Jaqen Dayne	LEVEL 3	Human (P)					17
Character Name	Total	Humanoid (Human)					Age
Paladin (P)	3	d10	HD 1			XP 0	Male	Green
Primary	Level	Type	Racial Total	Adj.	Type	Level vs XP Mismatch	Gender	Eyes
			Medium		3	6' 3"	220 lb.	Blonde
Secondary	Level	Type	Size		ECL Adj.	Height	Weight	Hair
			5 ft./5 ft.		Lawful Good	Pholtus		White
Third Class	Level	Type	Space / Reach		Alignment	Deity		Skin

Paladin (P)
Favored Class

SPD Speeds: 20' = 30' (Base) + -10' (Gear) + 0' (Effects) / 0' (Burrow) / 0' (Climb) / 0' (Fly) / 0' (Swim)
Land Speed

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

HP Hit Points: 29
②②②▪①①①①①①①①
②②②②▪①①①①①①①

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AC Armor Class: 22 = 10 (Base) + 9 (Armor) + 2 (Shield) + 1 (Dexterity) + (Size) + (Dodge) + (Deflection) + (Other) + (Adj.)

HERO Points: Available

Touch Armor Class: 11

Flat-Foot Armor Class: 21

INIT Modifier: +1 = 1 (Dex) + (Effects) + (Adj.)

SPELL Resistance: (SR Adj) (PR Adj)

POWER Points

CMB Bonus: +6 = 3 (Base) + 3 (STR) + (Size) + (Effects) / (Cond.)

CMD Defense: 17 = 13 (Base) + 3 (STR) + 1 (DEX) + (Size) + (Effects) / (Cond.)

FORTITUDE (Constitution)	+9	=	3 (Base)	+ 2 (Ability)	+ (Epic)	+ 4 (Effects)	+ (Adj.)	/ (Cond.)
REFLEX (Dexterity)	+6	=	1	+ 1	+	+ 4	+	/
WILL (Wisdom)	+10	=	3	+ 2	+	+ 5	+	/

ENERGY Resistances: Acid | Cold | Elec. | Fire: 3 | Sonic | Neg. | Pos.

Damage Reduction

BASE Attack: +3 (Base) / (2nd) / (3rd) / (4th) (Adj.)

Leader Leadership: (Base)

MELEE Attack Bonus	+6	=	3 (Base)	+ 3 (Ability)	+ (Size)	+ (Epic)	+ (Adj.)
RANGED Attack Bonus	+4	=	3	+ 1	+	+	+

Vision & Senses

SKILL	ACP -8	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *		-7-4	DEX	1		-8	-4	
Appraise-p		2	INT	2				
Bluff-p		4	CHA	4				
Climb-p *		-5	STR	3		-8		
Diplomacy-p		9	CHA	4	5			
Disable Device-p *		-	DEX	1		-10		
Disguise-p		4	CHA	4				
Escape Artist-p *		-7	DEX	1		-8		
Fly-p *		-7	DEX	1		-8		
Handle Animal-p		8	CHA	4	4			
Heal-p		7	WIS	2	5			
Intimidate-p		4	CHA	4				
Linguistics-p		-	INT	2				
Perception-p		3	WIS	2	1			
Ride-p *		-3	DEX	1	4	-8		
Sense Motive-p		7	WIS	2	5			
Sleight of Hand-p *		-	DEX	1		-8	2	
Spellcraft-p		6	INT	2	4			
Stealth-p *		-7	DEX	1		-8		
Survival-p		2	WIS	2				
Swim-p *		-5	STR	3		-8		
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		8	INT	2	6			
Profession: Soldier-p		6	WIS	2	4			

FULL ATTACK — One-Handed

Total Attack / Damage	Adj.	Critical	Range	Damage Type
Khopesh: +6 / 1d8+3		19-20 / x2	-	Slashing

Desc: Heavy blade with a convex curve near the end. Trip weapon
Size Category: Medium
Notes:
Ammo

FULL ATTACK — One-Handed

Total Attack / Damage	Adj.	Critical	Range	Damage Type
Warhammer: +6 / 1d8+3		20 / x3	-	Bludgeoning

Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head
Size Category: Medium
Notes:
Ammo

FULL ATTACK — One-Handed

Total Attack / Damage	Adj.	Critical	Range	Damage Type
Dagger: +6 / 1d4+3		19-20 / x2	10'	Piercing or Slashing

Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
Size Category: Medium
Notes:
Ammo

FULL ATTACK — Ranged

Ranged Attack / Damage	Adj.	Critical	Range	Damage Type
Light Crossbow: +4 / 1d8		19-20 / x2	80'	Piercing

Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO
Size Category: Medium
Notes:
Ammo: Crossbow Bolt 20 ①①①①①①①①①①①①①①①①①①①①①

FULL ATTACK — One-Handed

Total Attack / Damage	Adj.	Critical	Range	Damage Type
None				

Size Category
Notes:
Ammo

FULL ATTACK — One-Handed

Total Attack / Damage	Adj.	Critical	Range	Damage Type
None				

Size Category
Notes:
Ammo

ARMOR

Full Plate Armor	Adj.	Check Adj.:

Heavy	Max Dex: 1	Bonus: +9	Armor Check: -8	Spell Fail: 35%	50 lb.

Desc: When running, you move only triple your speed, not quadruple. Includes gauntlets & helmet

Notes:

SHIELD

Heavy Steel Shield	Adj.	Check Adj.:

Max Dex:	Bonus: +2	Armor Check: -2	Spell Fail: 15%	15 lb.

Desc: Shield hand can only use shield

Notes:

COINS

Platinum:	0	pp
Gold:	0	gp
Silver:	0	sp
Copper:	0	cp

GEMS

SPELLS

Arcane Spell Failure: 50% Adj.:

Casting Class:								
Caster Level:								
Caster level adj:								
Spell / day adj:								
Spell known adj:								
Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0									
1									
2									
3									
4									
5									
6									
7									
8									
9									

MAGICAL ITEMS WORN

List: Wondrous Items

Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			Handy Haversack
Left Finger:			

LOCATIONS

Tag	Weight
HH	83.1 lb.

GEAR

List: Gear - All

	Loc.	QTY	LB.		Loc.	QTY	LB.			
Basic Equipment List	HH	1		Khopesh		1	8	Potion of CMW		1
Noble's Outfit		1	10	Warhammer		1	5			
Iron Holy Symbol		1	1	Dagger		1	1			
Spell Component Pouch		1	2	Light Crossbow		1	4			
Potion Belt		1	1	Crossbow Bolt		20	2			
				Crossbow Bolt (Silver)		10	1			

Total Weight	Load Class	Max Dex	Chk Pen.	Total Value
105.1 lb.	Medium	1	-3	4,524 gp

ENCUMBRANCE

Light	Medium	Heavy	Lift	Drag	Adj
76.7	153.3	230.0	460.0	1,150.0	

FEATS

Selection List: All Feats and Traits

3	=	3	+	0	+	

Indomitable Faith Trait	+1 trait bonus on Will saves	√
Rich Parents Trait	Your starting cash increases to 900 GP.	
Power Attack	Gain a +2 bonus to all melee damage but take a -1 penalty to all melee attacks	i
Cleave	You can strike two adjacent foes with a single swing, but -2 to AC	i
Extra Lay On Hands	You can use your lay on hands ability two additional times per day	√

INFO

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Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1
Skilled: Gain 1 extra skill point at each level

Energy Resistance

Fire: 3

Class Features: Paladin (P) 3rd

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 3
Detect Evil (Sp): At will
Smite Evil (Su): 1/day, swift action: +4 atk, +3 dmg < O >
- +6 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
- 7/day < OOOOOOO >
- Can be used to damage Undead. Melee touch attack, no AoO, no Save
- Shaken: The target is no longer shaken

Aura of Courage (Su): Immune to fear, Allies within 10' get +4 vs fear
Divine Health (Ex): Immune to all diseases, incl. supernatural & magical

Conditional Skill

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

Languages (x3)

Common, Old Oeridian, Nyrondese, Draconic

Description for the Magical Items Worn

Handy Haversack: Backpack similar to a Bag of Holding

CHARACTER STATUS

No errors detected

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
	3	
Common		
Old Oeridian, Nyrondese, 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

All Aspects :									
Power Effects :									
Powers Known :									
Max. Pwr lvl Known :									
Power Points :									

Jaqen Dayne

Human (P), Paladin (P) 3rd

Medium Humanoid (Human)
Alignment: Lawful Good [Pholtus]
Hit Dice: 3d10+6 (29 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 +6, Will +10
Abilities: Str 16, Dex 13, Con 14, Int 14, Wis 14, Cha 18
Base Att/CMB/CMD: +3 / +6 / 17
Single Attack:
Khopesh: +6 melee (1d8+3/19-20)
Warhammer: +6 melee (1d8+3/20/x3)
Dagger: +6 melee (1d4+3/19-20)
Light Crossbow: +4 ranged (1d8/19-20)

Full Attack:
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FEATS
Indomitable Faith Trait, Rich Parents Trait, Power Attack, Cleave, Extra Lay On Hands.

SKILLS
Acrobatics -7-4, Appraise +2, Bluff +4, Climb -5, Diplomacy +9, Disguise +4, Escape Art -7, Fly -7, Handle Animal +8, Heal +7, Intimidate +4, Perception +3, Ride -3, Sense Motive +7, Spellcraft +6, Stealth -7, Survival +2, Swim -5, Kn:Nobility +6, Kn:Religion +8, 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, Potion Belt, Khopesh, Warhammer, Dagger, Light Crossbow,
20xCrossbow Bolt 10xCrossbow Bolt (Silver) Potion of CMW

MAGICAL ITEMS WORN
Handy Haversack
.

TOTAL CHARACTER VALUE
4,524 gp.

NOTES

Racial Traits: Human (P)
Bonus Feat: One extra feat at Level #1
Skilled: Gain 1 extra skill point at each level

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Fire: 3

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