

Jaquen Dayne
 Character Name
Paladin (P) 5
 Primary Level
 Secondary Level
 Third Class Level

LEVEL 5 Human (P) 19 Age
 Total Humanoid (Human)
d10 **HD 1** **XP 0** Male Green
 Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
 Medium 5 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 Hit Points 50
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AC Armor Class 22 = 10 + 9 + 2 + 1 + ... + ... + ... + ... + ...
 Base Armor Shield Dexterity Size Dodge Deflection Other Adj.
HERO Points Available

Touch 11 **Flat-Foot** 21 **INIT** +1 = 1 + ... + ...
 Armor Class Armor Class Modifier Dex Effects Adj.
SPELL Resistance SR Adj PR Adj **POWER** Points

CMB +8 = 5 + 3 + ... + ... / ...
 Bonus Base STR Size Effects Cond. **CMD** Defense 19 = 15 + 3 + 1 + ... + ...
 Base STR DEX Size Effects Cond.

FORTITUDE +10 = 4 + 2 + ... + 4 + ... / ...
 (Constitution) Base Ability Epic Effects Adj. Cond.
REFLEX +6 = 1 + 1 + ... + 4 + ... / ...
 (Dexterity) Base Ability Epic Effects Adj. Cond.
WILL +11 = 4 + 2 + ... + 5 + ... / ...
 (Wisdom) Base Ability Epic Effects Adj. Cond.

BASE +5 / ... / ... / ... / ...
 Attack Base 2nd 3rd 4th Adj. Base
MELEE +8 = 5 + 3 + ... + ... + ...
 Attack Bonus Base Ability Size Epic Adj.
RANGED +6 = 5 + 1 + ... + ... + ...
 Attack Bonus Base Ability Size Epic Adj.

ENERGY Resistances 5
 Acid Cold Elec. Fire Sonic Neg. Pos.

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 *		-4	DEX	1	3	-8		
Handle Animal-p		10	CHA	4	6			
Heal-p		7	WIS	2	5			
Intimidate-p		4	CHA	4				
Linguistics-p		-	INT	2				
Perception-p		3	WIS	2	1			
Ride-p *		-1	DEX	1	6	-8		
Sense Motive-p		8	WIS	2	6			
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		10	INT	2	8			
Profession: Soldier-p		6	WIS	2	4			

FULL ATTACK One-Handed Khopesh +8 1d8+3
 Desc: Heavy blade with a convex curve near the end. Trip weapon
 Notes: 19-20 x2 Slashing
 Size Category Adj. Medium

FULL ATTACK One-Handed Warhammer +8 1d8+3
 Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head
 Notes: 20 x3 Bludgeoning
 Size Category Adj. Medium

FULL ATTACK One-Handed Dagger +8 1d4+3
 Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
 Notes: 19-20 x2 10' Piercing or Slashing
 Size Category Adj. Medium

FULL ATTACK Ranged Light Crossbow +6 1d8
 Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO
 Notes: 19-20 x2 80' Piercing
 Size Category Adj. Medium

FULL ATTACK One-Handed None
 Notes: Size Category Adj.

FULL ATTACK One-Handed None
 Notes: Size Category Adj.

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:			

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:		Handy Haversack	
Left Finger:			

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

GEMS	
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SPELLS		Arcane Spell Failure: 50% Adj.:							
Casting Class:	Paladin								
Caster Level:	5 (Spell eff:2)								
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		14							
1	2	15							
2									
3									
4									
5									
6									
7									
8									
9									

LOCATIONS	
HH	83.1 lb.
Tag	Weight

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GEAR		Loc	QTY	Lb.	Loc	QTY	Lb.	List:	Gear - All		
Basic Equipment List											
	HH	1				1	8	Potion of CMW	2		
Noble's Outfit		1	10			1	5	Potion of Displacement	1		
Iron Holy Symbol		1	1			1	1	Potion of Fly	1		
Spell Component Pouch		1	2			1	4				
Potion Belt M/W		1	1			20	2				
						10	1	Crossbow Bolt (Silver)			
105.4 lb.		Medium	1	-3						6,501 gp	
Total Weight			Load Class			Max Dex			Chk Pen.		

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

FEATS		4	=	4	+	0	+
Indomitable Faith Trait	+1 trait bonus on Will saves						√
Rich Parents Trait	Your starting cash increases to 900 GP.						
Power Attack	Gain a +4 bonus to all melee damage but take a -2 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						√
Craft Magic Arms & Armor	Create magic weapons, armor, and shields						

INFO
Racial Traits: Human (P) |
Bonus Feat: One extra feat at Level #1
Skilled: Gain 1 extra skill point at each level
Energy Resistance: | Fire: 5
Class Features: Paladin (P) 5th |
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+6
Code of Conduct: Must be LG, respect legitimate authority, act with honor
Aura of Good (Ex): Level 5
Detect Evil (Sp): At will
Smite Evil (Su): 2/day, swift action: +4 atk, +5 dmg <OO>
 • +10 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 <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
Channel Energy (Su): Wave of positive energy in a 30' burst
 • Consumes two uses of the Lay on Hands ability
 • 3d6 healing to living creatures -OR-
 • 3d6 damage to Undead; Will DC16 for 1/2 damage
Divine Bond (Sp): 1/day <O>
 As a std action, call upon the aid of a celestial spirit
 • Your weapon sheds light as a torch for 5 mins.
 • Add enh. and properties totalling +1. Properties available:
 • Costing +1: Defending, Flaming, Keen, Merciful
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

Jaquen Dayne

NOTES

Human (P), Paladin (P) 5th

Medium Humanoid (Human)

Alignment: Lawful Good [Pholtus]

Hit Dice: 5d10+10 (50 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: +5 / +8 / 19

Single Attack:

Khopesh: +8 melee (1d8+3/19-20)

Warhammer: +8 melee (1d8+3/20/x3)

Dagger: +8 melee (1d4+3/19-20)

Light Crossbow: +6 ranged (1d8/19-20)

Full Attack:

Khopesh: +8 melee (1d8+3/19-20)

Warhammer: +8 melee (1d8+3/20/x3)

Dagger: +8 melee (1d4+3/19-20)

Light Crossbow: +6 ranged (1d8/19-20)

————| FEATS |————

Indomitable Faith Trait, Rich Parents Trait, Power Attack, Cleave, Extra Lay On Hands, Craft Magic Arms & Armor.

————| SKILLS |————

Acrobatics -7-4, Appraise +2, Bluff +4, Climb -5, Diplomacy +9, Disguise +4, Escape Art -7, Fly -4, Handle Animal +10, Heal +7, Intimidate +4, Perception +3, Ride -1, Sense Motive +8, Spellcraft +6, Stealth -7, Survival +2, Swim -5, Kn:Nobility +6, Kn:Religion +10, Pro:Soldier +6.

————| PALADIN (P) SPELLS |————

Spells per Day: (2; save DC 14+spell level):
Grace, Hero's Defiance.

————| 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, Potion of

Displacement,

Potion of Fly

————| MAGICAL ITEMS WORN |————

Handy Haversack

————| TOTAL CHARACTER VALUE |————

6,501 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: 5

————| Class Features: Paladin (P) 5th |————

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+6

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

Aura of Good (Ex): Level 5

Detect Evil (Sp): At will

Smite Evil (Su): 2/day, swift action: +4 atk, +5 dmg < OO >

• +10 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

• 3d6 healing to living creatures -OR-

• 3d6 damage to Undead; Will DC16 for ½ damage

Divine Bond (Sp): 1/day < O >

As a std action, call upon the aid of a celestial spirit

• Your weapon sheds light as a torch for 5 mins.

• Add enh. and properties totalling +1. Properties available:

· Costing +1: Defending, Flaming, Keen, Merciful

————| 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

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SPELL PLANNER #1 for
Paladin (P)

Divine caster

Effective	2	2	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:	2									
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
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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

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Show only level: 1

Checks	Lvl	Paladin (P) lvl 1 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
OO	1	Grace	A	V	1 swift action	Personal	You	1 rnd	None	No	Your movement does not provoke AoO until your next turn	APG226
OO	1	Hero's Defiance	C	V	1 imm. action	Personal	You	Instant	None	No	At 0- HPs, expand one use of Lay on Hands plus 1d6 healing	APG226

