Field	Value
Character Name	Jaqen Dayne
LEVEL (Total)	6
Race	Human (P)
Type	Humanoid (Human)
Age	20
Primary	Paladin (P)
Level	6
Secondary / Level	
Third Class / Level	
Type	d10
HD (Racial / Total / Adj. / Type)	1
XP	0
Level vs XP Mismatch	
Gender	Male
Eyes	Green
Size	Medium
ECL / Adj.	6
Height	6' 3"
Weight	198 lb.
Hair	Blonde
Space / Reach	5 ft./5 ft.
Alignment	Lawful Good
Deity	Pholtus
Skin	White
Favored Class	Paladin (P)

SPD Speeds: 20' = 30' + -10' + 0' / 0' / 0' / 0' / 0'

Land Speed = Base + Gear + Effects / Burrow / Climb / Fly / Swim

Ability		Score	Modif
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: 60 (Adj.)

⑤·②②②②②②②·①①①①①①①①①①①
⑤·②②②②②②②·①①①①①①①①①①①

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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: +9 = 6 (Base) + 3 (STR) + (Size) + (Effects) / (Cond.)

CMD Defense: 20 = 16 (Base) + 3 (STR) + 1 (DEX) + (Size) + (Effects) / (Cond.)

Save	Total	Base	Ability	Epic	Effects	Adj.	Cond.
FORTITUDE (Constitution)	+11	5	2		4		
REFLEX (Dexterity)	+7	2	1		4		
WILL (Wisdom)	+12	5	2		5		

ENERGY Resistances: Acid ; Cold ; Elec. ; Fire 6 ; Sonic / Neg. ; Pos.

Damage Reduction

BASE Attack: +6 (Base) / +1 (2nd) / (3rd) / (4th) (Adj.)

Leader Leadership: (Base)

Vision & Senses

MELEE Attack Bonus: +9 = 6 (Base) + 3 (Ability) + (Size) + (Epic) + (Adj.)

RANGED Attack Bonus: +7 = 6 (Base) + 1 (Ability) + (Size) + (Epic) + (Adj.)

FULL ATTACK	Weapon	Total Attack / Damage	Adj.	Critical	Range	Damage Type	Size Category
One-Handed	Khopesh	+9/+4 1d8+3		19-20 x2	-	Slashing	Medium

Desc: Heavy blade with a convex curve near the end. Trip weapon

Notes:

Ammo:

FULL ATTACK	Weapon	Total Attack / Damage	Adj.	Critical	Range	Damage Type	Size Category
One-Handed	Warhammer	+9/+4 1d8+3		20 x3	-	Bludgeoning	Medium

Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head

Notes:

Ammo:

FULL ATTACK	Weapon	Total Attack / Damage	Adj.	Critical	Range	Damage Type	Size Category
One-Handed	Dagger	+9/+4 1d4+3		19-20 x2	10'	Piercing or Slashing	Medium

Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you

Notes:

Ammo:

FULL ATTACK	Weapon	Ranged Attack / Damage	Adj.	Critical	Range	Damage Type	Size Category
Ranged	Light Crossbow	+7 1d8		19-20 x2	80'	Piercing	Medium

Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO

Notes:

Ammo: Crossbow Bolt 20 ①①①①①①①①①①①①①①①①①①①①

FULL ATTACK	Weapon	Total Attack / Damage	Adj.	Critical	Range	Damage Type	Size Category
One-Handed	None						

Notes:

Ammo:

FULL ATTACK	Weapon	Total Attack / Damage	Adj.	Critical	Range	Damage Type	Size Category
One-Handed	None						

Notes:

Ammo:

SKILL — **ACP** -8

Skill	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	11	CHA	4	7			
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	11	CHA	4	7			
Heal-p	7	WIS	2	5			
Intimidate-p	4	CHA	4				
Linguistics-p	-	INT	2				
Perception-p	3	WIS	2	1			
Ride-p *	0	DEX	1	7	-8		
Sense Motive-p	9	WIS	2	7			
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			

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:	Paladin		
Caster Level:	6 (Spell eff:3)		
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									

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	95.1 lb.

GEAR

List: Gear - All

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

93.4 lb.	Medium	1	-3	8,739 gp
Total Weight	Load Class	Max Dex	Chk Pen.	Total Value

ENCUMBRANCE

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

FEATS

Selection List: All Feats and Traits

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

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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: 6

Class Features: Paladin (P) 6th

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+7
Code of Conduct: Must be LG, respect legitimate authority, act with honor
Aura of Good (Ex): Level 6
Detect Evil (Sp): At will
Smite Evil (Su): 2/day, swift action: +4 atk, +6 dmg < OO >
- +12 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 3d6 HPs
- 9/day < OOOOOOOOO >
- Can be used to damage Undead. Melee touch attack, no AoO, no Save
- Shaken: The target is no longer shaken
- Diseased: Act as the 'Removed Disease' spell

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 DC17 for ½ damage

Divine Bond (Sp): 1/day < O >Paladin - Griffion Special Mount
- 1/day, as a full round action, magically call the Mount at your side

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.

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

Spell per day Adjustments & Effects

	Class #1 Paladin 6th			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 Paladin 6th			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) 6th

Medium Humanoid (Human)
Alignment: Lawful Good [Pholtus]
Hit Dice: 6d10+12 (60 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 +11, Ref +7, Will +12
Abilities: Str 16, Dex 13, Con 14, Int 14, Wis 14, Cha 19
Base Att/CMB/CMD: +6 / +9 / 20
Single Attack:
Khopesh: +9 melee (1d8+3/19-20)
Warhammer: +9 melee (1d8+3/20/x3)
Dagger: +9 melee (1d4+3/19-20)
Light Crossbow: +7 ranged (1d8/19-20)

Full Attack:
Khopesh: +9/+4 melee (1d8+3/19-20)
Warhammer: +9/+4 melee (1d8+3/20/x3)
Dagger: +9/+4 melee (1d4+3/19-20)
Light Crossbow: +7 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 +11, Disguise +4, Escape Art -7, Fly -4, Handle Animal +11, Heal +7, Intimidate +4, Perception +3, Ride +0, Sense Motive +9, 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

EQUIPMENT on Destrier (Paladin - Griffion)
Bit and Bridle, Riding Kit bundle (exotic mount, no feed)

MAGICAL ITEMS WORN
Handy Haversack
.

TOTAL CHARACTER VALUE
8,739 gp.

NOTES

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

Energy Resistance
Fire: 6

Class Features: Paladin (P) 6th
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)
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- Bypasses any DR
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- 9/day < OOOOOOOOO >
- Can be used to damage Undead. Melee touch attack, no AoO, no Save
- Shaken: The target is no longer shaken
- Diseased: Act as the 'Removed Disease' spell

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 DC17 for ½ damage

Divine Bond (Sp): 1/day < O >Paladin - Griffion Special Mount
- 1/day, as a full round action, magically call the Mount at your side

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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PALADIN'S MOUNT for PF RPG

Paladin - Griffion
Race

Destrier
Mount's Name

Size	Space/Reach
Large	10 ft./5 ft.

Type	Sub-Type
Magical Beast	

SPD Speed	Average					
	30'	80'				
	Land	Fly	Burrow	Climb	Swim	Adj.

HD Hit Dice	6

Initiative Modifier	+4

HP Hit Points	64	+13 Adj.

⑤⑤⑤⑤⑤•①①①①①①①
⑤⑤⑤⑤⑤•①①①①①①①

AC Armor Class	26	=	10	+	4	+	6	+	4	+	3	+	-1	+	
			Base		Armor		Natural		Bonus		Dex		Size		Adj.

Abilities	Score	Modif.	Adj.
STR Strength	20	+5	
DEX Dexterity	18	+4	
CON Constitution	16	+3	
INT Intelligence	6	-2	
WIS Wisdom	13	+1	
CHA Charisma	8	-1	

TOUCH Armor Class	12
Flat-Footed Armor Class	23
CMB Combat Maneuver	+12
CMD Combat Man. Def.	26

MASTER Level	6	=	+6	
			Base	Adj.

SPELL Resist.		

		=		+		+		+	
FORTITUDE (Constitution)	+8	=	5	+	3	+		+	
REFLEX (Dexterity)	+9	=	5	+	4	+		+	
WILL (Wisdom)	+8	=	5	+	1	+	2	+	
			Base		Ability		Feat		Adj.

ATTACKS (Special)	Pounce, Rake (2 claws +7, 1d4+3)
QUALITIES (Special)	Darkvision 60', Low-light vision, Scent

MELEE Attack Bonus	+10	=	+6	+	5	+	-1	+	
			Base		Ability		Size		Adj.

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Bite			+11 1d6+5	20 x2

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Talons			+10/+10 1d6+5	20 x2

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

Features

Ability Score Inc.: +1	Link, Share Spells
Natural Armor Adj.: +4	Evasion
Str / Dex Adj.: +2	Devotion
Intelligence: 6	

Too Smart for Tricks!

GEAR

List: Gear - All

	qty	lb.
Bit and Bridle		1
Riding Kit bundle (exotic mount, no feed)		49

Rider	Weight	Total Weight	Load Class
Jaqen Dayne	291	361.40 lb.	Light

BARDING	Mithril - Chain		Armor Class:	+4
Category:	Light	Value: 2,200 gp	Weight:	20 lb.
Armor Check Penalty:	-1		Maximum Dexterity:	3

Feats (x3)

Iron Will	√
Skill Focus: Perception-p	√
Weapon Focus: Bite	√

Skills

Skills	Total	Key Ability	Modifier	Ranks	Effects	Conditional	Skill Points	Misc
Acrobatics-p*	13	DEX	4	3	6		2	
Appraise-p	-2	INT	-2					
Bluff-p	-1	CHA	-1					
Climb-p*	4	STR	5		-1			
Diplomacy-p	-1	CHA	-1					
Disable Device-p*	-	DEX	4		-1			
Disguise-p	-1	CHA	-1					
Escape Artist-p*	3	DEX	4		-1			
Fly-p*	10	DEX	4	6			3	
Handle Animal-p	-	CHA	-1					
Heal-p	1	WIS	1					
Intimidate-p	-1	CHA	-1					
Linguistics-p	-	INT	-2					
Perception-p	13	WIS	1	2	10		1	
Ride-p*	3	DEX	4		-1			
Sense Motive-p	1	WIS	1					
Sleight of Hand-p*	-	DEX	4		-1			
Spellcraft-p	-	INT	-2					
Stealth-p*	-1	DEX	4		-5			
Survival-p	1	WIS	1					
Swim-p*	4	STR	5		-1			
Use Magic Device-p	-	CHA	-1					
Knowledge: Geography-p	-	INT	-2					
Knowledge: Nobility-p	-	INT	-2					
Knowledge: Planes-p	-	INT	-2					
Knowledge: Religion-p	-	INT	-2					
Profession: Soldier-p	-	WIS	1					

SP:	6
Adj.	
Spent:	6
Balance:	0

Encumbrance Limits

Light Load	Medium Load	Heavy	Lift Off Ground	Push or Drag
400.0	800.0	1,200.0	2,400.0	6,000.0

NOTES

+4 to CMD vs Trip
Rake (Ex): Attack bonus +7 melee, damage 1d1d4+3
Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack
A Griffon egg is worth 3,500gp on the open market Young Griffons are worth 7,000gp

SPELL PLANNER #1 for

Paladin (P)

Divine caster

Effective Caster Level	3	3	
	TOTAL	Class	Adj.

SCHOOLS: Abjuration, Conjuration, 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

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

Show only level: 1

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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
❍❍	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

Checks	Lvl	Paladin (P) lvl 1 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.