Character Name	Level	Total	Race	Age
Jaqen Dayne		14	Human (P)	28
			Humanoid (Human)	

Primary	Level	Type	HD Racial	HD Total	HD Adj.	HD Type	XP	Level vs XP Mismatch	Gender	Eyes
Paladin (P)	14	d10	1				0		Male	Green

Secondary	Level	Type	Size	ECL	Adj.	Height	Weight	Hair
			Medium	14		6' 3"	198 lb.	Blonde

Third Class	Level	Type	Space / Reach	Alignment	Deity	Skin
			5 ft./5 ft.	Lawful Good	Pholtus	White

Paladin (P)
Favored Class

SPD Speeds: 20' = 30' (Base) + -10' (Gear) + 0' (Effects) / 0' (Burrow) / 0' (Climb) / 0' (Fly) / 0' (Swim)
Land Speed

STR Strength	20	+5
DEX Dexterity	13	+1
CON Constitution	14	+2
INT Intelligence	14	+2
WIS Wisdom	14	+2
CHA Charisma	21	+5
	Ability	Modif

HP Hit Points: 138

⑩•⑤⑤⑤⑤⑤⑤⑤•②②②②②②②•①①①①①①①①①①①
⑩•⑤⑤⑤⑤⑤⑤⑤•②②②②②②②•①①①①①①①①①①①

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AC Armor Class: 30 = 10 (Base) + 13 (Armor) + 6 (Shield) + 1 (Dexterity) + (Size) + (Dodge) + (Deflection) + (Other) + (Adj.)

HERO Points: Available

Touch Armor Class: 11

Flat-Foot Armor Class: 29

INIT Modifier: +1 = 1 (Dex) + (Effects) + (Adj.)

SPELL Resistance: 19 +19 (SR Adj) (PR Adj)

POWER Points

CMB Bonus: +19 = 14 (Base) + 5 (STR) + (Size) + (Effects) / +5* (Cond.)

CMD Defense: 30 = 24 (Base) + 5 (STR) + 1 (DEX) + (Size) + (Effects) / (Cond.)

FORTITUDE (Constitution)	+16	=	9 (Base)	+ 2 (Ability)	+ (Epic)	+ 5 (Effects)	+ (Adj.)	/ (Cond.)
REFLEX (Dexterity)	+10	=	4 (Base)	+ 1 (Ability)	+ (Epic)	+ 5 (Effects)	+ (Adj.)	/ (Cond.)
WILL (Wisdom)	+17	=	9 (Base)	+ 2 (Ability)	+ (Epic)	+ 6 (Effects)	+ (Adj.)	/ (Cond.)

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

Damage Reduction: 3 / —

BASE Attack: +14 (Base) / +9 (2nd) / +4 (3rd) / (4th) (Adj.)

Leader Leadership: (Base)

MELEE Attack Bonus	+19	=	14 (Base)	+ 5 (Ability)	+ (Size)	+ (Epic)	+ (Adj.)	
RANGED Attack Bonus	+15	=	14 (Base)	+ 1 (Ability)	+ (Size)	+ (Epic)	+ (Adj.)	

Vision & Senses

	Total Attack / Damage	Adj.	Critical	Range	Damage Type
FULL ATTACK One-Handed — Holy Kopesh, Keen, Lightning	+24/+19/+14 1d8+10+1d6 Lightning, +2d6 Holy		17-20 x2	-	Slashing

Desc: Spell Resistance of 5. Greater dispel magic 1x round (area) as a Std action
Size Category: Medium
Notes: Adamantine - Ignores Hardness Under 20
Ammo

	Total Attack / Damage	Adj.	Critical	Range	Damage Type
FULL ATTACK One-Handed — Warhammer	+19/+14/+9 1d8+5		20 x3	-	Bludgeoning

Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head
Size Category: Medium
Notes:
Ammo

	Total Attack / Damage	Adj.	Critical	Range	Damage Type
FULL ATTACK One-Handed — Dagger	+19/+14/+9 1d4+5		19-20 x2	10'	Piercing or Slashing

Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
Size Category: Medium
Notes:
Ammo

	Ranged Attack / Damage	Adj.	Critical	Range	Damage Type
FULL ATTACK Ranged — Light Crossbow	+15 1d8		19-20 x2	80'	Piercing

Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO
Size Category: Medium
Notes:
Ammo Crossbow Bolt 20 ①①①①①①①①①①①①①①①①①①①①①①①

	Total Attack / Damage	Adj.	Critical	Range	Damage Type
FULL ATTACK One-Handed — None					

Size Category
Notes:
Ammo

	Total Attack / Damage	Adj.	Critical	Range	Damage Type
FULL ATTACK One-Handed — None					

Size Category
Notes:
Ammo

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 *	-1	STR	5		-6		
Diplomacy-p	21	CHA	5	16			
Disable Device-p *	-	DEX	1		-8		
Disguise-p	5	CHA	5				
Escape Artist-p *	-5	DEX	1		-6		
Fly-p *	7	DEX	1	12	-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 *	12	DEX	1	17	-6		
Sense Motive-p	16	WIS	2	14			
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 *	-1	STR	5		-6		
Use Magic Device-p	-	CHA	5				
Knowledge: Geography-p	3	INT	2	1			
Knowledge: Nobility-p	11	INT	2	9			
Knowledge: Planes-p	-	INT	2				
Knowledge: Religion-p	10	INT	2	8			
Profession: Soldier-p	7	WIS	2	5			

ARMOR

Mighty Dwarven Plate	Adj.	Check Adj.:

Heavy	Max Dex: 1	Bonus: +13	Armor Check: -6	Spell Fail: 35%	50 lb.

Desc: Made of adamantine, giving its wearer damage reduction of 3/-

Notes:

SHIELD

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 +14/+9/+4, 2d6 damage

Notes:

COINS

Platinum:	0	pp
Gold:	0	gp
Silver:	0	sp
Copper:	0	cp

GEMS

SPELLS

Arcane Spell Failure: 50% Adj.:

Casting Class:	Paladin		
Caster Level:	14 (Spell eff:11)		
Caster level adj:			
Spell / day adj:			
Spell known adj:			

Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0		15							
1	5	16							
2	3	17							
3	2	18							
4	2	19							
5									
6									
7									
8									
9									

MAGICAL ITEMS WORN

List: Wondrous Items

Head:		Waist:	
Eyes:		Shoulders:	
Neck:	Phylactery of Positive Channeling	Arm/Wrist:	
Chest:		Headband:	
Hands:	Mighty Strength Guantlets	Body:	
Feet:			
Right Finger:			Handy Haversack
Left Finger:			HK-2

LOCATIONS

Tag	Weight
HH	95.1 lb.

GEAR

List: Gear - All

	Loc.	QTY	LB.		Loc.	QTY	LB.			
Basic Equipment List	HH	1		Holy Kopesh, Keen, Lightning		1	8	Potion of CMW		2
Noble's Outfit		1	10	Warhammer	HH	1		Potion of Displacement		1
Iron Holy Symbol		1	1	Dagger		1	1	Potion of Fly		1
Spell Component Pouch		1	2	Light Crossbow	HH	1		Potion of Cure serious wounds		2
Potion Belt M/W		1	1	Crossbow Bolt	HH	20				
				Crossbow Bolt (Silver)	HH	10				

Total Weight	Load Class	Max Dex	Chk Pen.	Total Value
97.6 lb.	Light	1		179,999 gp

ENCUMBRANCE

Light	Medium	Heavy	Lift	Drag	Adj
133.3	266.7	400.0	800.0	2,000.0	

FEATS

Selection List: All Feats and Traits

8	=	8	+	0	+	

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 DC24 (Std action)	
Channel Smite	Channel your Divine energy through a melee weapon you wield	
Channeled Revival	Expend 3 uses of Channel Energy to cast the Breath of Life spell as full rnd action	

INFO

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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: 19

Class Features: Paladin (P) 14th

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+16
Code of Conduct: Must be LG, respect legitimate authority, act with honor
Aura of Good (Ex): Level 14
Detect Evil (Sp): At will
Smite Evil (Su): 5/day, swift action: +5 atk, +14 dmg < OOOOO >
- +28 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 7d6 HPs
- 18/day < OOOOOOOOOOOOOOOOOO >
- 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 DC24 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.
Aura of Faith (Su): Your weapons are treated as good aligned for the purposes of overcoming DR. Any attack made against an enemy within 10' of you is treated as good aligned for the purposes of overcoming DR

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, Nyrondese, Draconic

Description for the Magical Items Worn

Phylactery of Positive Channeling: +2d6 to channel positive energy
Mighty Strength Guantlets: Adds 4 enh. bonus to Strength
Handy Haversack: Backpack similar to a Bag of Holding
#REF!

CHARACTER STATUS

No errors detected

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
	3	
Common		
Old Oeridian, Nyrondese, 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 Paladin 14th			Class #2			Class #3		
	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 Paladin 14th			Class #2			Class #3		
	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 :								

Jaqen Dayne

Human (P), Paladin (P) 14th

Medium Humanoid (Human)
Alignment: Lawful Good [Pholtus]
Hit Dice: 14d10+28 (138 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 +16, Ref +10, Will +17
Abilities: Str 20, Dex 13, Con 14, Int 14, Wis 14, Cha 21
Base Att/CMB/CMD: +14 / +19(+5*) / 30
Single Attack:
Holy Kopesh, Keen, Lightning: +24 melee (1d8+10+1d6 Lightning, +2d6 H
Warhammer: +19 melee (1d8+5/20/x3)
Dagger: +19 melee (1d4+5/19-20)
Light Crossbow: +15 ranged (1d8/19-20)

Full Attack:
Holy Kopesh, Keen, Lightning: +24/+19/+14 melee (1d8+10+1d6 Lightning
Warhammer: +19/+14/+9 melee (1d8+5/20/x3)
Dagger: +19/+14/+9 melee (1d4+5/19-20)
Light Crossbow: +15 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 +7, Handle Animal +14, Heal +7, Intimidate +5, Perception +3, Ride +12, Sense Motive +16, Spellcraft +6, Stealth -5, Survival +2, Swim -1, Kn:Geo +3, Kn:Nobility +11, Kn:Religion +10, Pro:Soldier +7.

PALADIN (P) SPELLS
Spells per Day: (5/3/2/2; 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, Restoration.

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 Guantlets
Handy Haversack
HK-2
.

TOTAL CHARACTER VALUE
179,999 gp.

NOTES

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: 19

Class Features: Paladin (P) 14th
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+16
Code of Conduct: Must be LG, respect legitimate authority, act with honor
Aura of Good (Ex): Level 14
Detect Evil (Sp): At will
Smite Evil (Su): 5/day, swift action: +5 atk, +14 dmg < OOOOO >
- +28 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 7d6 HPs
- 18/day < OOOOOOOOOOOOOOOOOO >
- 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 DC24 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.
Aura of Faith (Su): Your weapons are treated as good aligned for the purposes of overcoming DR. Any attack made against an enemy within 10' of you is treated as good aligned for the purposes of overcoming DR

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, Nyrondese, Draconic

Description for the Magical Items Worn
Phylactery of Positive Channeling: +2d6 to channel positive energy
Mighty Strength Guantlets: Adds 4 enh. bonus to Strength
Handy Haversack: Backpack similar to a Bag of Holding

PALADIN'S MOUNT for PF RPG

Paladin - Griffion
Race

Destrier
Mount's Name

Size	Space/Reach
Large	10 ft./5 ft.

Type	Sub-Type
Magical Beast	

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

HP Hit Points: 115 | Adj. +13

AC Armor Class: 31 = 10 (Base) + 4 (Armor) + 7 (Natural) + 8 (Bonus) + 3 (Dex) + -1 (Size) + (Adj.)

TOUCH Armor Class: 12

Flat-Footed Armor Class: 28

CMB Combat Maneuver: +19

CMD Combat Man. Def.: 34

MELEE Attack Bonus: +17 = +12 (Base) + 6 (Ability) + -1 (Size) + (Adj.)

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

⑤⑤⑤⑤⑤⑤⑤⑤⑤⑤·①①①①①①①①
⑤⑤⑤⑤⑤⑤⑤⑤⑤⑤·①①①①①①①①①

MASTER Level: 14 = +14 (Base) (Adj.)

SPELL Resist.: +6

FORTITUDE (Constitution)	+12	=	9	+	3	+		+
REFLEX (Dexterity)	+13	=	8	+	5	+		+
WILL (Wisdom)	+12	=	9	+	1	+	2	+
			Base		Ability		Feat	Adj.

ATTACKS (Special): Pounce, Rake (2 claws +7, 1d4+3), Smite Evil (1/day, +0 att, +12 dmg)

QUALITIES (Special): Darkvision 60', Low-light vision, Scent, Darkvision 60', DR 10/evil, Resist acid/cold/elect. 15

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Bite			+18 1d8+6	20 x2

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Talons			+17/+17 1d8+6	20 x2

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

Features

Ability Score Inc.: +3	Link, Share Spells
Natural Armor Adj.: +8	Evasion
Str / Dex Adj.: +4	Devotion
Intelligence: 6	Multiattack

Too Smart for Tricks!

GEAR List: Gear - All

	qty	lb.
Bit and Bridle		1
Riding Kit bundle (exotic mount, no feed)		49

Rider	Weight	Total Weight	Load Class
Jaqen Dayne	296	365.60 lb.	Light

BARDING

Mithril - Chain		Armor Class:	+4
Category: Light	Value: 2,200 gp	Weight:	20 lb.
Armor Check Penalty:	-1	Maximum Dexterity:	3

Feats (x6)

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

HD Hit Dice: 12

Initiative Modifier: +5

Skills

Skills	Total	Key Ability	Modifier	Ranks	Ranks Effects	Ranks Conditional	Skill Points	Misc
Acrobatics-p*	16+4	DEX	5	5	6	4	4	
Appraise-p	-2	INT	-2					
Bluff-p	-1	CHA	-1					
Climb-p*	5	STR	6		-1			
Diplomacy-p	-1	CHA	-1					
Disable Device-p*	-	DEX	5		-1			
Disguise-p	-1	CHA	-1					
Escape Artist-p*	4	DEX	5		-1			
Fly-p*	15	DEX	5	10			7	
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*	4	DEX	5		-1			
Sense Motive-p	1	WIS	1					
Sleight of Hand-p*	-	DEX	5		-1			
Spellcraft-p	-	INT	-2					
Stealth-p*	0	DEX	5		-5			
Survival-p	1	WIS	1					
Swim-p*	5	STR	6		-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:	12
Adj.	
Spent:	12
Balance:	0

Encumbrance Limits

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

NOTES

+4 to CMD vs Trip
Rake (Ex): Attack bonus +7 melee, damage 1d1d4+3
Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack
A Griffon egg is worth 3,500gp on the open market Young Griffons are worth 7,000gp

SPELL PLANNER #1 for

Paladin (P)

Divine caster

Effective Caster Level	11	11	
	TOTAL	Class	Adj.

SCHOOLS: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Spells per Day:		5	3	2	2					
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

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: 4

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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	11 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	11 min	Will neg [DC19]	Yes	Immune to death spells, energy drain & magical death/negative energy effects	CRB264
❍❍	4	Restoration	C	VSM	3 rnd	Touch	1 crt Touched	Instant	Will neg [DC19]	Yes	Restores level and ability score drains	CRB334

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