

Jaquen Dayne

Character Name

Paladin (P) 2

Primary Level

Secondary Level

Third Class Level

LEVEL 2

Total

d10

Type

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Type

Human (P)

Humanoid (Human)

HD 1

XP 0

Male

Green

Medium

6' 3"

220 lb.

Blonde

5 ft./5 ft.

Lawful Good

Pholtus

White

Hair

Deity

Skin

SPD

Speeds

20'

Land Speed

30'

Base

-10'

Gear

0'

Effects

0'

Burrow

0'

Climb

0'

Fly

0'

Swim

HP

Hit Points

21

Adj.

AC

Armor Class

22

Base

10

Armor

9

Shield

2

Dexterity

1

Size

Dodge

Deflection

Other

Adj.

Touch

Armor Class

11

Base

2

STR

3

Size

Effects

Cond.

Flat-Foot

Armor Class

21

Base

2

STR

3

Size

Effects

Cond.

INIT

Modifier

+1

Dex

1

Effects

Adj.

SPELL

Resistance

HERO

Points

Available

SR Adj

PR Adj

POWER

Points

Base

12

STR

3

DEX

1

Size

Effects

Cond.

CMB

Bonus

+5

Base

2

STR

3

Size

Effects

Cond.

ENERGY

Resistances

2

Acid

Cold

Elec.

Fire

Sonic

Neg.

Pos.

Damage Reduction

SKILL

ACP

-8

TOTAL

Key Ability

Modifier

Ranks (+3)

Effects

Conditional

Adj.

Ability Modifier table: STR 16 +3, DEX 13 +1, CON 14 +2, INT 14 +2, WIS 14 +2, CHA 18 +4

FORTITUDE +9, REFLEX +5, WILL +10

BASE Attack +2

MELEE Attack Bonus +5, RANGED Attack Bonus +3

FULL ATTACK Khopesh +5 1d8+3 Slashing

Ammo

FULL ATTACK Warhammer +5 1d8+3 Bludgeoning

Ammo

FULL ATTACK Dagger +5 1d4+3 Piercing or Slashing

Ammo

FULL ATTACK Light Crossbow +3 1d8 Piercing

Ammo Crossbow Bolt 20

FULL ATTACK None

Ammo

FULL ATTACK None

Ammo



Paladin (P)

Skill list table with columns: SKILL, ACP, TOTAL, Key Ability, Modifier, Ranks (+3), Effects, Conditional, Adj.



TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
	3	
Common		
Old Oeridian, Nyronnese, Draconic		

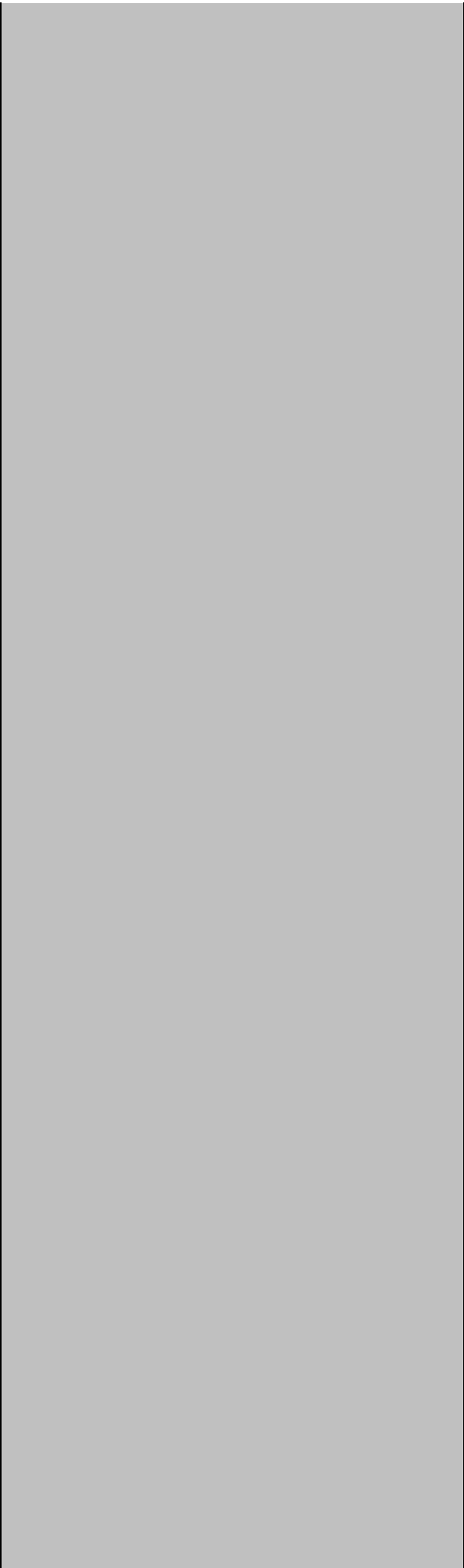
Spell Difficulty Class Adj.

SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.

Spell per day Adjustments & Effects								
Class #1			Class #2			Class #3		
Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:								
Level 1:								
Level 2:								
Level 3:								
Level 4:								
Level 5:								
Level 6:								
Level 7:								
Level 8:								
Level 9:								

Spell Known Adjustments & Effects								
Class #1			Class #2			Class #3		
Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:								
Level 1:								
Level 2:								
Level 3:								
Level 4:								
Level 5:								
Level 6:								
Level 7:								
Level 8:								
Level 9:								

Manifester Class Level Adjustments									
	Class #1			Class #2			Class #3		
All Aspects :									
Power Effects :									
Powers Known :									
Max. Pwr lvl Known :									
Power Points :									



# Jaquen Dayne

## NOTES

Human (P), Paladin (P) 2nd

Medium Humanoid (Human)

**Alignment:** Lawful Good [Pholtus]

**Hit Dice:** 2d10+4 (21 hp)

**Initiative:** +1

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

**Space/Reach:** 5 ft./5 ft.

**AC:** 22 (+9 Armor, +2 Shield, +1 Dex), Touch 11, Flat-Footed 21

**Saves:** Fort +9, Ref +5, Will +10

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

**Base Att/CMB/CMD:** +2 / +5 / 16

**Single Attack:**

Khopesh: +5 melee (1d8+3/19-20)

Warhammer: +5 melee (1d8+3/20/x3)

Dagger: +5 melee (1d4+3/19-20)

Light Crossbow: +3 ranged (1d8/19-20)

**Full Attack:**

Khopesh: +5 melee (1d8+3/19-20)

Warhammer: +5 melee (1d8+3/20/x3)

Dagger: +5 melee (1d4+3/19-20)

Light Crossbow: +3 ranged (1d8/19-20)

————| FEATS |————

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

————| SKILLS |————

Acrobatics -7-4, Appraise +2, Bluff +4, Climb -5, Diplomacy +8, Disguise +4, Escape Art -7, Fly -7, Handle Animal +8, Heal +6, Intimidate +4, Perception +2, Ride -3, Sense Motive +6, Spellcraft +6, Stealth -7, Survival +2, Swim -5, Kn:Nobility +6, Kn:Religion +7, Pro:Soldier +6.

————| EQUIPMENT |————

ARMOR WORN: Full Plate Armor.

SHIELD: Heavy Steel Shield.

Basic Equipment List, Noble's Outfit, Iron Holy Symbol,

Spell Component Pouch, Khopesh, Warhammer, Dagger, Light Crossbow, 20xCrossbow Bolt

10xCrossbow Bolt (Silver)

————| MAGICAL ITEMS WORN |————

Handy Haversack

————| TOTAL CHARACTER VALUE |————

4,221 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: 2

————| Class Features: Paladin (P) 2nd |————

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 2

Detect Evil (Sp): At will

Smite Evil (Su): 1/day, swift action: +4 atk, +2 dmg < O >

- +4 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

Divine Grace (Su): +4 on all saves

Lay on Hands (Su): As a swift (self) or std (other) action, heal 1d6 HPs

- 5/day < OOOOO >

- Can be used to damage Undead. Melee touch attack, no AoO, no Save

————| Conditional Skill |————

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

————| Languages (x3) |————

Common, Old Oeridian, Nyrondeese, Draconic

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

Handy Haversack: Backpack similar to a Bag of Holding

————| CHARACTER STATUS |————

No errors detected

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