

Jaquen Dayne

Character Name

Paladin (P)

Primary

Secondary

Third Class

LEVEL 8

Human (P)

22

Total

Humanoid (Human)

Age

d10

HD 1

XP 0

Male

Green

Type

Racial Total Adj. Type

Level vs XP Mismatch

Gender

Eyes

Type

Medium

8

6' 3"

198 lb.

Blonde

Type

Size

ECL Adj.

Height

Weight

Hair

Type

5 ft./5 ft.

Lawful Good

Pholtus

White

Type

Space / Reach

Alignment

Deity

Skin

SPD

Speeds

20'

= 30'

+ -10'

+ 0'

/ 0'

/ 0'

/ 0'

/ 0'

/ 0'

Land Speed

Base

Gear

Effects

Burrow

Climb

Fly

Swim

HP

Hit Points

78

Adj.

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Paladin (P)

Favored Class

AC

Armor Class

22

Base

10

Armor

9

Shield

2

Dexterity

1

Size

Dodge

Deflection

Other

Adj.

HERO

Points

Available

Touch

Armor Class

11

Flat-Foot

Armor Class

21

INIT

Modifier

+1

Dex

Effects

Adj.

SPELL

Resistance

SR Adj

PR Adj

POWER

Points

CMB

Bonus

+11

Base

8

STR

3

Size

Effects

Cond.

CMD

Defense

22

Base

18

STR

3

DEX

Size

Effects

Cond.

STR Strength	16	+3
DEX Dexterity	13	+1
CON Constitution	14	+2
INT Intelligence	14	+2
WIS Wisdom	14	+2
CHA Charisma	20	+5

FORTITUDE (Constitution)	+13	= 6 + 2 + [] + 5 + [] / []
REFLEX (Dexterity)	+8	= 2 + 1 + [] + 5 + [] / []
WILL (Wisdom)	+14	= 6 + 2 + [] + 6 + [] / []

BASE Attack	+8	/ +3 / [] / []
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MELEE Attack Bonus	+11	= 8 + 3 + [] + [] + []
RANGED Attack Bonus	+9	= 8 + 1 + [] + [] + []

FULL ATTACK One-Handed	Khopesh	+11/+6	1d8+3	19-20	x2	-	Slashing
Desc: Heavy blade with a convex curve near the end. Trip weapon							
Notes:							
Ammo							

FULL ATTACK One-Handed	Warhammer	+11/+6	1d8+3	20	x3	-	Bludgeoning
Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head							
Notes:							
Ammo							

FULL ATTACK One-Handed	Dagger	+11/+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							
Notes:							
Ammo							

FULL ATTACK Ranged	Light Crossbow	+9	1d8	19-20	x2	80'	Piercing
Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO							
Notes:							
Ammo							

FULL ATTACK One-Handed	None						
Notes:							
Ammo							

FULL ATTACK One-Handed	None						
Notes:							
Ammo							



Paladin (P)

Favored Class

ENERGY Resistances	8	Acid	Cold	Elec.	Fire	Sonic	Neg.	Pos.
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Damage Reduction	
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Leader Leadership	
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Vision & Senses	
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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			5	CHA	5				
Climb-p *			-5	STR	3		-8		
Diplomacy-p			14	CHA	5	9			
Disable Device-p *			-	DEX	1		-10		
Disguise-p			5	CHA	5				
Escape Artist-p *			-7	DEX	1		-8		
Fly-p *			-2	DEX	1	5	-8		
Handle Animal-p			12	CHA	5	7			
Heal-p			7	WIS	2	5			
Intimidate-p			5	CHA	5				
Linguistics-p			-	INT	2				
Perception-p			3	WIS	2	1			
Ride-p *			3	DEX	1	10	-8		
Sense Motive-p			12	WIS	2	10			
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	5				
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			

Jaquen Dayne

NOTES

Human (P), Paladin (P) 8th

Medium Humanoid (Human)

Alignment: Lawful Good [Pholtus]

Hit Dice: 8d10+16 (78 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 +13, Ref +8, Will +14

Abilities: Str 16, Dex 13, Con 14, Int 14, Wis 14, Cha 20

Base Att/CMB/CMD: +8 / +11 / 22

Single Attack:

Khopesh: +11 melee (1d8+3/19-20)

Warhammer: +11 melee (1d8+3/20/x3)

Dagger: +11 melee (1d4+3/19-20)

Light Crossbow: +9 ranged (1d8/19-20)

Full Attack:

Khopesh: +11/+6 melee (1d8+3/19-20)

Warhammer: +11/+6 melee (1d8+3/20/x3)

Dagger: +11/+6 melee (1d4+3/19-20)

Light Crossbow: +9 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 +5, Climb -5, Diplomacy +14, Disguise +5, Escape Art -7, Fly -2, Handle Animal +12, Heal +7, Intimidate +5, Perception +3, Ride +3, Sense Motive +12, Spellcraft +6, Stealth -7, Survival +2, Swim -5, Kn:Nobility +6, Kn:Religion +10, Pro:Soldier +6.

PALADIN (P) SPELLS

Spells per Day: (3/2; save DC 15+spell level):

Grace, Hero's Defiance, Liberating Command. Remove Paralysis, Paladin's Sacrifice.

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, 2xPotion of Cure serious wounds

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

21,239 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: 8

Class Features: Paladin (P) 8th

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+10

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

Aura of Good (Ex): Level 8

Detect Evil (Sp): At will

Smite Evil (Su): 3/day, swift action: +5 atk, +8 dmg < OOO >

- +16 dmg on 1st successful attack vs Evil Outsiders/Dragons or Undead

- Bypasses any DR

- +5 deflection bonus to AC vs target of Smite Evil while it is in effect

Divine Grace (Su): +5 on all saves

Lay on Hands (Su): As a swift (self) or std (other) action, heal 4d6 HPs

- 15/day < OOOOOOOOOOOOO >

- 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 DC21 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

Aura of Resolve (Su): Immune to charm spells and spell-like abilities.

Allies within 10' feet gain a +4 morale bonus on saves vs charm effects

Conditional Skill

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

Languages (x3)

Common, Old Oeridian, Nyrondese, 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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PALADIN'S MOUNT
for PF RPG

Paladin - Griffion

Race	Paladin - Griffion	
Size	Large	10 ft./5 ft.
Magical Beast	Type	Sub-Type
Abilities	Score	Modif.
STR	20	+5
DEX	18	+4
CON	16	+3
INT	6	-2
WIS	13	+1
CHA	8	-1

Mount's Name
Destrier

HP
Hit Points 72 +13

AC
Armor Class 26 = 10 + 4 + 6 + 4 + 3 + -1 +

TOUCH
Armor Class 12

Flat-Footed
Armor Class 23

CMB
Combat Maneuver +13

CMD
Combat Man. Def. 27

SPD	Average				
Speed	40'	80'			
	Land	Fly	Burrow	Climb	Swim
	⑤⑤⑤⑤⑤⑤⑤①①①①①①①①①				
	⑤⑤⑤⑤⑤⑤⑤①①①①①①①①①				

HD
Hit Dice 7

Initiative
Modifier +4

MELEE
Attack Bonus +11 = +7 + 5 + -1 +

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Bite			+12 1d8+5	20 x2

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

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

GEAR	Qty	Lb	List	Gear - All
Bit and Bridle	1			
Riding Kit bundle (exotic mount, no feed)	49			
Jaquen Dayne	292	361.60 lb.	Light	
Rider	Weight	Total Weight	Load Class	

NOTES

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

MASTER
Level 8 = +8

FORTITUDE
(Constitution) +9 = 6 + 3 +

REFLEX
(Dexterity) +9 = 5 + 4 +

WILL
(Wisdom) +9 = 6 + 1 + 2 +

ATTACKS
(Special) Pounce, Rake (2 claws +7, 1d4+3)

QUALITIES
(Special) Darkvision 60', Low-light vision, Scent

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

Too Smart for Tricks!	

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

Feats (x4)	
Iron Will	✓
Skill Focus: Perception-p	✓
Weapon Focus: Bite	✓
Improved Natural Attack: Bite	✓

Skills

	Total	Key Ability	Modifier	Ranks	Effects	Conditional	Skill Points	Misc
Acrobatics-p*	13+4	DEX	4	3	6	4	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*	11	DEX	4	7			4	
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: 7
Adj: 7
Spent: 7
Balance: 0

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

SPELL PLANNER #1 for

Paladin (P)

Divine caster

Effective

5

Caster Level

5

TOTAL

Class Adj.

SCHOOL

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

Spells per Day:		3	2							
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	15	16	17							

Spell Used:	0	0	0	0	0	0	0	0	0	0
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LEGEND

Jaquen 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.
○○○	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
○○○	1	Liberating Command	T	V	1 imm. action	35 ft.	1 crt	Instant	Will neg [DC16]	Yes	Target makes an Escape Artist check with a +10 bonus	UC233
○○	2	Remove Paralysis	C	VS	1 action	35 ft.	4 crt, no two more than 30 ft. apart	Instant	Will neg [DC17]	Yes	Frees subjects from paralysis, hold, or slow	CRB332
○○	2	Paladin's Sacrifice	A	VDF	1 imm. action	35 ft.	1 crt	Instant	Fort neg [DC17]	Yes	You absorb an effect or damage and suffer the adverse effects yourself	APG234

