

Jaquen Dayne

Character Name: Paladin (P) Level: 7

LEVEL 7

Human (P)

21

Humanoid (Human) stats: HD 1, XP 0, Male, Green, Medium, 6' 3", 198 lb., Lawful Good, Pholtus, 20' Land Speed, etc.



Paladin (P)

Ability Modifiers table: STR 16 +3, DEX 13 +1, CON 14 +2, INT 14 +2, WIS 14 +2, CHA 19 +4

HP Hit Points: 69

AC Armor Class: 22

Touch Armor Class: 11

Flat-Foot Armor Class: 21

INIT Modifier: +1

CMD Defense: 21

SPELL Resistance

POWER Points

Fortitude, Reflex, Will bonuses

BASE Attack: +7

MELEE Attack Bonus: +10

RANGED Attack Bonus: +8

ENERGY Resistances table

Damage Reduction

Vision & Senses

SKILL ACP -8 TOTAL

Skill list table with columns for Skill Name, ACP, TOTAL, Key Ability, Modifier, Ranks, Effects, Conditional, Adj.

Weapon entry: FULL ATTACK One-Handed, Khopesh, +10/+5, 1d8+3, Slashing

Ammo

Weapon entry: FULL ATTACK One-Handed, Warhammer, +10/+5, 1d8+3, Bludgeoning

Ammo

Weapon entry: FULL ATTACK One-Handed, Dagger, +10/+5, 1d4+3, Piercing or Slashing

Ammo

Weapon entry: FULL ATTACK Ranged, Light Crossbow, +8, 1d8, Piercing

Ammo Crossbow Bolt 20

Weapon entry: FULL ATTACK One-Handed, None

Ammo

Weapon entry: FULL ATTACK One-Handed, None

Ammo

| TRACKERS | Initial | Spent | Reset | Avail. |
|----------|---------|-------|-------|--------|
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| 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 7th | | | | | | | | |
| | 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 7th | | | | | | | | |
| | 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

NOTES

Human (P), Paladin (P) 7th

Medium Humanoid (Human)

Alignment: Lawful Good [Pholtus]

Hit Dice: 7d10+14 (69 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: +7 / +10 / 21

Single Attack:

Khopesh: +10 melee (1d8+3/19-20)

Warhammer: +10 melee (1d8+3/20/x3)

Dagger: +10 melee (1d4+3/19-20)

Light Crossbow: +8 ranged (1d8/19-20)

Full Attack:

Khopesh: +10/+5 melee (1d8+3/19-20)

Warhammer: +10/+5 melee (1d8+3/20/x3)

Dagger: +10/+5 melee (1d4+3/19-20)

Light Crossbow: +8 ranged (1d8/19-20)

————| FEATS |————

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

————| SKILLS |————

Acrobatics -7-4, Appraise +2, Bluff +4, Climb -5, Diplomacy +12, Disguise +4, Escape Art -7, Fly -4, Handle Animal +11, Heal +7, Intimidate +4, Perception +3, Ride +2, Sense Motive +11, Spellcraft +6, Stealth -7, Survival +2, Swim -5, Kn:Nobility +6, Kn:Religion +10, Pro:Soldier +6.

————| PALADIN (P) SPELLS |————

Spells per Day: (2/1; save DC 14+spell level):

Grace, Hero's Defiance. Remove Paralysis.

————| 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 |————

Phylactery of Positive Channeling

Handy Haversack

————| TOTAL CHARACTER VALUE |————

19,739 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: 7

————| Class Features: Paladin (P) 7th |————

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+8

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

Aura of Good (Ex): Level 7

Detect Evil (Sp): At will

Smite Evil (Su): 3/day, swift action: +4 atk, +7 dmg < OOO >

• +14 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

• 13/day < OOOOOOOOOOOO >

• 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

• 6d6 healing to living creatures -OR-

• 6d6 damage to Undead; Will DC19 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, Nyrondeese, Draconic

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

Phylactery of Positive Channeling: +2d6 to channel positive energy

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 | 4 | 4 | |
| Caster Level | TOTAL | Class | Adj. |

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

| | | | | | | | | | | |
|---------------------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Spells per Day: | | 2 | 1 | | | | | | | |
| SPELL LEVEL: | 0 | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| Spells Known: | | | | | | | | | | |
| Difficulty Class: | 14 | 15 | 16 | | | | | | | |

| | | | | | | | | | | |
|--------------------|---|---|---|---|---|---|---|---|---|---|
| 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

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Show only level: 2

| Checks | Lvl | Paladin (P) lvl 2 Spells | S | Comp. | Cast. Time | Range | Target / Area | Duration | Save | SR | Short Description | Ref. |
|-----------------------|-----|--------------------------|---|-------|----------------|----------|--------------------------------------|----------|-----------------|-----|--|--------|
| <input type="radio"/> | 1 | Grace | A | V | 1 swift action | Personal | You | 1 rnd | None | No | Your movement does not provoke AoO until your next turn | APG226 |
| <input type="radio"/> | 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 |
| <input type="radio"/> | 2 | Remove Paralysis | C | VS | 1 action | 35 ft. | 4 crt, no two more than 30 ft. apart | Instant | Will neg [DC16] | Yes | Frees subjects from paralysis, hold, or slow | CRB332 |

