

Jaquen Dayne

Character Name

Paladin (P)

Primary

Secondary

Third Class

LEVEL 1

Human (P)

15

Total

Humanoid (Human)

Age

d10

HD 1

XP 0

Male

Green

Type

Racial Total Adj. Type

Next level: 2,000 xp

Gender

Eyes

Type

Medium

ECL Adj.

6' 3"

220 lb.

Blonde

Type

5 ft./5 ft.

Lawful Good

Pholtus

Hair

White

Type

Space / Reach

Alignment

Deity

Skin

SPD

Speeds

20'

= 30'

+ -10'

+ 0'

/ 0'

/ 0'

/ 0'

/ 0'

Swim

Land Speed

①①①①①①

①①①①①①

STR Strength	16	+3
DEX Dexterity	13	+1
CON Constitution	14	+2
INT Intelligence	14	+2
WIS Wisdom	14	+2
CHA Charisma	18	+4

FORTITUDE (Constitution)	+4	= 2 + 2 + [] + [] + [] / []
REFLEX (Dexterity)	+1	= [] + 1 + [] + [] + [] / []
WILL (Wisdom)	+5	= 2 + 2 + [] + 1 + [] / []

BASE Attack	+1	/ [] / [] / []
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MELEE Attack Bonus	+4	= 1 + 3 + [] + [] + []
RANGED Attack Bonus	+2	= 1 + 1 + [] + [] + []

FULL ATTACK One-Handed	Khopesh	+4	1d8+3	19-20	x2	-	Slashing
Desc: Heavy blade with a convex curve near the end. Trip weapon							
Notes:							
Ammo							

FULL ATTACK One-Handed	Warhammer	+4	1d8+3	20	x3	-	Bludgeoning
Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head							
Notes:							
Ammo							

FULL ATTACK One-Handed	Dagger	+4	1d4+3	19-20	x2	10'	Piercing or Slashing
Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you							
Notes:							
Ammo							

FULL ATTACK Ranged	Light Crossbow	+2	1d8	19-20	x2	80'	Piercing
Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO							
Notes:							
Ammo							

FULL ATTACK One-Handed	None						
Notes:							
Ammo							

FULL ATTACK One-Handed	None						
Notes:							
Ammo							



Paladin (P)

Favored Class

HP Hit Points	12	[]
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AC Armor Class	20	= 10 + 8 + 2 + [] + [] + [] + [] + [] + []
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Touch Armor Class	10	[]
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Flat-Foot Armor Class	20	[]
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INIT Modifier	+1	= 1 + [] + []
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SPELL Resistance	[]	[]	[]
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POWER Points	[]
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CMB Bonus	+4	= 1 + 3 + [] + [] / []
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CMD Defense	15	= 11 + 3 + 1 + [] + [] / []
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ENERGY

Resistances	[]	[]	[]	[]	[]	[]	[]	[]	[]
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Damage Reduction

ACPD	-9	TOTAL	[]
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Vision & Senses

Darkvision	[]
Low Light Vision	[]
Night Vision	[]
Blindsight	[]
Darkvision	[]
Low Light Vision	[]
Night Vision	[]
Blindsight	[]

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *		-8-4	DEX	1		-9	-4	
Appraise-p		2	INT	2				
Bluff-p		4	CHA	4				
Climb-p *		-6	STR	3		-9		
Diplomacy-p		8	CHA	4	4			
Disable Device-p *		-	DEX	1		-11		
Disguise-p		4	CHA	4				
Escape Artist-p *		-8	DEX	1		-9		
Fly-p *		-8	DEX	1		-9		
Handle Animal-p		-	CHA	4				
Heal-p		6	WIS	2	4			
Intimidate-p		4	CHA	4				
Linguistics-p		-	INT	2				
Perception-p		2	WIS	2				
Ride-p *		-8	DEX	1		-9		
Sense Motive-p		6	WIS	2	4			
Sleight of Hand-p *		-	DEX	1		-9	2	
Spellcraft-p		-	INT	2				
Stealth-p *		-8	DEX	1		-9		
Survival-p		2	WIS	2				
Swim-p *		-6	STR	3		-9		
Use Magic Device-p		-	CHA	4				
Knowledge: Geography-p		-	INT	2				
Knowledge: Nobility-p		6	INT	2	4			
Knowledge: Planes-p		-	INT	2				
Knowledge: Religion-p		6	INT	2	4			
Profession: Soldier-p		-	WIS	2				

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NOTES

Human (P), Paladin (P) 1st

Medium Humanoid (Human)

Alignment: Lawful Good [Pholtus]

Hit Dice: 1d10+2 (12 hp)

Initiative: +1

Speed: 20' (4 sq) (medium enc.)

Space/Reach: 5 ft./5 ft.

AC: 20 (+8 Armor, +2 Shield), Touch 10, Flat-Footed 20

Saves: Fort +4, Ref +1, Will +5

Abilities: Str 16, Dex 13, Con 14, Int 14, Wis 14, Cha 18

Base Att/CMB/CMD: +1 / +4 / 15

Single Attack:

Khopesh: +4 melee (1d8+3/19-20)

Warhammer: +4 melee (1d8+3/20/x3)

Dagger: +4 melee (1d4+3/19-20)

Light Crossbow: +2 ranged (1d8/19-20)

Full Attack:

Khopesh: +4 melee (1d8+3/19-20)

Warhammer: +4 melee (1d8+3/20/x3)

Dagger: +4 melee (1d4+3/19-20)

Light Crossbow: +2 ranged (1d8/19-20)

————| FEATS |————

Indomitable Faith Trait, Rich Parents Trait, Power Attack, Cleave.

————| SKILLS |————

Acrobatics -8-4, Appraise +2, Bluff +4, Climb -6, Diplomacy +8, Disguise +4, Escape Art -8, Fly -8, Heal +6, Intimidate +4, Perception +2, Ride -8, Sense Motive +6, Stealth -8, Survival +2, Swim -6, Kn:Nobility +6, Kn:Religion +6.

————| EQUIPMENT |————

ARMOR WORN: Half Plate Armor.

SHIELD: Heavy Steel Shield.

Basic Equipment List, Noble's Outfit, Iron Holy Symbol, Khopesh, Warhammer, Dagger, Light Crossbow, 20xCrossbow Bolt 10xCrossbow Bolt (Silver)

————| MAGICAL ITEMS WORN |————

Handy Haversack

————| TOTAL CHARACTER VALUE |————

3,316 gp.

————| Racial Traits: Human (P) |————

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

————| Energy Resistance |————

Fire: 1

————| Class Features: Paladin (P) 1st |————

Weapon & Armor Proficiency: Paladins are proficient with all simple and martial wpns, with all types of armor (heavy, medium, and light), and with shields (except tower shields)

Code of Conduct: Must be LG, respect legitimate authority, act with honor

Aura of Good (Ex): Level 1

Detect Evil (Sp): At will

Smite Evil (Su): 1/day, swift action: +4 atk, +1 dmg < O >

- +2 dmg on 1st successful attack vs Evil Outsiders/Dragons or Undead
- Bypasses any DR
- +4 deflection bonus to AC vs target of Smite Evil while it is in effect

————| Conditional Skill |————

-4 on Acrobatics checks made to jump [Base Speed]

————| Languages (x3) |————

Common, Old Oeridian, Nyronnese

————| Description for the Magical Items Worn |————

Handy Haversack: Backpack similar to a Bag of Holding

————| CHARACTER STATUS |————

Dexterity bonus to AC reduced because of Medium Load

Dexterity bonus to AC reduced because of your Half Plate Armor

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