







# Jaquen Dayne

## NOTES

Human (P), Paladin (P) 13th

Medium Humanoid (Human)

Alignment: Lawful Good [Pholtus]

Hit Dice: 13d10+26 (130 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: +13 / +18(+5\*) / 29

Single Attack:

Holy Kopesh, Keen, Lightning: +23 melee (1d8+10+1d6 Lightning, +2d6 Hk)

Warhammer: +18 melee (1d8+5/20/x3)

Dagger: +18 melee (1d4+5/19-20)

Light Crossbow: +14 ranged (1d8/19-20)

Full Attack:

Holy Kopesh, Keen, Lightning: +23/+18/+13 melee (1d8+10+1d6 Lightning)

Warhammer: +18/+13/+8 melee (1d8+5/20/x3)

Dagger: +18/+13/+8 melee (1d4+5/19-20)

Light Crossbow: +14 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, Channeled Revival.

SKILLS

Acrobatics -5-4, Appraise +2, Bluff +5, Climb -1, Diplomacy +21, Disguise +5, Escape Art -5, Fly +6, Handle Animal +14, Heal +7, Intimidate +5, Perception +3, Ride +11, Sense Motive +16, Spellcraft +6, Stealth -5, Survival +2, Swim -1, Kn:Nobility +8, Kn:Religion +10, Pro:Soldier +7.

PALADIN (P) SPELLS

Spells per Day: (5/3/2/1; save DC 15+spell level):

Grace, Hero's Defiance, Liberating Command, Divine Favor, Restoration (Lesser), Paladin's Sacrifice, Protection from Evil (Communal), Remove Paralysis. Litany of Sight, Heal Mount. Death Ward.

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, Holy Kopesh, Keen, Lightning, 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 Strength Gauntlets

Handy Haversack

HK-2

TOTAL CHARACTER VALUE

179,999 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

Spell Resistance: 18

Class Features: Paladin (P) 13th

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+15

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

Aura of Good (Ex): Level 13

Detect Evil (Sp): At will

Smite Evil (Su): 5/day, swift action: +5 atk, +13 dmg < OOOOO >

- +26 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 < 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

- 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

- 9d6 healing to living creatures -OR-

- 9d6 damage to Undead; Will DC23 for ½ damage

Divine Bond (Sp): 3/day < OOO >Paladin - Griffion Special Mount

- 3/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 Bonus - Weapons

Keen, Holy, Trip

+5 to CMB when using your Holy Kopesh, Keen, Lightning

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

Mighty Strength Gauntlets: Adds 4 enh. bonus to Strength

Handy Haversack: Backpack similar to a Bag of Holding

#REF!

CHARACTER STATUS

No errors detected



**SPELL PLANNER #1 for**

**Paladin (P)**

Divine caster

Effective 10

Caster Level

TOTAL

10

Class Adj.

SCHOOLS

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

Spells per Day:		5	3	2	1					
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	15	16	17	18	19					

Spell Used:	0	0	0	0	0	0	0	0	0	0
-------------	---	---	---	---	---	---	---	---	---	---

**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

The Only Sheet+ v6.1.71 Licensed to Alex Metzger

Show only level: 4

Checks	Lvl	Paladin (P) lvl 4 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	50 ft.	1 crt	Instant	Will neg [DC16]	Yes	Target makes an Escape Artist check with a +20 bonus	UC233
○○○○○	1	Divine Favor	Ev	VSDF	1 action	Personal	You	1 min			+3 luck bonus to attack and damage	CRB273
○○○○○	1	Restoration (Lesser)	C	VS	3 rnd	Touch	1 crt Touched	Instant	Will neg [DC16]	Yes	Dispels magic ability penalty or repairs 1d4 ability damage	CRB334
○○○	2	Paladin's Sacrifice	A	VDF	1 imm. action	50 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	10 min (D)	Will neg [DC17]	*	+2 deflect. AC & saves, counter mind ctrl, hedge out elem./outsiders. Split duration	UC240
○○○	2	Remove Paralysis	C	VS	1 action	50 ft.	4 crt, no two more than 30 ft. apart	Instant	Will neg [DC17]	Yes	Frees subjects from paralysis, hold, or slow	CRB332
○○	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
○	4	Death Ward	N	VSDF	1 action	Touch	1 living crt Touched	10 min	Will neg [DC19]	Yes	Immune to death spells, energy drain & magical death/negative energy effects	CRB264

