

**Jaquen Dayne**  
 Character Name  
**Paladin (P)** 9  
 Primary Level  
 Secondary Level  
 Third Class Level

**LEVEL 9**

**Human (P)**

**22**  
Age

Total Humanoid (Human)  
**d10** **HD 1** **XP 0** **Male** **Green**  
 Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes  
**Medium** **9** **6' 3"** **198 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'**  
 Speeds Land Speed Base Gear Effects Burrow Climb Fly Swim



**Paladin (P)**

Favored Class

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

**HP** Hit Points **89**

**AC** Armor Class **30** = **10** + **13** + **6** + **1** + **0** + **0** + **0** + **0** + **0** + **0**

**Touch** Armor Class **11**

**Flat-Foot** Armor Class **29**

**INIT** Modifier **+1** = **1** + **0** + **0**

**SPELL** Resistance

**POWER** Points

**CMB** Bonus **+12** = **9** + **3** + **0** + **0** + **0**

**COND.** **9** = **19** + **3** + **1** + **0** + **0**

**ENERGY** Resistances

**Damage Reduction** 3 / —

<b>FORTITUDE</b> (Constitution)	+13	= 6 + 2 + 5
<b>REFLEX</b> (Dexterity)	+9	= 3 + 1 + 5
<b>WILL</b> (Wisdom)	+14	= 6 + 2 + 6

**BASE** Attack **+9** / **+4** / **0** / **0**

**MELEE** Attack Bonus **+12** = **9** + **3** + **0** + **0**

**RANGED** Attack Bonus **+10** = **9** + **1** + **0** + **0**

FULL ATTACK		Total Attack / Damage	Adj.	Critical	Range	Damage Type
One-Handed	Khopesh	+12/+7 1d8+3		19-20 x2	-	Slashing
Notes:		Desc: Heavy blade with a convex curve near the end. Trip weapon				
Ammo		Medium				

FULL ATTACK		Total Attack / Damage	Adj.	Critical	Range	Damage Type
One-Handed	Warhammer	+12/+7 1d8+3		20 x3	-	Bludgeoning
Notes:		Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head				
Ammo		Medium				

FULL ATTACK		Total Attack / Damage	Adj.	Critical	Range	Damage Type
One-Handed	Dagger	+12/+7 1d4+3		19-20 x2	10'	Piercing or Slashing
Notes:		Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you				
Ammo		Medium				

FULL ATTACK		Ranged Attack / Damage	Adj.	Critical	Range	Damage Type
Ranged	Light Crossbow	+10 1d8		19-20 x2	80'	Piercing
Notes:		Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO				
Ammo		Medium				

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

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

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *	-6	-5-4	DEX	1		-6	-4	
Appraise-p		2	INT	2				
Bluff-p		5	CHA	5				
Climb-p *		-3	STR	3		-6		
Diplomacy-p		15	CHA	5	10			
Disable Device-p *		-	DEX	1		-8		
Disguise-p		5	CHA	5				
Escape Artist-p *		-5	DEX	1		-6		
Fly-p *		0	DEX	1	5	-6		
Handle Animal-p		13	CHA	5	8			
Heal-p		7	WIS	2	5			
Intimidate-p		5	CHA	5				
Linguistics-p		-	INT	2				
Perception-p		3	WIS	2	1			
Ride-p *		6	DEX	1	11	-6		
Sense Motive-p		13	WIS	2	11			
Sleight of Hand-p *		-	DEX	1		-6	2	
Spellcraft-p		6	INT	2	4			
Stealth-p *		-5	DEX	1		-6		
Survival-p		2	WIS	2				
Swim-p *		-3	STR	3		-6		
Use Magic Device-p		-	CHA	5				
Knowledge: Geography-p		-	INT	2				
Knowledge: Nobility-p		7	INT	2	5			
Knowledge: Planes-p		-	INT	2				
Knowledge: Religion-p		10	INT	2	8			
Profession: Soldier-p		6	WIS	2	4			

<b>ARMOR</b>		Mighty Dwarven Plate	Adj.	Check Adj.:
Heavy	Max Dex: 1	Bonus: +13	Armor Check: -6	Spell Fail: 35%
Desc: Made of adamantine, giving its wearer damage reduction of 3/-				
Notes:				

<b>SHIELD</b>		Mighty Lion Shield	Adj.	Check Adj.:
Max Dex:	Bonus: +6	Armor Check: -1	Spell Fail: 15%	15 lb.
Desc: 3x per day (free action), bite +9/+4, 2d6 damage				
Notes:				

<b>MAGICAL ITEMS WORN</b>		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:	Phylactery of Positive Channeling	Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			Handy Haversack

<b>COINS</b>	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp

<b>GEMS</b>	

<b>SPELLS</b>		Arcane Spell Failure: 50% Adj.:		
Casting Class:	Paladin			
Caster Level:	9 (Spell eff:6)			
Caster level adj:				
Spell / day adj:				
Spell known adj:				
Spell Level	Spells /day	Save DC	Spells Known	Spells /day
0		15		
1	4	16		
2	2	17		
3				
4				
5				
6				
7				
8				
9				

<b>LOCATIONS</b>	
HH	95.1 lb.
Tag	Weight

<b>GEAR</b>		Loc	QTY	Lb.	Loc	QTY	Lb.	List:	Gear - All
Basic Equipment List									
	HH	1						8	Potion of CMW
		10			HH	1		1	Potion of Displacement
		1				1		1	Potion of Fly
		2			HH	1		2	Potion of Cure serious wounds
		1			HH	20			
		1			HH	10			
93.6 lb. Medium 1 -3 61,389 gp									
Total Weight		Load Class		Max Dex		Chk Pen.		Total Value	
76.7 153.3 230.0 460.0 1,150.0									
ENCUMBRANCE									
Light Medium Heavy Lift Drag Adj									

<b>FEATS</b>		6	=	6	+	0	+	
Selection List: All Feats and Traits								
Indomitable Faith Trait	+1 trait bonus on Will saves							✓
Rich Parents Trait	Your starting cash increases to 900 GP.							✓
Power Attack	Gain a +6 bonus to all melee damage but take a -3 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							
Extra Channel	Gain 2 uses of Channel Energy per day							✓
Turn Undead	Use 1 Channel Energy; Undeads within 30' flee unless WILL DC21 (Std action)							✓

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<b>INFO</b>	
<b>Racial Traits: Human (P)</b>	
<b>Bonus Feat:</b> One extra feat at Level #1	
<b>Skilled:</b> Gain 1 extra skill point at each level	
<b>Damage Reduction</b>	
3 / -	
<b>Energy Resistance</b>	
Fire: 9	
<b>Class Features: Paladin (P) 9th</b>	
<b>Weapon &amp; Armor Proficiency:</b> Paladins are proficient with all simple and martial wpns, with all types of armor (heavy, medium, and light), and with shields (except tower shields)	
<b>Concentration check:</b> 1d20+11	
<b>Code of Conduct:</b> Must be LG, respect legitimate authority, act with honor	
<b>Aura of Good (Ex):</b> Level 9	
<b>Detect Evil (Sp):</b> At will	
<b>Smite Evil (Su):</b> 3/day, swift action: +5 atk, +9 dmg <OOO>	
• +18 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	
<b>Divine Grace (Su):</b> +5 on all saves	
<b>Lay on Hands (Su):</b> As a swift (self) or std (other) action, heal 4d6 HPs	
• 15/day <OOOOOOOOOOOOOOOO>	
• 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	
• Frightened: The target is no longer frightened	
<b>Aura of Courage (Su):</b> Immune to fear, Allies within 10' get +4 vs fear	
<b>Divine Health (Ex):</b> Immune to all diseases, incl. supernatural & magical	
<b>Channel Energy (Su):</b> Wave of positive energy in a 30' burst	
• Consumes two uses of the Lay on Hands ability	
• 7d6 healing to living creatures -OR-	
• 7d6 damage to Undead; Will DC21 for ½ damage	
<b>Divine Bond (Sp):</b> 2/day <OO>Paladin - Griffion Special Mount	
• 2/day, as a full round action, magically call the Mount at your side	
<b>Aura of Resolve (Su):</b> Immune to charm spells and spell-like abilities.	
Allies within 10' feet gain a +4 morale bonus on saves vs charm effects	
<b>Conditional Skill</b>	
-4 on Acrobatics checks made to jump [Base Speed]	
<b>Languages (x3)</b>	
Common, Old Oeridian, Nyronese, Draconic	
<b>Description for the Magical Items Worn</b>	
<b>Phylactery of Positive Channeling:</b> +2d6 to channel positive energy	
<b>Handy Haversack:</b> Backpack similar to a Bag of Holding	
<b>CHARACTER STATUS</b>	
No errors detected	



# Jaquen Dayne

## NOTES

Human (P), Paladin (P) 9th

Medium Humanoid (Human)

Alignment: Lawful Good [Pholtus]

Hit Dice: 9d10+18 (89 hp)

Initiative: +1

Speed: 20' (4 sq) (medium enc.)

Space/Reach: 5 ft./5 ft.

AC: 30 (+13 Armor, +6 Shield, +1 Dex), Touch 11, Flat-Footed 29

Saves: Fort +13, Ref +9, Will +14

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

Base Att/CMB/CMD: +9 / +12 / 23

Single Attack:

Khopesh: +12 melee (1d8+3/19-20)

Warhammer: +12 melee (1d8+3/20/x3)

Dagger: +12 melee (1d4+3/19-20)

Light Crossbow: +10 ranged (1d8/19-20)

Full Attack:

Khopesh: +12/+7 melee (1d8+3/19-20)

Warhammer: +12/+7 melee (1d8+3/20/x3)

Dagger: +12/+7 melee (1d4+3/19-20)

Light Crossbow: +10 ranged (1d8/19-20)

FEATS

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

SKILLS

Acrobatics -5-4, Appraise +2, Bluff +5, Climb -3, Diplomacy +15, Disguise +5, Escape Art -5, Fly +0, Handle Animal +13, Heal +7, Intimidate +5, Perception +3, Ride +6, Sense Motive +13, Spellcraft +6, Stealth -5, Survival +2, Swim -3, Kn:Nobility +7, Kn:Religion +10, Pro:Soldier +6.

PALADIN (P) SPELLS

Spells per Day: (4/2; save DC 15+spell level):

Grace, Hero's Defiance, Liberating Command, Divine Favor.

Remove Paralysis, Paladin's Sacrifice.

EQUIPMENT

ARMOR WORN: Mighty Dwarven Plate.

SHIELD: Mighty Lion 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

61,389 gp.

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Damage Reduction

3 / -

Energy Resistance

Fire: 9

Class Features: Paladin (P) 9th

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+11

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

Aura of Good (Ex): Level 9

Detect Evil (Sp): At will

Smite Evil (Su): 3/day, swift action: +5 atk, +9 dmg <OOO>

- +18 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 <OOOOOOOOOOOOOOOO>
- 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
- Frightened: The target is no longer frightened

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
- 7d6 healing to living creatures -OR-
- 7d6 damage to Undead; Will DC21 for ½ damage

Divine Bond (Sp): 2/day <OO>Paladin - Griffion Special Mount

- 2/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, Nyronnese, 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

Large 10 ft./5 ft. Space/Reach

Magical Beast Type Sub-Type

Abilities	Score	Modif.	Adj.
STR Strength	21	+5	
DEX Dexterity	19	+4	
CON Constitution	16	+3	
INT Intelligence	6	-2	
WIS Wisdom	13	+1	
CHA Charisma	8	-1	

Destrier  
Mount's Name

HP Hit Points 81 +13

AC Armor Class 28 = 10 + 4 + 6 + 6 + 3 + -1 +

TOUCH Armor Class 12

Flat-Footed Armor Class 25

CMB Combat Maneuver +14

CMD Combat Man. Def. 28

Average

SPD Speed 40' 80'

Land Fly Burrow Climb Swim Adj.

HD Hit Dice 8

Initiative Modifier +4

MELEE Attack Bonus +12 = +8 + 5 + -1 +

Base Ability Size Adj.

PRIMARY Atk Dmg Total Attack / Damage Critical

Bite +13 20 1d8+5 x2

PRIMARY Atk Dmg Total Attack / Damage Critical

Talons +12/+12 20 1d6+5 x2

ATTACK Atk Dmg Total Attack / Damage Critical

ATTACK Atk Dmg Total Attack / Damage Critical

GEAR

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

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 ✓

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

Skills

Skill	Total	Key Ability	Modifier	Ranks	Effects	Conditional	Skill Points	Misc
Acrobatics-p*	14+4	DEX	4	4	6	4	3	
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: 8

Adj:

Spent: 8

Balance: 0

Encumbrance Limits

Weight	Light Load	Medium Load	Heavy	Lift Off Ground	Push or Drag
460.0	920.0	1,380.0	2,760.0	6,900.0	

**SPELL PLANNER #1 for**

**Paladin (P)**

Divine caster

Effective  
Caster Level **6**

TOTAL

**6**

Class Adj.

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

Spells per Day:		4	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: **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 rd	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	40 ft.	1 crt	Instant	Will neg [DC16]	Yes	Target makes an Escape Artist check with a +12 bonus	UC233
○○○○	1	Divine Favor	Ev	VSDf	1 action	Personal	You	1 min			+2 luck bonus to attack and damage	CRB273
○○	2	Remove Paralysis	C	VS	1 action	40 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	40 ft.	1 crt	Instant	Fort neg [DC17]	Yes	You absorb an effect or damage and suffer the adverse effects yourself	APG234

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

Checks

Lvl

Paladin (P)

lvl 1 Spells

S

Comp.

Cast. Time

Range

Target / Area

Duration

Save

SR

Short Description

Ref.