

Jaquen Dayne
 Character Name
Paladin (P) 10
 Primary Level
 Secondary Level
 Third Class Level

LEVEL 10 Human (P) 24
 Total Humanoid (Human) Age
d10 **HD 1** **XP 0** **Male** **Green**
 Type Racial Total Adj. Type Level vs XP Mismatch Gender
Medium **10** **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



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	20	+5

Ability Modif

FORTITUDE (Constitution)	+14	=	7	+	2	+		+	5	+		/		
REFLEX (Dexterity)	+9	=	3	+	1	+		+	5	+		/		
WILL (Wisdom)	+15	=	7	+	2	+		+	6	+		/		

BASE Attack	+10	/	+5	/		/		/		
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MELEE Attack Bonus	+13	=	10	+	3	+		+		+		
RANGED Attack Bonus	+11	=	10	+	1	+		+		+		

HP Hit Points **98**
 Adj.
 AC Armor Class **30** = **10** + **13** + **6** + **1** + + + + + +
 Base Armor Shield Dexterity Size Dodge Deflection Other Adj. Available

Touch Armor Class **11** **Flat-Foot** Armor Class **29** **INIT** Modifier **+1** = **1** + +
 Dex Effects Adj.

CMB Bonus **+13** = **10** + **3** + + / **CMD** Defense **24** = **20** + **3** + **1** + +
 Base STR Size Effects Cond. Base STR DEX Size Effects Cond.

ENERGY Resistances **10** / /
 Acid Cold Elec. Fire Sonic Neg. Pos.

Damage Reduction
 3 / —

SKILL **ACP -6** **TOTAL**
 Key Ability Modifier Ranks (+3) Effects Conditional Adj.

SKILL	ACP	TOTAL	Key Ability Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *		-5-4	DEX	1	-6	-4	
Appraise-p		2	INT	2			
Bluff-p		5	CHA	5			
Climb-p *		-3	STR	3	-6		
Diplomacy-p		18	CHA	5	13		
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 *		7	DEX	1	12	-6	
Sense Motive-p		14	WIS	2	12		
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		

FULL ATTACK One-Handed **Khopesh** **+13/+8** **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** **+13/+8** **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** **+13/+8** **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** **+11** **1d8** **19-20** **x2** **80'** **Piercing**
 Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO
 Notes:
Ammo **Crossbow Bolt** **20**

FULL ATTACK One-Handed **None**
 Notes:
Ammo

FULL ATTACK One-Handed **None**
 Notes:
Ammo

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
	3	
Common		
Old Oeridian, Nyronnese, Draconic		

Spell Difficulty Class Adj.

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

Spell per day Adjustments & Effects

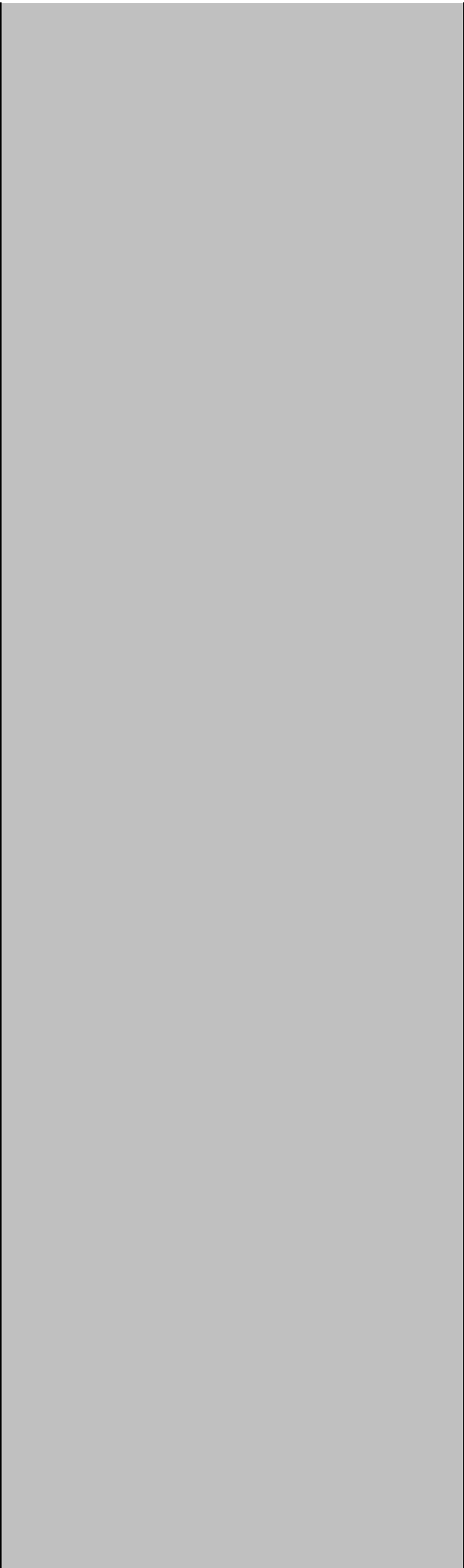
	Class #1			Class #2			Class #3		
	Paladin 10th								
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Spell Known Adjustments & Effects

	Class #1			Class #2			Class #3		
	Paladin 10th								
	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

	Class #1			Class #2			Class #3		
All Aspects :									
Power Effects :									
Powers Known :									
Max. Pwr lvl Known :									
Power Points :									



Jaquen Dayne

NOTES

Human (P), Paladin (P) 10th

Medium Humanoid (Human)

Alignment: Lawful Good [Pholtus]

Hit Dice: 10d10+20 (98 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 +14, Ref +9, Will +15

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

Base Att/CMB/CMD: +10 / +13 / 24

Single Attack:

Khopesh: +13 melee (1d8+3/19-20)

Warhammer: +13 melee (1d8+3/20/x3)

Dagger: +13 melee (1d4+3/19-20)

Light Crossbow: +11 ranged (1d8/19-20)

Full Attack:

Khopesh: +13/+8 melee (1d8+3/19-20)

Warhammer: +13/+8 melee (1d8+3/20/x3)

Dagger: +13/+8 melee (1d4+3/19-20)

Light Crossbow: +11 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 +18, Disguise +5, Escape Art -5, Fly +0, Handle Animal +13, Heal +7, Intimidate +5, Perception +3, Ride +7, Sense Motive +14, Spellcraft +6, Stealth -5, Survival +2, Swim -3, Kn:Nobility +7, Kn:Religion +10, Pro:Soldier +6.

PALADIN (P) SPELLS

Spells per Day: (4/2/1; save DC 15+spell level):

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

Remove Paralysis, Paladin's Sacrifice. Litany of Sight.

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: 10

Class Features: Paladin (P) 10th

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+12

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

Aura of Good (Ex): Level 10

Detect Evil (Sp): At will

Smite Evil (Su): 4/day, swift action: +5 atk, +10 dmg < OOOO >

- +20 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 5d6 HPs

- 16/day < OOOOOOOOOOOOOOO >
- 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 DC22 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: **Large** (10 ft./5 ft. Space/Reach)

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	

MELEE Attack Bonus +13 = Base +9 + Ability 5 + Size -1 + Adj.

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Bite			+14 1d8+5	20 x2

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Talons			+13/+13 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

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

Destrier

Mount's Name

HP Hit Points 89 +13

AC Armor Class 29 = 10 + 4 + 7 + 6 + 3 + -1 +

TOUCH Armor Class 12

Flat-Footed Armor Class 26

CMB Combat Maneuver +15

CMD Combat Man. Def. 29

Average

SPD Speed	40'	80'				
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Land Fly Burrow Climb Swim Adj.

	⑤	⑤	⑤	⑤	⑤	⑤	①	①	①	①	①
	⑤	⑤	⑤	⑤	⑤	⑤	①	①	①	①	①

MASTER Level 10 = +10

FORTITUDE (Constitution) +10 = 7 + 3 +

REFLEX (Dexterity) +10 = 6 + 4 +

WILL (Wisdom) +10 = 7 + 1 + 2 +

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

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

Features	
Ability Score Inc.: +2	Link, Share Spells
Natural Armor Adj.: +6	Evasion
Str / Dex Adj.: +3	Devotion
Intelligence: 6	Multiattack

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 (x5)	
Iron Will	✓
Skill Focus: Perception-p	✓
Weapon Focus: Bite	✓
Improved Natural Attack: Bite	✓
Improved Natural Armor	✓

HD Hit Dice 9

Initiative Modifier +4

Skills

Skills	Total	Key Ability	Modifier	Ranks	Effects	Conditional	Skill Points	Misc
Acrobatics-p*	15+4	DEX	4	5	6	4	4	
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: 9
Adj:
Spent: 9
Balance: 0

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

SPELL PLANNER #1 for

Paladin (P)

Divine caster

Effective
Caster Level **7**

7

TOTAL Class Adj.

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

Spells per Day:		4	2	1						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	15	16	17	18						

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: **3**

Checks	Lvl	Paladin (P) lvl 3 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	40 ft.	1 crt	Instant	Will neg [DC16]	Yes	Target makes an Escape Artist check with a +14 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
○	3	Litany of Sight	D	VSDF	1 swift action	Personal	You	1 rnd	No	Yes	See invisible creatures and objects within 30'	UC235

