

Jaquen Dayne
 Character Name
Paladin (P) 4
 Primary Level
 Secondary Level
 Third Class Level

LEVEL 4

Human (P)

18
Age

Total Humanoid (Human)
d10 **HD 1** **XP 0** **Male** **Green**
 Type Racial Total Adj. Type Level vs XP Mismatch Gender
Medium **4** **6' 3"** **220 lb.** **Blonde**
 Type Size ECL Adj. Height Weight Hair
5 ft./5 ft. **Lawful Good** **Pholtus** **White**
 Type Space / Reach Alignment Deity Skin
SPD **20'** = **30'** + **-10'** + **0'** / **0'** / **0'** / **0'** / **0'**
 Land Speed Base Gear Effects Burrow Climb Fly Swim



Paladin (P)
Favored Class

STR Strength	16	+3
DEX Dexterity	13	+1
CON Constitution	14	+2
INT Intelligence	14	+2
WIS Wisdom	14	+2
CHA Charisma	19	+4

HP 39
Hit Points
 22222222 • 1111111111
 22222222 • 1111111111

AC 22 = 10 + 9 + 2 + 1 + 0 + 0 + 0 + 0 + 0 + 0
 Armor Class Base Armor Shield Dexterity Size Dodge Deflection Other Adj.
HERO Points Available

Touch 11
Armor Class

Flat-Foot 21
Armor Class

INIT +1
Modifier

SPELL
Resistance

POWER
Points

CMB +7 = 4 + 3 + 0 + 0 / 0
Bonus Base STR Size Effects Cond.

CMD 18 = 14 + 3 + 1 + 0 + 0 / 0
Defense Base STR DEX Size Effects Cond.

FORTITUDE (Constitution)	+10	= 4 + 2 + 0 + 4 + 0 / 0
REFLEX (Dexterity)	+6	= 1 + 1 + 0 + 4 + 0 / 0
WILL (Wisdom)	+11	= 4 + 2 + 0 + 5 + 0 / 0

BASE +4
Attack

MELEE +7
Attack Bonus

RANGED +5
Attack Bonus

ENERGY
Resistances

Damage Reduction

Vision & Senses

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *	-8	-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 *		-5	DEX	1	2	-8		
Handle Animal-p		9	CHA	4	5			
Heal-p		7	WIS	2	5			
Intimidate-p		4	CHA	4				
Linguistics-p		-	INT	2				
Perception-p		3	WIS	2	1			
Ride-p *		-2	DEX	1	5	-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		9	INT	2	7			
Profession: Soldier-p		6	WIS	2	4			

FULL ATTACK One-Handed
 Khopesh +7 1d8+3
 Desc: Heavy blade with a convex curve near the end. Trip weapon
 Notes:
 Ammo

FULL ATTACK One-Handed
 Warhammer +7 1d8+3
 Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head
 Notes:
 Ammo

FULL ATTACK One-Handed
 Dagger +7 1d4+3
 Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
 Notes:
 Ammo

FULL ATTACK Ranged
 Light Crossbow +5 1d8
 Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO
 Notes:
 Ammo Crossbow Bolt 20

FULL ATTACK One-Handed
 None
 Notes:
 Ammo

FULL ATTACK One-Handed
 None
 Notes:
 Ammo

TRACKERS	Initial	Spent	Reset	Avail.

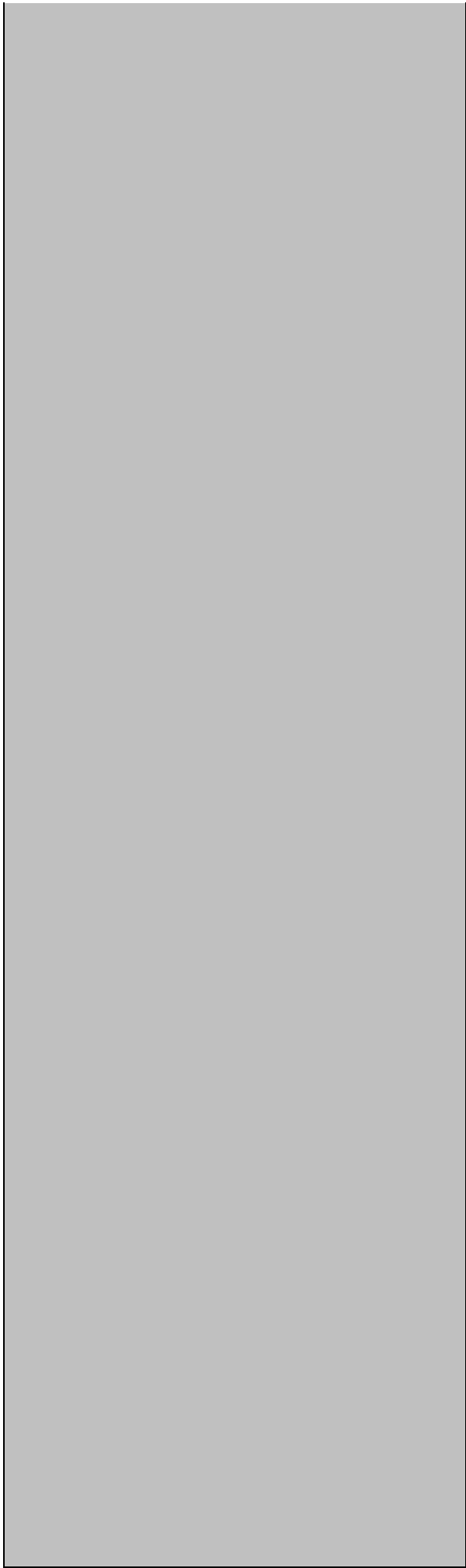
LANGUAGES	Avail.	Adj.
	3	
Common		
Old Oeridian, Nyronnese, Draconic		

Spell Difficulty Class Adj.					
Paladin	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	
	Paladin 4th					
	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	
	Paladin 4th					
	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) 4th

Medium Humanoid (Human)

Alignment: Lawful Good [Pholtus]

Hit Dice: 4d10+8 (39 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 +10, Ref +6, Will +11

Abilities: Str 16, Dex 13, Con 14, Int 14, Wis 14, Cha 19

Base Att/CMB/CMD: +4 / +7 / 18

Single Attack:

Khopesh: +7 melee (1d8+3/19-20)

Warhammer: +7 melee (1d8+3/20/x3)

Dagger: +7 melee (1d4+3/19-20)

Light Crossbow: +5 ranged (1d8/19-20)

Full Attack:

Khopesh: +7 melee (1d8+3/19-20)

Warhammer: +7 melee (1d8+3/20/x3)

Dagger: +7 melee (1d4+3/19-20)

Light Crossbow: +5 ranged (1d8/19-20)

————| 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 -5, Handle Animal +9, Heal +7, Intimidate +4, Perception +3, Ride -2, Sense Motive +7, Spellcraft +6, Stealth -7, Survival +2, Swim -5, Kn:Nobility +6, Kn:Religion +9, Pro:Soldier +6.

————| PALADIN (P) SPELLS |————

Spells per Day: (1; save DC 14+spell level):
Grace.

————| EQUIPMENT |————

ARMOR WORN: Full Plate Armor.

SHIELD: Heavy Steel Shield.

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

Spell Component Pouch, Potion Belt M/W, Khopesh, Warhammer, Dagger, Light Crossbow,

20xCrossbow Bolt 10xCrossbow Bolt (Silver) 2xPotion of CMW

————| MAGICAL ITEMS WORN |————

Handy Haversack

————| TOTAL CHARACTER VALUE |————

5,001 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: 4

————| Class Features: Paladin (P) 4th |————

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)

Concentration check: 1d20+5

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

Aura of Good (Ex): Level 4

Detect Evil (Sp): At will

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

• +8 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 2d6 HPs

• 8/day < OOOOOOOO >

• 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

Channel Energy (Su): Wave of positive energy in a 30' burst

• Consumes two uses of the Lay on Hands ability

• 2d6 healing to living creatures -OR-

• 2d6 damage to Undead; Will DC16 for ½ damage

————| 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

The Only Sheet+ v6.1.71 Licensed to Alex Metzger

SPELL PLANNER #1 for
Paladin (P)

Divine caster

Effective	1	1	
Caster Level			
	TOTAL	Class	Adj.

SCHOOLS
 Abjuration, Conjuraton, Divination,
 Enchantment, Evocation, Illusion,
 Necromancy, Transmutation, Universal

Spells per Day:		1								
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	14	15								

Spell Used:	0	0	0	0	0	0	0	0	0	0
-------------	---	---	---	---	---	---	---	---	---	---

LEGEND Jaqen Dayne
 *: See text, crt: Creature, chk: check, conc: Concentration,
 dis: Discharged, disb: Disbelief, (D)ismissible, HD: Hit Die,
 HP: Hit Points, hr: Hour, max: Maximum, min: Minute,
 neg: Negate, obj: Object, part: Partial, rad: Radius, rd:
 Round, (S)hapeable, temp: Temporary, vs: Versus, wpn:
 Weapon

The Only Sheet+ v6.1.71 Licensed to Alex Metzger

Show only level: 1

Checks	Lvl	Paladin (P) lvl 1 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
○	1	Grace	A	V	1 swift action	Personal	You	1 rnd	None	No	Your movement does not provoke AoO until your next turn	APG226

