



Bartz was borned in the village of Lix where he lived with his mother Stella and his father Dorgann. Bartz's mother died while he was still young, and his father fell ill and died when Bartz was seventeen. Following his dying wish, Bartz traveled the world and found a chocobo separated from his flock, whom he named Boko who became Bartz's steadfast companion and steed.

Bartz is usually described as a “simple wanderer”, as he has no real ambitions other than to explore the world. Despite this, he is fairly level headed and often stays away from trouble. If driven to conflict, Bartz and Boko will do anything in their power to protect their allies.

Bartz Klauser

CR 1

XP 400

Male Hume Chocobo Knight 1

NG Medium Humanoid

Init +2; **Senses** Perception +1

Defense

AC 19, touch 12, flat-footed 17 (Armor +6, Dex +2, Shield +1)

HP 15 (1d12+3)

Fort +4, Reflex +2, Will +0

Offense

Speed 20 feet

Melee Knight Sword +5 (1d10+3/19-20 x2)

Special Abilities [Challenge](#) (1/day), [Commander's Aura](#) (6 rounds)

Limit Breaks [Fight as One](#), [Supreme Overrun](#) (1d6, 60-ft.-line; DC 14)

Tactics

During Combat Bartz will avoid conflict if he can, but if not, he is usually the first to engage the enemy. Bartz uses his mobility on Boko to strike enemies while on the move. Bartz generally saves his challenge for enemies that could overwhelm him or the party.

Statistics

Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 14

Base Atk +1; CMB +4; CMD 16

Feats Mounted Combat, Ride-By Attack, Weapon Focus (Knight Sword)

Skills Diplomacy +6, Handle Animal +6, Knowledge (Local) +2, Perception +1, Ride +6, Survival +1

Languages Common, Varg

SQ [Chocobo Mount](#), [In or Out of the Saddle](#)

Combat Gear Knight Sword, Breastplate, Buckler. Cure Potion x1; Other Gear Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50 foot Rope (Silk), Torch x2.

*Bartz put all of his favored class bonus into bonus Hit Points.

**If playing in a game that allows traits, Bartz will take the “Hard to Kill” and “Orphaned” traits.

Bartz Klauser

CR 5

XP 1,600

Male Hume Chocobo Knight 5

NG Medium Humanoid

Init +2; Senses Perception +5

Defense

AC 21, touch 12, flat-footed 19 (Armor +7, Dex +2, Shield +2)

HP 55 (5d12+15)

Fort +6, Reflex +3, Will +1

Offense

Speed 20 feet

Melee Knight Sword +11 (1d10+5/19-20 x2)

Special Abilities [Challenge](#) (2/day), [Commander's Aura](#) (14 rounds), [Commander's Shout](#)

Limit Breaks [Fight as One](#), [Supreme Overrun](#) (5d6, 60-ft.-line; DC 16)

Tactics

During Combat Bartz will avoid conflict if he can, but if not, he is usually the first to engage the enemy. Bartz uses his mobility on Boko to strike enemies while on the move. Bartz generally saves his challenge for enemies that could overwhelm him or the party.

Statistics

Str 19, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +8; **CMD** 20

Feats Mobility, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Knight Sword)

Skills Diplomacy +10, Handle Animal +10, Knowledge (Local) +6, Perception +5, Ride +10, Survival +5

Languages Common, Varg

SQ [Chocobo Mount](#), [In or Out of the Saddle](#), [Steadfast Mount](#), [Mounted Talent \(Fast Dismount, Rally\)](#), [Knight's Charge](#), [Expert Trainer](#), [Mounted Mettle](#), [Battlefield Agility](#)

Combat Gear +1 Knight Sword, +1 Breastplate, +1 Buckler, Belt of Giant Strength +2, Choco Feather x1, Hi-Potion x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50 foot Rope (Silk), Torch x2

Bartz Klauser

CR 10

XP 9,600

Male Hume Chocobo Knight 10

NG Medium Humanoid

Init +3; **Senses** Perception +10

Defense

AC 28, touch 15, flat-footed 25 (Armor +8, Dex +3, Shield +5, Deflect +2)

HP 115 (10d12+40)

Fort +10, **Reflex** +6, **Will** +3

Offense

Speed 20 feet

Melee Knight Sword +19/+14 (1d10+8/19-20 x2)

Special Abilities [Challenge](#) (4/day), [Burst of Speed](#), [Commander's Aura](#) (24 rounds), [Commander's Shout](#), [Chivalry's Call](#)

Limit Breaks [Fight as One](#), [Supreme Overrun](#) (10d6, 60-ft.-line; DC 20)

Tactics

During Combat Bartz will avoid conflict if he can, but if not, he is usually the first to engage the enemy. Bartz uses his mobility on Boko to strike enemies while on the move. Bartz generally saves his challenge for enemies that could overwhelm him or the party. Bartz prefers to fight while mounted but if he can't, he will fight side by side with Boko.

Statistics

Str 20, **Dex** 16, **Con** 16, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15; **CMD** 28

Feats Mobility, Mounted Combat, Power Attack, Ride-By Attack, Shield Focus, Skill Focus (Ride), Spirited

Charge, Trample, Trick Riding, Weapon Focus (Knight Sword)

Skills Diplomacy +15, Handle Animal +15, Knowledge (Local) +11, Perception +10, Ride +22, Survival +10

Languages Common, Varg

SQ [Chocobo Mount](#), [In or Out of the Saddle](#), [Steadfast Mount](#), [Mounted Talent](#) ([Fast Dismount](#), [Rally](#), [Improved Rally](#), [Mounted Acrobatics](#), [Mounted Mastery](#)), [Knight's Charge](#), [Expert Trainer](#), [Mounted Mettle](#), [Battlefield Agility](#), [Master Feeder](#), [Improved Chocobo Mount](#), [Relentless Steed](#), [Mounted Expertise](#), [Iron Chocobo](#), [Rider's Bond](#).

Combat Gear +3 Knight Sword, +2 Breastplate, +3 Buckler, Belt of Physical Perfection +2, Ring of Protection +2, Phoenix Down x2, X-Potion x3, Green Curtain x1; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50 foot Rope (Silk), Torch x2

Bartz Klauser

CR 15

XP 51,200

Male Hume Chocobo Knight 15

NG Medium Humanoid

Init +3; **Senses** Perception +16

Defense

AC 31, touch 15, flat-footed 28 (Armor +9, Dex +3, Shield +7, Deflect +2)

HP 185 (15d12+75)

Fort +14, **Reflex** +8, **Will** +6

Offense

Speed 20 feet

Melee Knight Sword +28/+23/+18 (1d10+12/19-20 x2)

Special Abilities [Challenge](#) (5/day), [Burst of Speed](#), [Protect the Meek](#), [Commander's Aura](#) (34 rounds), [Commander's Shout](#), [Chivalry's Call](#), [Chocobo's Parry](#), [Victor's Rally](#)

Limit Breaks [Fight as One](#), [Supreme Overrun](#) (15d6, 60-ft.-line; DC 24)

Tactics

During Combat Bartz will avoid conflict if he can, but if not, he is usually the first to engage the enemy. Bartz uses his mobility on Boko to strike enemies while on the move. Bartz generally saves his challenge for enemies that could overwhelm him or the party. Bartz prefers to fight while mounted but if he can't, he will fight side by side with Boko.

Statistics

Str 24, **Dex** 16, **Con** 20, **Int** 14, **Wis** 12, **Cha** 14

Base Atk +15; **CMB** +22; **CMD** 35

Feats Indomitable Mount, Mobility, Mounted Combat, Mounted Shield, Mounted Skirmisher, Power Attack, Ride-By Attack, Skill Focus(Ride), Shield Focus, Spirited Charge, Trample, Trick Riding, Weapon Focus (Knight Sword)

Skills Diplomacy +20, Handle Animal +20, Knowledge (Local) +17, Perception +16, Ride +27, Sense Motive +16, Survival +16

Languages Common, Varg

SQ [Chocobo Mount](#), [In or Out of the Saddle](#), [Steadfast Mount](#), [Mounted Talent \(Fast Dismount, Rally, Improved Rally, Mounted Acrobatics, Mounted Mastery\)](#), [Knight's Charge](#), [Expert Trainer](#), [Mounted Mettle](#), [Battlefield Agility](#), [Master Feeder](#), [Improved Chocobo Mount](#), [Relentless Steed](#), [Mounted Expertise](#), [Greater Charge](#), [Superior Mounted Combat](#), [Advanced Mounted Talents \(Act as One, Over My Dead Body\)](#), [Defensive Charging](#), [Superior Chocobo Mount](#), [Iron Chocobo](#), [Rider's Bond](#), [Dual Aura](#).

Combat Gear +5 Knight Sword, +3 Breastplate, +5 Buckler, Champion Belt, Nimble Bracer, Ring of Protection +2, Mega Potion x2, Mega Phoenix x1; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50 foot Rope (Silk), Torch x2