

Jaquen Dayne
 Character Name
Paladin (P) 11
 Primary Level
 Secondary Level
 Third Class Level

LEVEL 11 Human (P) 25
 Total Humanoid (Human) Age
d10 **HD 1** **XP 0** Male Green
 Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
Medium **11** **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'**
 Land Speed Base Gear Effects Burrow Climb Fly Swim



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

HP Hit Points **110**

AC Armor Class **30**

Touch Armor Class **11**

CMB Bonus **+14**

FORTITUDE (Constitution)	+14
REFLEX (Dexterity)	+9
WILL (Wisdom)	+15

BASE Attack **+11**

MELEE Attack Bonus **+14**

RANGED Attack Bonus **+12**

FULL ATTACK One-Handed **Khopesh** **+14/+9/+4** **1d8+3**
 Desc: Heavy blade with a convex curve near the end. Trip weapon
 Notes: **Medium**

FULL ATTACK One-Handed **Warhammer** **+14/+9/+4** **1d8+3**
 Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head
 Notes: **Medium**

FULL ATTACK One-Handed **Dagger** **+14/+9/+4** **1d4+3**
 Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
 Notes: **Medium**

FULL ATTACK Ranged **Light Crossbow** **+12** **1d8**
 Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO
 Notes: **Medium**

FULL ATTACK One-Handed **None**

FULL ATTACK One-Handed **None**

The Only Sheet+ v6.1.71 Licensed to Alex Metzger

AC **30** = **10** + **13** + **6** + **1** + **0** + **0** + **0** + **0** + **0** + **0**
 Base Armor Shield Dexterity Size Dodge Deflection Other Adj.

Touch **11** **Flat-Foot** **29** **INIT** **+1** = **1** + **0** + **0**
 Dex Effects Adj.

CMD **25** = **21** + **3** + **1** + **0** + **0**
 Base STR DEX Size Effects Cond.

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

Damage Reduction **3 / -**

Leader Leadership

Vision & Senses

HERO Points Available

SPELL Resistance **POWER** Points

SKILL	ACP	-6	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			19	CHA	5	14			
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			14	CHA	5	9			
Heal-p			7	WIS	2	5			
Intimidate-p			5	CHA	5				
Linguistics-p			-	INT	2				
Perception-p			3	WIS	2	1			
Ride-p *			9	DEX	1	14	-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			8	INT	2	6			
Knowledge: Planes-p			-	INT	2				
Knowledge: Religion-p			10	INT	2	8			
Profession: Soldier-p			7	WIS	2	5			

TRACKERS	Initial	Spent	Reset	Avail.

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

Spell Difficulty Class Adj.

Paladin SPELL DC Adj. = Effects + Adj.

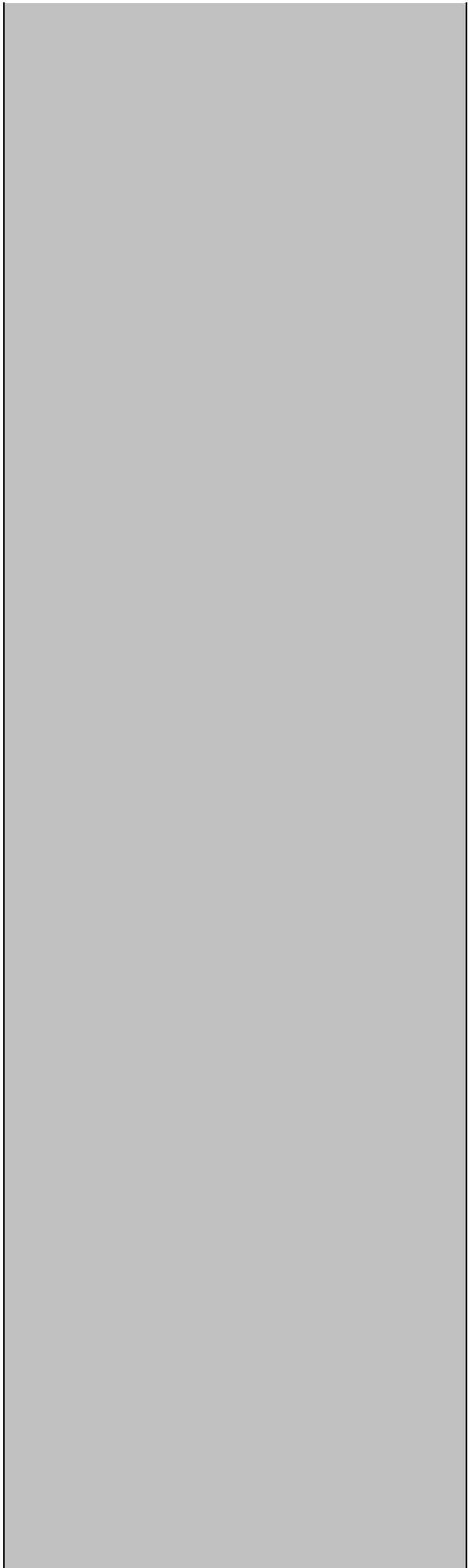
SPELL DC Adj. = Effects + Adj.

SPELL DC Adj. = Effects + Adj.

Spell per day Adjustments & Effects						
	Class #1		Class #2		Class #3	
	Paladin 11th					
	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 11th					
	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 :					



Jaquen Dayne

NOTES

Human (P), Paladin (P) 11th

Medium Humanoid (Human)

Alignment: Lawful Good [Pholtus]

Hit Dice: 11d10+22 (110 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: +11 / +14 / 25

Single Attack:

Khopesh: +14 melee (1d8+3/19-20)

Warhammer: +14 melee (1d8+3/20/x3)

Dagger: +14 melee (1d4+3/19-20)

Light Crossbow: +12 ranged (1d8/19-20)

Full Attack:

Khopesh: +14/+9/+4 melee (1d8+3/19-20)

Warhammer: +14/+9/+4 melee (1d8+3/20/x3)

Dagger: +14/+9/+4 melee (1d4+3/19-20)

Light Crossbow: +12 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, Channel Smite.

SKILLS

Acrobatics -5-4, Appraise +2, Bluff +5, Climb -3, Diplomacy +19, Disguise +5, Escape Art -5, Fly +0, Handle Animal +14, Heal +7, Intimidate +5, Perception +3, Ride +9, Sense Motive +14, Spellcraft +6, Stealth -5, Survival +2, Swim -3, Kn:Nobility +8, Kn:Religion +10, Pro:Soldier +7.

PALADIN (P) SPELLS

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

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

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

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) 11th

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+13

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

Aura of Good (Ex): Level 11

Detect Evil (Sp): At will

Smite Evil (Su): 4/day, swift action: +5 atk, +11 dmg < OOOO >

- +22 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

- 8d6 healing to living creatures -OR-

- 8d6 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

- The mount gains the Celestial Template and becomes a Magical Beast

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

Aura of Justice (Su): As a free action, expend two uses of your Smite Evil

ability to grant it to all your allies within 10', using your own bonuses.

Allies must use this smite evil ability by the start of your next turn and it lasts for 1 min.

Conditional Skill

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

Languages (x3)

Common, Old Oeridian, Nyronese, 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

SPELL PLANNER #1 for
Paladin (P)

Divine caster

Effective	8	8	
Caster Level	TOTAL	Class	Adj.

SCHOOL	Abjuration, Conjuraton, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal
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Spells per Day:		4	2	2						
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 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: 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	45 ft.	1 crt	Instant	Will neg [DC16]	Yes	Target makes an Escape Artist check with a +16 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	45 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	45 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
○○	3	Heal Mount	C	VS	1 action	Touch	Your mount touched	Instant	Will neg [DC18]	Yes	As heal on warhorse or other mount	CRB294

Checks	Lvl	Paladin (P) lvl 3 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
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