/4/3	Pike (x3)	Bow, Hunting (x2)
9	70	21	16	7	+9	30'	15/10	2d6+7	5	11/6	1d8+0	1	9/5/4	Pike (x3)	Bow, Hunting (x2)
10	78	23	17	7	+9	30'	17/12	2d6+9	6	12/7	1d8+0	1	10/5/5	Pike (19/x3)	Bow, Hunting (x2)
11	81	24	17	8	+9	25'	18/13/8	2d6+9	6	13/8/3	1d8+0	1	10/5/5	Pike (19/x3)	Bow, Hunting (x2)
12	84	25	18	8	+10	25'	19/14/9	2d6+9	6	14/9/4	1d8+0	1	11/6/6	Pike (19/x3)	Bow, Hunting (x2)
13	87	25	16	10	+10	25'	20/15/10	2d6+9	6	15/10/5	1d8+0	1	11/6/6	Pike (19/x3)	Bow, Hunting (x2)
14	90	27	18	10	+11	25'	22/17/12	2d6+12	7	17/12/7	1d8+0	1	13/7/6	Pike (19/x3)	Bow, Hunting (x2)
15	93	28	18	11	+12	25'	23/18/13	2d6+12	7	18/13/8	1d8+0	1	13/8/7	Pike (19/x3)	Bow, Hunting (x2)
16	96	29	19	11	+12	25'	24/19/14/9	2d6+12	7	19/14/9/4	1d8+0	1	14/8/7	Pike (18/x3)	Bow, Hunting (x2)
17	99	29	19	11	+12	25'	25/20/15/10	2d6+12	7	20/15/10/5	1d8+0	1	14/8/7	Pike (18/x3)	Bow, Hunting (x2)
18	102	31	20	12	+13	25'	27/22/17/12	2d6+14	8	21/16/11/6	1d8+0	1	15/9/9	Pike (18/x3)	Bow, Hunting (x2)
19	105	32	20	12	+13	25'	28/23/18/13	2d6+14	8	22/17/12/7	1d8+0	1	15/9/9	Pike (18/x3)	Bow, Hunting (x2)
20	108	33	21	12	+13	25'	29/24/19/14	2d6+14	8	23/18/13/8	1d8+0	1	16/9/9	Pike (18/x3)	Bow, Hunting (x2)

Gunderman Soldier (cont.)

Lvl	Class Abilities	Feats	Climb	Intim	Jump	Ride	Search	Str	Dex	Con	Int	Wis	Cha
1	Bonus Feat (Power Attack)	Cleave, Improved Init.	4	2	4	2	-1	15	13	14	8	10	12
2	Bonus Feat (Weapon Focus - Pike)		4	2	4	3	-1	15	13	14	8	10	12
3	Formation Combat (Skirmisher)	Gunderland Pike & Shield	0	3	0	3	-1	15	13	14	8	10	12
4	Bonus Feat (Improved Overrun)		-1	3	-1	4	-1	16	13	14	8	10	12
5		Weapon Specialization	-1	3	0	4	-1	16	13	14	8	10	12
6	Bonus Feat (Improved Bullrush)	Great Cleave	-1	3	0	6	1	17	14	15	9	11	13
7	Formation Combat (Heavy Infantry)		-1	4	1	6	1	17	14	15	9	11	13
8	Bonus Feat (Combat Reflexes)		0	4	1	7	1	17	14	16	9	11	13
9		Greater Weapon Focus	-2	4	0	7	2	17	14	16	9	11	13
10	Bonus Feat (Improved Critical)	Mounted Combat	0	5	1	8	2	18	15	17	10	12	14
11	Formation Combat (Light Cavalry)		-1	6	1	8	2	18	15	17	10	12	14
12	Bonus Feat (Ride-by Attack)	Leadership	-1	6	1	9	3	19	15	17	10	12	14
13			-5	7	-2	9	3	19	15	17	10	12	14
14	Bonus Feat (Greater Weapon Spec.)		-3	7	-1	11	3	20	16	18	11	13	15
15	Formation Combat (Heavy Cavalry)	Trample	-3	8	-1	11	4	20	16	18	11	13	15
16	Bonus Feat (Greater Critical)		-2	8	-1	12	4	21	16	18	11	13	15
17			-2	9	0	12	4	21	16	18	11	13	15
18	Bonus Feat (Spirited Charge)	Quick Draw	2	11	3	13	5	22	17	19	12	14	16
19	Formation Mastery		2	12	4	14	5	22	17	19	12	14	16
20	Bonus Feat (Point Blank Shot)		3	13	4	15	5	23	17	19	12	14	16

Hyperborean Soldier

Lvl	hp	Parry	Dodge	DR	Init	Spd	Melee Weapon	Melee Damage	Melee AP	Ranged Weapon	Ranged Damage	Ranged AP	F/R/W	Melee Weapon	Ranged Weapon
1	13	16	11	5	+5	30'	3	1d10+2	5	2	1d8+0	1	5/1/0	Broad Sword (19/x2)	Bow, Hunting (x2)
2	21	17	12	5	+5	30'	5	1d10+2	5	3	1d8+0	1	6/1/0	Broad Sword (19/x2)	Bow, Hunting (x2)
3	29	18	12	5	+6	30'	6	1d10+2	5	4	1d8+0	1	6/2/1	Broad Sword (19/x2)	Bow, Hunting (x2)
4	37	20	13	6	+6	30'	8	1d10+3	6	5	1d8+0	1	7/2/1	Broad Sword (19/x2)	Bow, Hunting (x2)
5	45	20	13	6	+6	30'	9	1d10+3	6	6	1d8+0	1	7/2/1	Broad Sword (19/x2)	Bow, Hunting (x2)
6	53	21	15	6	+8	30'	10/5	1d10+5	6	8/3	1d8+0	1	8/4/2	Broad Sword (19/x2)	Bow, Hunting (x2)
7	61	22	15	6	+8	30'	11/6	1d10+5	6	9/4	1d8+0	1	8/4/2	Broad Sword (19/x2)	Bow, Hunting (x2)
8	69	23	16	6	+8	30'	12/7	1d10+5	6	10/5	1d8+0	1	9/4/2	Broad Sword (19/x2)	Bow, Hunting (x2)
9	77	23	16	7	+9	30'	13/8	1d10+5	6	11/6	1d12+3	8	9/5/3	Broad Sword (19/x2)	Longbow, Bossonian (+3) (x3)
10	86	25	18	7	+10	30'	16/11	1d10+6	9	13/8	1d12+4	9	11/6/4	Broad Sword, Akbitanan (19/x2)	Longbow, Bossonian (+4) (x3)
11	89	26	18	8	+10	25'	17/12/7	1d10+6	9	14/9/4	1d12+4	9	11/6/4	Broad Sword, Akbitanan (19/x2)	Longbow, Bossonian (+4) (x3)
12	92	27	19	8	+11	25'	18/13/8	1d10+6	9	15/10/5	1d12+4	9	12/7/5	Broad Sword, Akbitanan (17/x2)	Longbow, Bossonian (+4) (x3)
13	95	27	17	10	+11	25'	19/14/9	1d10+6	9	16/11/6	1d12+4	9	12/7/5	Broad Sword, Akbitanan (17/x2)	Longbow, Bossonian (+4) (x3)
14	98	29	18	10	+11	25'	21/16/11	1d10+7	10	17/12/7	1d12+5	10	13/7/5	Broad Sword, Akbitanan (17/x2)	Longbow, Bossonian (+5) (x3)
15	101	30	18	11	+12	25'	22/17/12	1d10+7	10	18/13/8	1d12+5	10	13/8/6	Broad Sword, Akbitanan (17/x2)	Longbow, Bossonian (+5) (x3)
16	104	31	19	11	+12	25'	23/18/13/8	1d10+7	10	19/14/9/4	1d12+5	10	14/8/6	Broad Sword, Akbitanan (15/x2)	Longbow, Bossonian (+5) (x3)
17	107	31	19	11	+12	25'	24/19/14/9	1d10+7	10	20/15/10/5	1d12+5	10	14/8/6	Broad Sword, Akbitanan (15/x2)	Longbow, Bossonian (+5) (x3)
18	110	33	21	12	+14	25'	26/21/16/11	1d10+8	11	22/17/12/7	1d12+6	11	16/10/8	Broad Sword, Akbitanan (15/x2)	Longbow, Bossonian (+6) (x3)
19	113	34	21	12	+14	25'	27/22/17/12	1d10+8	11	23/18/13/8	1d12+6	11	16/10/8	Broad Sword, Akbitanan (15/x2)	Longbow, Bossonian (+6) (x3)
20	116	35	22	12	+14	25'	28/23/18/13	1d10+8	11	24/19/14/9	1d12+6	11	17/10/8	Broad Sword, Akbitanan (15/x2)	Longbow, Bossonian (+6) (x3)

Hyperborean Soldier (cont.)

Lvl	Class Abilities	Feats	Climb	Intim	Jump	Ride	Search	Str	Dex	Con	Int	Wis	Cha
1	Bonus Feat (Cleave)	Pwr Atk, Improved Init.	-2	5	-2	4	-1	15	13	16	8	10	10
2	Bonus Feat (Weapon Focus - Broad Sword)		-2	5	-2	5	-1	15	13	16	8	10	10
3	Formation Combat (Skirmisher)	Improved Overrun	-2	6	-2	5	-1	15	13	16	8	10	10
4	Bonus Feat (Mounted Combat)		-3	6	-3	6	-1	16	13	16	8	10	10
5		Ride-by Attack	-3	6	-2	6	-1	16	13	16	8	10	10
6	Bonus Feat (Trample)	Weapon Specialization	-3	6	-2	8	1	17	14	17	9	11	11
7	Formation Combat (Light Cavalry)		-3	7	-1	8	1	17	14	17	9	11	11
8	Bonus Feat (Exotic WP - Bossonian Bow)		-2	7	-1	9	1	17	15	17	9	11	11
9		Point Blank Shot	-4	7	-2	9	2	17	15	17	9	11	11
10	Bonus Feat (Precise Shot)	Improved Sunder	-2	8	-1	11	2	18	16	18	10	12	12
11	Formation Combat (Heavy Infantry)		-3	9	-1	11	2	18	16	18	10	12	12
12	Bonus Feat (Improved Critical)	Leadership	-3	9	-1	12	3	19	16	18	10	12	12
13			-7	10	-4	12	3	19	16	18	10	12	12
14	Bonus Feat (Greater Sunder)		-5	10	-3	13	3	20	17	19	11	13	13
15	Formation Combat (Heavy Cavalry)	Rapid Shot	-5	11	-3	13	4	20	17	19	11	13	13
16	Bonus Feat (Greater Critical)		-4	11	-3	14	4	21	17	19	11	13	13
17			-4	12	-2	14	4	21	17	19	11	13	13
18	Bonus Feat (Spirited Charge)	Blind Fight	0	14	1	16	5	22	18	20	12	14	14
19	Formation Mastery		0	15	2	17	5	22	18	20	12	14	14
20	Bonus Feat (Mounted Archery)		1	16	2	18	5	23	18	20	12	14	14

Pelishtim Soldier

Lvl	hp	Parry	Dodge	DR	Init	Spd	Melee Weapon	Melee Damage	Melee AP	Ranged Weapon	Ranged Damage	Ranged AP	F/R/W	Melee Weapon	Ranged Weapon
1	12	16	11	5	+5	30'	3	1d8+2	4	3	1d10+2	6	3/0/-1	Scimitar (18/x2)	Bow, Shemite (+2) (x3)
2	19	17	12	5	+5	30'	5	1d8+2	4	4	1d10+2	6	4/0/-1	Scimitar (18/x2)	Bow, Shemite (+2) (x3)
3	26	18	12	5	+6	30'	6	1d8+2	4	5	1d10+2	6	4/1/0	Scimitar (18/x2)	Bow, Shemite (+2) (x3)
4	33	20	13	6	+6	30'	8	1d8+3	5	6	1d10+3	7	5/1/0	Scimitar (18/x2)	Bow, Shemite (+3) (x3)
5	40	20	13	6	+6	30'	9	1d8+3	5	7	1d10+3	7	5/1/0	Scimitar (18/x2)	Bow, Shemite (+3) (x3)
6	47	21	15	6	+8	30'	10/5	1d8+5	5	9/4	1d10+3	7	6/3/1	Scimitar (18/x2)	Bow, Shemite (+3) (x3)
7	54	22	15	6	+8	30'	11/6	1d8+5	5	10/5	1d10+3	7	6/3/1	Scimitar (18/x2)	Bow, Shemite (+3) (x3)
8	61	23	16	6	+8	30'	12/7	1d8+5	5	12/7	1d10+3	7	7/3/1	Scimitar (18/x2)	Bow, Shemite (+3) (x3)
9	68	23	16	7	+9	30'	13/8	1d8+5	5	13/8	1d10+3	7	7/4/2	Scimitar (18/x2)	Bow, Shemite (+3) (x3)
10	76	25	18	7	+10	30'	16/11	1d8+6	8	15/10	1d10+4	8	9/5/3	Scimitar, Akbitanan (18/x2)	Bow, Shemite (+4) (x3)
11	79	26	18	8	+10	25'	17/12/7	1d8+6	8	16/11/6	1d10+4	8	9/5/3	Scimitar, Akbitanan (18/x2)	Bow, Shemite (+4) (x3)
12	82	27	19	8	+11	25'	18/13/8	1d8+6	8	17/12/7	1d10+4	8	10/6/4	Scimitar, Akbitanan (15/x2)	Bow, Shemite (+4) (x3)
13	85	27	17	10	+11	25'	19/14/9	1d8+6	8	18/13/8	1d10+4	8	10/6/4	Scimitar, Akbitanan (15/x2)	Bow, Shemite (+4) (x3)
14	88	29	18	10	+11	25'	21/16/11	1d8+7	9	19/14/9	1d10+5	9	11/6/4	Scimitar, Akbitanan (15/x2)	Bow, Shemite (+5) (x3)
15	91	30	18	11	+12	25'	22/17/12	1d8+7	9	20/15/10	1d10+5	9	11/7/5	Scimitar, Akbitanan (15/x2)	Bow, Shemite (+5) (x3)
16	94	31	19	11	+12	25'	23/18/13/8	1d8+7	9	21/16/11/6	1d10+5	9	12/7/5	Scimitar, Akbitanan (12/x2)	Bow, Shemite (+5) (x3)
17	97	31	19	11	+12	25'	24/19/14/9	1d8+7	9	22/17/12/7	1d10+5	9	12/7/5	Scimitar, Akbitanan (12/x2)	Bow, Shemite (+5) (x3)
18	100	33	21	12	+14	25'	26/21/16/11	1d8+8	10	24/19/14/9	1d10+6	10	14/9/7	Scimitar, Akbitanan (12/x2)	Bow, Shemite (+6) (x3)
19	103	34	21	12	+14	25'	27/22/17/12	1d8+8	10	25/20/15/10	1d10+6	10	14/9/7	Scimitar, Akbitanan (12/x2)	Bow, Shemite (+6) (x3)
20	106	35	22	12	+14	25'	28/23/18/13	1d8+8	10	26/21/16/11	1d10+6	10	15/9/7	Scimitar, Akbitanan (12/x2)	Bow, Shemite (+6) (x3)

Pelishtim Soldier (cont.)

Lvl	Class Abilities	Feats	Climb	Intim	Jump	Ride	Search	Str	Dex	Con	Int	Wis	Cha
1	Bonus Feat (Cleave)	Pwr Atk, Improved Init.	-2	2	-2	2	-1	15	13	14	8	10	12
2	Bonus Feat (Weapon Focus - Scimitar)		-2	2	-2	3	-1	15	13	14	8	10	12
3	Formation Combat (Skirmisher)	Improved Overrun	-2	3	-2	3	-1	15	13	14	8	10	12
4	Bonus Feat (Mounted Combat)		-3	3	-3	4	-1	16	13	14	8	10	12
5		Ride-by Attack	-3	3	-2	4	-1	16	13	14	8	10	12
6	Bonus Feat (Trample)	Weapon Specialization	-3	3	-2	6	1	17	14	15	9	11	13
7	Formation Combat (Light Cavalry)		-3	4	-1	6	1	17	14	15	9	11	13
8	Bonus Feat (Weapon Focus - Shemite Bow)		-2	4	-1	7	1	17	15	15	9	11	13
9		Point Blank Shot	-4	4	-2	7	2	17	15	15	9	11	13
10	Bonus Feat (Precise Shot)	Improved Sunder	-2	5	-1	9	2	18	16	16	10	12	14
11	Formation Combat (Heavy Infantry)		-3	6	-1	9	2	18	16	16	10	12	14
12	Bonus Feat (Improved Critical)	Leadership	-3	6	-1	10	3	19	16	16	10	12	14
13			-7	7	-4	10	3	19	16	16	10	12	14
14	Bonus Feat (Greater Sunder)		-5	7	-3	11	3	20	17	17	11	13	15
15	Formation Combat (Heavy Cavalry)	Rapid Shot	-5	8	-3	11	4	20	17	17	11	13	15
16	Bonus Feat (Greater Critical)		-4	8	-3	12	4	21	17	17	11	13	15
17			-4	9	-2	12	4	21	17	17	11	13	15
18	Bonus Feat (Spirited Charge)	Blind Fight	0	11	1	14	5	22	18	18	12	14	16
19	Formation Mastery		0	12	2	15	5	22	18	18	12	14	16
20	Bonus Feat (Mounted Archery)		1	13	2	16	5	23	18	18	12	14	16

Meadow Shemite Soldier

Lvl	hp	Parry	Dodge	DR	Init	Spd	Melee Weapon	Melee Damage	Melee AP	Ranged Weapon	Ranged Damage	Ranged AP	F/R/W	Melee Weapon	Ranged Weapon
1	12	16	11	5	+5	30'	3	1d8+2	4	3	1d10+2	6	3/0/-1	Scimitar (18/x2)	Bow, Shemite (+2) (x3)
2	19	17	12	5	+5	30'	5	1d8+2	4	4	1d10+2	6	4/0/-1	Scimitar (18/x2)	Bow, Shemite (+2) (x3)
3	26	18	12	5	+6	30'	6	1d8+2	4	5	1d10+2	6	4/1/0	Scimitar (18/x2)	Bow, Shemite (+2) (x3)
4	33	20	13	6	+6	30'	8	1d8+3	5	6	1d10+3	7	5/1/0	Scimitar (18/x2)	Bow, Shemite (+3) (x3)
5	40	20	13	6	+6	30'	9	1d8+3	5	7	1d10+3	7	5/1/0	Scimitar (18/x2)	Bow, Shemite (+3) (x3)
6	47	21	15	6	+8	30'	10/5	1d8+5	5	9/4	1d10+3	7	6/3/1	Scimitar (18/x2)	Bow, Shemite (+3) (x3)
7	54	22	15	6	+8	30'	11/6	1d8+5	5	10/5	1d10+3	7	6/3/1	Scimitar (18/x2)	Bow, Shemite (+3) (x3)
8	61	23	16	6	+8	30'	12/7	1d8+5	5	12/7	1d10+3	7	7/3/1	Scimitar (18/x2)	Bow, Shemite (+3) (x3)
9	68	23	16	7	+9	30'	13/8	1d8+5	5	13/8	1d10+3	7	7/4/2	Scimitar (18/x2)	Bow, Shemite (+3) (x3)
10	76	25	18	7	+10	30'	16/11	1d8+6	8	15/10	1d10+4	8	9/5/3	Scimitar, Akbitanan (18/x2)	Bow, Shemite (+4) (x3)
11	79	26	18	8	+10	25'	17/12/7	1d8+6	8	16/11/6	1d10+4	8	9/5/3	Scimitar, Akbitanan (18/x2)	Bow, Shemite (+4) (x3)
12	82	27	19	8	+11	25'	18/13/8	1d8+6	8	17/12/7	1d10+4	8	10/6/4	Scimitar, Akbitanan (15/x2)	Bow, Shemite (+4) (x3)
13	85	27	17	10	+11	25'	19/14/9	1d8+6	8	18/13/8	1d10+4	8	10/6/4	Scimitar, Akbitanan (15/x2)	Bow, Shemite (+4) (x3)
14	88	29	18	10	+11	25'	21/16/11	1d8+7	9	19/14/9	1d10+5	9	11/6/4	Scimitar, Akbitanan (15/x2)	Bow, Shemite (+5) (x3)
15	91	30	18	11	+12	25'	22/17/12	1d8+7	9	20/15/10	1d10+5	9	11/7/5	Scimitar, Akbitanan (15/x2)	Bow, Shemite (+5) (x3)
16	94	31	19	11	+12	25'	23/18/13/8	1d8+7	9	21/16/11/6	1d10+5	9	12/7/5	Scimitar, Akbitanan (12/x2)	Bow, Shemite (+5) (x3)
17	97	31	19	11	+12	25'	24/19/14/9	1d8+7	9	22/17/12/7	1d10+5	9	12/7/5	Scimitar, Akbitanan (12/x2)	Bow, Shemite (+5) (x3)
18	100	33	21	12	+14	25'	26/21/16/11	1d8+8	10	24/19/14/9	1d10+6	10	14/9/7	Scimitar, Akbitanan (12/x2)	Bow, Shemite (+6) (x3)
19	103	34	21	12	+14	25'	27/22/17/12	1d8+8	10	25/20/15/10	1d10+6	10	14/9/7	Scimitar, Akbitanan (12/x2)	Bow, Shemite (+6) (x3)
20	106	35	22	12	+14	25'	28/23/18/13	1d8+8	10	26/21/16/11	1d10+6	10	15/9/7	Scimitar, Akbitanan (12/x2)	Bow, Shemite (+6) (x3)

Meadow Shemite Soldier (cont.)

Lvl	Class Abilities	Feats	Climb	Intim	Jump	Ride	Search	Str	Dex	Con	Int	Wis	Cha
1	Bonus Feat (Cleave)	Pwr Atk, Improved Init.	-2	2	-2	2	-1	15	13	14	8	10	12
2	Bonus Feat (Weapon Focus - Scimitar)		-2	2	-2	3	-1	15	13	14	8	10	12
3	Formation Combat (Skirmisher)	Improved Overrun	-2	3	-2	3	-1	15	13	14	8	10	12
4	Bonus Feat (Mounted Combat)		-3	3	-3	4	-1	16	13	14	8	10	12
5		Ride-by Attack	-3	3	-2	4	-1	16	13	14	8	10	12
6	Bonus Feat (Trample)	Weapon Specialization	-3	3	-2	6	1	17	14	15	9	11	13
7	Formation Combat (Light Cavalry)		-3	4	-1	6	1	17	14	15	9	11	13
8	Bonus Feat (Weapon Focus - Shemite Bow)		-2	4	-1	7	1	17	15	15	9	11	13
9		Point Blank Shot	-4	4	-2	7	2	17	15	15	9	11	13
10	Bonus Feat (Precise Shot)	Improved Sunder	-2	5	-1	9	2	18	16	16	10	12	14
11	Formation Combat (Heavy Infantry)		-3	6	-1	9	2	18	16	16	10	12	14
12	Bonus Feat (Improved Critical)	Leadership	-3	6	-1	10	3	19	16	16	10	12	14
13			-7	7	-4	10	3	19	16	16	10	12	14
14	Bonus Feat (Greater Sunder)		-5	7	-3	11	3	20	17	17	11	13	15
15	Formation Combat (Heavy Cavalry)	Rapid Shot	-5	8	-3	11	4	20	17	17	11	13	15
16	Bonus Feat (Greater Critical)		-4	8	-3	12	4	21	17	17	11	13	15
17			-4	9	-2	12	4	21	17	17	11	13	15
18	Bonus Feat (Spirited Charge)	Blind Fight	0	11	1	14	5	22	18	18	12	14	16
19	Formation Mastery		0	12	2	15	5	22	18	18	12	14	16
20	Bonus Feat (Mounted Archery)		1	13	2	16	5	23	18	18	12	14	16

Vendhyan Soldier

Lvl	hp	Parry	Dodge	DR	Init	Spd	Melee Weapon	Melee Damage	Melee AP	Ranged Weapon	Ranged Damage	Ranged AP	F/R/W	Melee Weapon	Ranged Weapon
1	12	16	11	5	+5	30'	3	1d10+2	4	2	1d8+0	1	4/1/0	Light Lance (x3)	Bow, Hunting (x2)
2	19	17	12	5	+5	30'	5	1d10+2	4	3	1d8+0	1	5/1/0	Light Lance (x3)	Bow, Hunting (x2)
3	26	18	12	5	+6	30'	6	1d10+2	4	4	1d8+0	1	5/2/1	Light Lance (x3)	Bow, Hunting (x2)
4	33	20	13	6	+6	30'	8	1d10+3	5	5	1d8+0	1	6/2/1	Light Lance (x3)	Bow, Hunting (x2)
5	40	20	13	6	+6	30'	9	1d10+3	5	6	1d8+0	1	6/2/1	Light Lance (x3)	Bow, Hunting (x2)
6	47	21	15	6	+8	30'	10/5	1d10+5	5	8/3	1d8+0	1	7/4/2	Light Lance (x3)	Bow, Hunting (x2)
7	54	22	15	6	+8	30'	11/6	1d10+5	5	9/4	1d8+0	1	7/4/2	Light Lance (x3)	Bow, Hunting (x2)
8	61	23	16	6	+8	30'	12/7	1d10+5	5	10/5	1d10+3	6	8/4/2	Light Lance (x3)	Longbow, Hyrkanian (+3)
9	68	23	16	7	+9	30'	13/8	1d10+5	5	11/6	1d12+3	6	8/5/3	Light Lance (x3)	Longbow, Hyrkanian (+3)
10	76	25	18	7	+10	30'	15/10	1d10+6	6	13/8	1d12+4	7	10/6/4	Light Lance (x3)	Longbow, Hyrkanian (+4)
11	79	26	18	8	+10	25'	16/11/6	1d10+6	6	14/9/4	1d12+4	7	10/6/4	Light Lance (x3)	Longbow, Hyrkanian (+4)
12	82	27	19	8	+11	25'	17/12/7	1d10+6	6	15/10/5	1d12+4	7	11/7/5	Light Lance (19/x3)	Longbow, Hyrkanian (+4)
13	85	27	17	10	+11	25'	18/13/8	1d10+6	6	16/11/6	1d12+4	7	11/7/5	Light Lance (19/x3)	Longbow, Hyrkanian (+4)
14	88	29	18	10	+11	25'	20/15/10	1d10+7	7	17/12/7	1d12+5	8	12/7/5	Light Lance (19/x3)	Longbow, Hyrkanian (+5)
15	91	30	18	11	+12	25'	21/16/11	1d10+7	7	18/13/8	1d12+5	8	12/8/6	Light Lance (19/x3)	Longbow, Hyrkanian (+5)
16	94	31	19	11	+12	25'	22/17/12/7	1d10+7	7	19/14/9/4	1d12+5	8	13/8/6	Light Lance (18/x3)	Longbow, Hyrkanian (+5)
17	97	31	19	11	+12	25'	23/18/13/8	1d10+7	7	20/15/10/5	1d12+5	8	13/8/6	Light Lance (18/x3)	Longbow, Hyrkanian (+5)
18	100	33	21	12	+14	25'	26/21/16/11	1d10+8	8	22/17/12/7	1d12+6	9	15/10/8	Light Lance (18/x3)	Longbow, Hyrkanian (+6)
19	103	34	21	12	+14	25'	27/22/17/12	1d10+8	8	23/18/13/8	1d12+6	9	15/10/8	Light Lance (18/x3)	Longbow, Hyrkanian (+6)
20	106	35	22	12	+14	25'	28/23/18/13	1d10+8	8	24/19/14/9	1d12+6	9	16/10/8	Light Lance (18/x3)	Longbow, Hyrkanian (+6)

Vendhyan Soldier (cont.)

Lvl	Class Abilities	Feats	Climb	Intim	Jump	Ride	Search	Dipl	Bluff	GthrInt	SnsMtv	Str	Dex	Con	Int	Wis	Cha
1	Bonus Feat (Mounted Combat)	Pwr Attack, Improved Int	-3	2	-3	4	-1	5	2	2	4	15	13	14	8	10	12
2	Bonus Feat (Weapon Focus - Light Lance)		-3	2	-3	5	-1	5	2	2	4	15	13	14	8	10	12
3	Formation Combat (Light Cavalry)	Ride-by Attack	-3	2	-3	6	-1	5	2	2	4	15	13	14	8	10	12
4	Bonus Feat (Trample)		-4	2	-4	7	-1	5	2	2	4	16	13	14	8	10	12
5		Spirited Charge	-4	2	-4	8	-1	5	2	2	4	16	13	14	8	10	12
6	Bonus Feat (Mounted Archery)	Weapon Specialization	-4	2	-3	10	0	5	2	2	4	17	14	15	9	11	13
7	Formation Combat (Heavy Cavalry)		-3	2	-3	11	0	5	2	2	4	17	14	15	9	11	13
8	Bonus Feat (Exotic WP - Hyrkanian Bow)		-3	3	-3	12	0	5	2	2	4	17	15	15	9	11	13
9		Point Blank Shot	-4	3	-5	12	1	5	2	2	4	17	15	15	9	11	13
10	Bonus Feat (Precise Shot)	Cleave	-3	4	-3	14	1	6	3	3	5	18	16	16	10	12	14
11	Formation Combat (Skirmisher)		-4	5	-4	15	1	6	3	3	5	18	16	16	10	12	14
12	Bonus Feat (Improved Critical)	Leadership	-3	5	-4	16	1	6	3	3	5	19	16	16	10	12	14
13			-7	5	-8	17	2	6	3	3	5	19	16	16	10	12	14
14	Bonus Feat (Improved Sunder)		-6	5	-6	18	2	6	3	3	5	20	17	17	11	13	15
15	Formation Combat (Heavy Infantry)	Rapid Shot	-5	6	-6	18	2	6	3	3	5	20	17	17	11	13	15
16	Bonus Feat (Greater Critical)		-5	7	-6	18	3	6	3	3	5	21	17	17	11	13	15
17			-4	7	-5	18	3	6	3	3	5	21	17	17	11	13	15
18	Bonus Feat (Combat Reflexes)	Greater Weapon Focus	0	9	-2	19	5	7	4	4	6	22	18	18	12	14	16
19	Formation Mastery		1	9	-1	19	6	7	4	4	6	22	18	18	12	14	16
20	Bonus Feat (Quick Draw)		2	10	-1	19	7	7	4	4	6	23	18	18	12	14	16

Zingaran Soldier

Lvl	hp	Parry	Dodge	DR	Init	Spd	Melee Weapon	Melee Damage	Melee AP	Ranged Weapon	Ranged Damage	Ranged AP	F/R/W	Melee Weapon	Ranged Weapon
1	11	16	11	5	+5	30'	4	1d10+2	5	2	1d8+0	1	3/1/0	Broad Sword (19/x2)	Bow, Hunting (x2)
2	17	17	12	5	+5	30'	6	1d10+2	5	3	1d8+0	1	4/1/0	Broad Sword (19/x2)	Bow, Hunting (x2)
3	23	18	12	5	+6	30'	7	1d10+2	5	4	1d8+0	1	4/2/1	Broad Sword (19/x2)	Bow, Hunting (x2)
4	29	20	13	6	+6	30'	9	1d10+3	6	5	1d8+0	1	5/2/1	Broad Sword (19/x2)	Bow, Hunting (x2)
5	35	20	13	6	+6	30'	10	1d10+3	6	6	1d8+0	1	5/2/1	Broad Sword (19/x2)	Bow, Hunting (x2)
6	41	21	15	6	+8	30'	11/6	1d10+5	6	8/3	1d8+0	1	6/4/2	Broad Sword (19/x2)	Bow, Hunting (x2)
7	47	22	15	6	+8	30'	12/7	1d10+5	6	9/4	1d8+0	1	6/4/2	Broad Sword (19/x2)	Bow, Hunting (x2)
8	53	23	16	6	+8	30'	13/8	1d10+5	6	10/5	1d8+0	1	7/4/2	Broad Sword (19/x2)	Bow, Hunting (x2)
9	59	23	16	7	+9	30'	14/9	1d10+5	6	11/6	1d12+3	8	7/5/3	Broad Sword (19/x2)	Longbow, Bossonian (+3) (x3)
10	66	25	18	7	+10	30'	17/12	1d10+6	9	13/8	1d12+4	9	9/6/4	Broad Sword, Akbitanan (19/x2)	Longbow, Bossonian (+4) (x3)
11	69	26	18	8	+10	25'	18/13/8	1d10+6	9	14/9/4	1d12+4	9	9/6/4	Broad Sword, Akbitanan (19/x2)	Longbow, Bossonian (+4) (x3)
12	72	27	19	8	+11	25'	19/14/9	1d10+6	9	15/10/5	1d12+4	9	10/7/5	Broad Sword, Akbitanan (17/x2)	Longbow, Bossonian (+4) (x3)
13	75	27	17	10	+11	25'	20/15/10	1d10+6	9	16/11/6	1d12+4	9	10/7/5	Broad Sword, Akbitanan (17/x2)	Longbow, Bossonian (+4) (x3)
14	78	29	18	10	+11	25'	22/17/12	1d10+7	10	17/12/7	1d12+5	10	11/7/5	Broad Sword, Akbitanan (17/x2)	Longbow, Bossonian (+5) (x3)
15	81	30	18	11	+12	25'	23/18/13	1d10+7	10	18/13/8	1d12+5	10	11/8/6	Broad Sword, Akbitanan (17/x2)	Longbow, Bossonian (+5) (x3)
16	84	31	19	11	+12	25'	24/19/14/9	1d10+7	10	19/14/9/4	1d12+5	10	12/8/6	Broad Sword, Akbitanan (15/x2)	Longbow, Bossonian (+5) (x3)
17	87	31	19	11	+12	25'	25/20/15/10	1d10+7	10	20/15/10/5	1d12+5	10	12/8/6	Broad Sword, Akbitanan (15/x2)	Longbow, Bossonian (+5) (x3)
18	90	33	21	12	+14	25'	27/22/17/12	1d10+8	11	22/17/12/7	1d12+6	11	14/10/8	Broad Sword, Akbitanan (15/x2)	Longbow, Bossonian (+6) (x3)
19	93	34	21	12	+14	25'	28/23/18/13	1d10+8	11	23/18/13/8	1d12+6	11	14/10/8	Broad Sword, Akbitanan (15/x2)	Longbow, Bossonian (+6) (x3)
20	96	35	22	12	+14	25'	29/24/19/14	1d10+8	11	24/19/14/9	1d12+6	11	15/10/8	Broad Sword, Akbitanan (15/x2)	Longbow, Bossonian (+6) (x3)

Zingaran Soldier (cont.)

Lvl	Class Abilities	Feats	Climb	Intim	Jump	Ride	Search	Bal	Str	Dex	Con	Int	Wis	Cha
1	Bonus Feat (Cleave)	Pwr Atk, Improved Init.	-2	3	-2	2	-1	4	15	13	12	8	10	14
2	Bonus Feat (Weapon Focus - Broad Sword)		-2	3	-2	3	-1	4	15	13	12	8	10	14
3	Formation Combat (Skirmisher)	Improved Overrun	-2	4	-2	3	-1	4	15	13	12	8	10	14
4	Bonus Feat (Mounted Combat)		-3	4	-3	4	-1	4	16	13	12	8	10	14
5		Ride-by Attack	-3	4	-2	4	-1	4	16	13	12	8	10	14
6	Bonus Feat (Trample)	Weapon Specialization	-3	4	-2	6	1	5	17	14	13	9	11	15
7	Formation Combat (Light Cavalry)		-3	5	-1	6	1	5	17	14	13	9	11	15
8	Bonus Feat (Exotic WP - Bossonian Bow)		-2	5	-1	7	1	5	17	15	13	9	11	15
9		Point Blank Shot	-4	5	-2	7	2	5	17	15	13	9	11	15
10	Bonus Feat (Precise Shot)	Improved Sunder	-2	6	-1	9	2	6	18	16	14	10	12	16
11	Formation Combat (Heavy Infantry)		-3	7	-1	9	2	6	18	16	14	10	12	16
12	Bonus Feat (Improved Critical)	Leadership	-3	7	-1	10	3	6	19	16	14	10	12	16
13			-7	8	-4	10	3	6	19	16	14	10	12	16
14	Bonus Feat (Greater Sunder)		-5	8	-3	11	3	6	20	17	15	11	13	17
15	Formation Combat (Heavy Cavalry)	Rapid Shot	-5	9	-3	11	4	6	20	17	15	11	13	17
16	Bonus Feat (Greater Critical)		-4	9	-3	12	4	6	21	17	15	11	13	17
17			-4	10	-2	12	4	6	21	17	15	11	13	17
18	Bonus Feat (Spirited Charge)	Blind Fight	0	12	1	14	5	7	22	18	16	12	14	18
19	Formation Mastery		0	13	2	15	5	7	22	18	16	12	14	18
20	Bonus Feat (Mounted Archery)		1	14	2	16	5	7	23	18	16	12	14	18