



<b>ARMOR</b>		Mighty Dwarven Plate	Adj.	Check Adj.:
Heavy	Max Dex: 1	Bonus: +13	Armor Check: -6	Spell Fail: 35%
50 lb.				
Desc: Made of adamantite, 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 +12/+7/+2, 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:	Mighty Str Guantlets	Body:	
Feet:			
Right Finger:		Handy Haversack	
Left Finger:			

<b>GEAR</b>		Loc	QTY	Lb.	Loc	QTY	Lb.	List:	Gear - All			
Basic Equipment List												
		HH	1			1	8	Potion of CMW			2	
			10		HH	1		Potion of Displacement			1	
			1			1	1	Potion of Fly			1	
			2		HH	1		Potion of Cure serious wounds			2	
			1		HH	20						
			1		HH	10						
97.6	lb.	Light	1								69,389 gp	
Total Weight		Load Class	Max Dex	Chk Pen.								Total Value
133.3		266.7	400.0	800.0								2,000.0

<b>FEATS</b>		7	=	7	+	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 +8 bonus to all melee damage but take a -4 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 DC23 (Std action)							✓
Channel Smite	Channel your Divine energy through a melee weapon you wield							✓

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

<b>GEMS</b>	
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<b>SPELLS</b>		Arcane Spell Failure: 50% Adj.:							
Casting Class:	Paladin								
Caster Level:	12 (Spell eff.9)								
Caster level adj:									
Spell / day adj:									
Spell known adj:									
Spell	Spells	Save	Spells	Spells	Save	Spells	Spells	Save	Spells
Level	/ day	DC	Known	/ day	DC	Known	/ day	DC	Known
0			15						
1	4		16						
2	3		17						
3	2		18						
4									
5									
6									
7									
8									
9									

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

**INFO** The Only Sheet+ v6.1.71 Licensed to Alex Metzger

<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: 10	
<b>Class Features: Paladin (P) 12th</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+14	
<b>Code of Conduct:</b> Must be LG, respect legitimate authority, act with honor	
<b>Aura of Good (Ex):</b> Level 12	
<b>Detect Evil (Sp):</b> At will	
<b>Smite Evil (Su):</b> 4/day, swift action: +5 atk, +12 dmg < OOOO >	
• +24 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 6d6 HPs	
• 17/day < OOOOOOOOOOOOOOOOO >	
• 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	
• Stunned: The target is no longer stunned	
<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	
• 8d6 healing to living creatures -OR-	
• 8d6 damage to Undead; Will DC23 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	
• The mount gains the Celestial Template and becomes a Magical Beast	
<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>Aura of Justice (Su):</b> 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.	
<b>Conditional Skill</b>	
-4 on Acrobatics checks made to jump [Base Speed]	
<b>Languages (x3)</b>	
Common, Old Oeridian, Nyronnese, Draconic	
<b>Description for the Magical Items Worn</b>	
<b>Phylactery of Positive Channeling:</b> +2d6 to channel positive energy	
<b>Mighty Str Guantlets:</b> Adds 4 enh. bonus to Strength	
<b>Handy Haversack:</b> Backpack similar to a Bag of Holding	
<b>CHARACTER STATUS</b>	
No errors detected	

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 12th					
	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 12th					
	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) 12th

Medium Humanoid (Human)

**Alignment:** Lawful Good [Pholtus]

**Hit Dice:** 12d10+24 (118 hp)

**Initiative:** +1

**Speed:** 20' (4 sq) (light enc.)

**Space/Reach:** 5 ft./5 ft.

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

**Saves:** Fort +15, Ref +10, Will +16

**Abilities:** Str 20, Dex 13, Con 14, Int 14, Wis 14, Cha 21

**Base Att/CMB/CMD:** +12 / +17 / 28

**Single Attack:**

Khopesh: +17 melee (1d8+5/19-20)

Warhammer: +17 melee (1d8+5/20/x3)

Dagger: +17 melee (1d4+5/19-20)

Light Crossbow: +13 ranged (1d8/19-20)

**Full Attack:**

Khopesh: +17/+12/+7 melee (1d8+5/19-20)

Warhammer: +17/+12/+7 melee (1d8+5/20/x3)

Dagger: +17/+12/+7 melee (1d4+5/19-20)

Light Crossbow: +13 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 -1, Diplomacy +20, Disguise +5, Escape Art -5, Fly +3, Handle Animal +14, Heal +7, Intimidate +5, Perception +3, Ride +10, Sense Motive +15, Spellcraft +6, Stealth -5, Survival +2, Swim -1, Kn:Nobility +8, Kn:Religion +10, Pro:Soldier +7.

————| PALADIN (P) SPELLS |————

Spells per Day: (4/3/2; save DC 15+spell level):

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

Remove Paralysis, Paladin's Sacrifice, Protection from Evil (Communal).

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

Mighty Str Gauntlets

Handy Haversack

————| TOTAL CHARACTER VALUE |————

69,389 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) 12th |————

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+14

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

Aura of Good (Ex): Level 12

Detect Evil (Sp): At will

Smite Evil (Su): 4/day, swift action: +5 atk, +12 dmg < OOOO >

- +24 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 6d6 HPs

- 17/day < OOOOOOOOOOOOOOOOO >

- 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

- Stunned: The target is no longer stunned

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 DC23 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, Nyrondese, Draconic

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

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

Mighty Str Gauntlets: Adds 4 enh. bonus to Strength

Handy Haversack: Backpack similar to a Bag of Holding

————| CHARACTER STATUS |————

No errors detected

**PALADIN'S MOUNT**  
for PF RPG

**Destrier**  
Mount's Name

Average

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

**HD**  
Hit Dice **10**

**Initiative**  
Modifier **+5**

**Paladin - Griffion**

Race

Size **Large**

Space/Reach **10 ft./5 ft.**

Magical Beast

Type Sub-Type

Abilities	Score	Modif.	Adj.
<b>STR</b> Strength	22	+6	
<b>DEX</b> Dexterity	20	+5	
<b>CON</b> Constitution	16	+3	
<b>INT</b> Intelligence	6	-2	
<b>WIS</b> Wisdom	13	+1	
<b>CHA</b> Charisma	8	-1	

**HP**  
Hit Points **98** +13

5 5 5 5 5 5 5 5 • 1 1 1 1 1 1 1 1 1 1 1 1

**AC**  
Armor Class **31** = 10 + 4 + 7 + 8 + 3 + -1 +

Base Armor Natural Bonus Dex Size Adj.

**TOUCH**  
Armor Class **12**

**MASTER**  
Level **12** = +12

**SPELL**  
Resist. **+6**

**Flat-Footed**  
Armor Class **28**

**FORTITUDE**  
(Constitution) +11 = 8 + 3 + +

**REFLEX**  
(Dexterity) +12 = 7 + 5 + +

**CMB**  
Combat Maneuver **+17**

**WILL**  
(Wisdom) +11 = 8 + 1 + 2 +

**CMD**  
Combat Man. Def. **32**

Base Ability Feat Adj.

**MELEE**  
Attack Bonus **+15** = +10 + 6 + -1 +

**PRIMARY**  
Atk Dmg Total Attack / Damage Critical  
Bite 20 +16 1d8+6 x2

**PRIMARY**  
Atk Dmg Total Attack / Damage Critical  
Talons 20 +15/+15 1d6+6 x2

**ATTACK**  
Atk Dmg Total Attack / Damage Critical

**ATTACK**  
Atk Dmg Total Attack / Damage Critical

**ATTACKS**  
(Special) Pounce, Rake (2 claws +7, 1d4+3), Smite Evil (1/day, +0 att, +10 dmg)

**QUALITIES**  
(Special) Darkvision 60', Low-light vision, Scent, Darkvision 60', DR 5/evil, Resist acid/cold/elect. 10

**Features**

Ability Score Inc.: +2  
Natural Armor Adj.: +8  
Str / Dex Adj.: +4  
Intelligence: 6

Link, Share Spells  
Evasion  
Devotion  
Multiattack

**Too Smart for Tricks!**


**GEAR**

Qty	Lb.	List:	Gear - All
1		Bit and Bridle	
49		Riding Kit bundle (exotic mount, no feed)	
296		365.60 lb.	Light
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 (x5)**

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

**Skills**

Skills	Total	Key Ability	Modifier	Ranks	Effects	Conditional	Skill Points	Misc
<b>Acrobatics-p*</b>	16+4	DEX	5	5	6	4	4	
<b>Appraise-p</b>	-2	INT	-2					
<b>Bluff-p</b>	-1	CHA	-1					
<b>Climb-p*</b>	5	STR	6		-1			
<b>Diplomacy-p</b>	-1	CHA	-1					
<b>Disable Device-p*</b>	-	DEX	5		-1			
<b>Disguise-p</b>	-1	CHA	-1					
<b>Escape Artist-p*</b>	4	DEX	5		-1			
<b>Fly-p*</b>	13	DEX	5	8			5	
<b>Handle Animal-p</b>	-	CHA	-1					
<b>Heal-p</b>	1	WIS	1					
<b>Intimidate-p</b>	-1	CHA	-1					
<b>Linguistics-p</b>	-	INT	-2					
<b>Perception-p</b>	13	WIS	1	2	10		1	
<b>Ride-p*</b>	4	DEX	5		-1			
<b>Sense Motive-p</b>	1	WIS	1					
<b>Sleight of Hand-p*</b>	-	DEX	5		-1			
<b>Spellcraft-p</b>	-	INT	-2					
<b>Stealth-p*</b>	0	DEX	5		-5			
<b>Survival-p</b>	1	WIS	1					
<b>Swim-p*</b>	5	STR	6		-1			
<b>Use Magic Device-p</b>	-	CHA	-1					
<b>Knowledge: Geography-p</b>	-	INT	-2					
<b>Knowledge: Nobility-p</b>	-	INT	-2					
<b>Knowledge: Planes-p</b>	-	INT	-2					
<b>Knowledge: Religion-p</b>	-	INT	-2					
<b>Profession: Soldier-p</b>	-	WIS	1					

**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

SP: 10  
Adj.:  
Spent: 10  
Balance: 0

**Encumbrance Limits**

520.0	1,040.0	1,560.0	3,120.0	7,800.0
Light Load	Medium Load	Heavy	Lift Off Ground	Push or Drag

**SPELL PLANNER #1 for**  
**Paladin (P)**

Divine caster

Effective	9	9	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:		4	3	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: 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	45 ft.	1 crt	Instant	Will neg [DC16]	Yes	Target makes an Escape Artist check with a +18 bonus	UC233
○○○○	1	Divine Favor	Ev	VSDF	1 action	Personal	You	1 min			+3 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
○○○	2	Protection from Evil (Communal)	A	VSDF	1 action	Touch	1 crt Touched	9 min (D)	Will neg [DC17]	*	+2 deflect. AC & saves, counter mind ctrl, hedge out elem./outsiders. Split duration	UC240
○○	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

