

**Jaquen Dayne**  
 Character Name  
**Paladin (P)** 16  
 Primary Level  
 Secondary Level  
 Third Class Level

**LEVEL 16**

Human (P)

30

Total  
 d10  
 Type  
 Type  
 Type

Humanoid (Human)  
**HD 1** **XP 0** Male Green  
 Racial Total Adj. Type Level vs XP Mismatch Gender  
**Medium** **16** **6' 3"** **198 lb.**  
 Size ECL Adj. Height Weight  
**5 ft./5 ft.** **Lawful Good** **Pholtus**  
 Space / Reach Alignment Deity  
**SPD** **20'** = **30'** + **-10'** + **0'** / **0'** / **0'** / **0'**  
 Land Speed Base Gear Effects Burrow Climb Fly Swim



Paladin (P)  
 Favored Class

<b>STR</b> Strength	20	+5
<b>DEX</b> Dexterity	13	+1
<b>CON</b> Constitution	14	+2
<b>INT</b> Intelligence	14	+2
<b>WIS</b> Wisdom	14	+2
<b>CHA</b> Charisma	28	+9

**HP** Hit Points **159**  
 Adj.  
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**AC** Armor Class **30** = **10** + **13** + **6** + **1** + **0** + **0** + **0** + **0** + **0**  
 Base Armor Shield Dexterity Size Dodge Deflection Other Adj.  
**HERO** Points Available

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

**CMB** Bonus **+21** = **16** + **5** + **0** + **0** / **+5\***  
 Base STR Size Effects Cond.

**CMD** Defense **32** = **26** + **5** + **1** + **0** + **0**  
 Base STR DEX Size Effects Cond.

<b>FORTITUDE</b> (Constitution)	+21	=	10	+	2	+	0	+	9	+	0	/	0
<b>REFLEX</b> (Dexterity)	+15	=	5	+	1	+	0	+	9	+	0	/	0
<b>WILL</b> (Wisdom)	+22	=	10	+	2	+	0	+	10	+	0	/	0

**ENERGY** Resistances  
 Acid Cold Elec. Fire Sonic Neg. Pos.  
**Damage Reduction**  
 3 / —  
**Leader** Leadership

**BASE** Attack **+16** / **+11** / **+6** / **+1**  
 Base 2nd 3rd 4th Adj.

**MELEE** Attack Bonus **+21** = **16** + **5** + **0** + **0** + **0**  
**RANGED** Attack Bonus **+17** = **16** + **1** + **0** + **0** + **0**  
 Base Ability Size Epic Adj.

**VISION & SENSES**  
 Vision Senses

<b>FULL ATTACK</b> One-Handed	Holy Kopesh, Keen, Lightning	<b>+26/+21/+16/+11</b>	17-20	-	Slashing
Desc: Spell Resistance of 5. Greater dispel magic 1x round (area) as a Std action		1d8+10+1d6 Lightning, +2d6 Holy	x2		
Notes: Adamantine - Ignores Hardness Under 20					
<b>Ammo</b>					

<b>FULL ATTACK</b> One-Handed	Warhammer	<b>+21/+16/+11/+6</b>	20	-	Bludgeoning
Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head		1d8+5	x3		
Notes:					
<b>Ammo</b>					

<b>FULL ATTACK</b> One-Handed	Dagger	<b>+21/+16/+11/+6</b>	19-20	10'	Piercing or Slashing
Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you		1d4+5	x2		
Notes:					
<b>Ammo</b>					

<b>FULL ATTACK</b> Ranged	Light Crossbow	<b>+17</b>	19-20	80'	Piercing
Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO		1d8	x2		
Notes:					
<b>Ammo</b>	Crossbow Bolt	20			

<b>FULL ATTACK</b> One-Handed	None				
Notes:					
<b>Ammo</b>					

<b>FULL ATTACK</b> One-Handed	None				
Notes:					
<b>Ammo</b>					

<b>SKILL</b>	<b>ACP</b>	<b>-6</b>	<b>TOTAL</b>	Key Ability Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *			<b>-5-4</b>	DEX 1				-6 -4
Appraise-p			<b>2</b>	INT 2				
Bluff-p			<b>9</b>	CHA 9				
Climb-p *			<b>-1</b>	STR 5				-6
Diplomacy-p			<b>27</b>	CHA 9				18
Disable Device-p *			<b>-</b>	DEX 1				-8
Disguise-p			<b>9</b>	CHA 9				
Escape Artist-p *			<b>-5</b>	DEX 1				-6
Fly-p *			<b>7</b>	DEX 1				12 -6
Handle Animal-p			<b>18</b>	CHA 9				9
Heal-p			<b>7</b>	WIS 2				5
Intimidate-p			<b>9</b>	CHA 9				
Linguistics-p			<b>-</b>	INT 2				
Perception-p			<b>3</b>	WIS 2				1
Ride-p *			<b>14</b>	DEX 1				19 -6
Sense Motive-p			<b>20</b>	WIS 2				18
Sleight of Hand-p *			<b>-</b>	DEX 1				-6 2
Spellcraft-p			<b>6</b>	INT 2				4
Stealth-p *			<b>-5</b>	DEX 1				-6
Survival-p			<b>2</b>	WIS 2				
Swim-p *			<b>-1</b>	STR 5				-6
Use Magic Device-p			<b>-</b>	CHA 9				
Knowledge: Geography-p			<b>3</b>	INT 2				1
Knowledge: Nobility-p			<b>15</b>	INT 2				13
Knowledge: Planes-p			<b>-</b>	INT 2				
Knowledge: Religion-p			<b>10</b>	INT 2				8
Profession: Soldier-p			<b>7</b>	WIS 2				5

<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 +16/+11/+6/+1, 2d6 damage				
Notes:				

MAGICAL ITEMS WORN				List: Wondrous Items			
Head:		Waist:					
Eyes:		Shoulders:					
Neck:	Phylactery of Positive Channeling	Arm/Wrist:					
Chest:		Headband:	Headband of Alluring Charisma +6				
Hands:	Mighty Strength Gauntlets	Body:					
Feet:							
Right Finger:	Ring of Freedom of Movement		Handy Haversack				
Left Finger:			HK-2				

<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: 16 (Spell eff:13)											
Caster level adj:											
Spell / day adj:											
Spell known adj:											
Spell	Spells	Save	Spells	Spells	Save	Spells	Spells	Save	Spells	Spells	Save
Level	/ day	DC	Known	/ day	DC	Known	/ day	DC	Known	/ day	DC
0			19								
1	6		20								
2	5		21								
3	4		22								
4	3		23								
5											
6											
7											
8											
9											

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

GEAR	Loc	QTY	lb.	Loc	QTY	lb.	List:	Gear - All					
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							
98.6 lb.			Light	1						329,999 gp			
Total Weight		Load Class		Max Dex		Chk Pen.		ENCUMBRANCE			Total Value		
Selection List:		All Feats and Traits		133.3	266.7	400.0	800.0	2,000.0					
		9	=	9	+	0	+	Light	Medium	Heavy	Lift	Drag	Adj

FEATS	9	=	9	+	0	+
Indomitable Faith Trait						+1 trait bonus on Will saves
Rich Parents Trait						Your starting cash increases to 900 GP.
Power Attack						Gain a +10 bonus to all melee damage but take a -5 penalty to all melee attacks
Cleave						You can strike two adjacent foes with a single swing, but -2 to AC
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 DC29 (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
Quick Channel						Channel energy as a move action by spending 2 daily uses of that ability

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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: 21** \_\_\_\_\_

**Class Features: Paladin (P) 16th** \_\_\_\_\_

**Weapon & Armor Proficiency:** Paladins are proficient with all simple and martial wps, with all types of armor (heavy, medium, and light), and with shields (except tower shields)

**Concentration check:** 1d20+22

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

**Aura of Good (Ex):** Level 16

**Detect Evil (Sp):** At will

**Smite Evil (Su):** 6/day, swift action: +9 atk, +16 dmg < OOOOOO >

- +32 dmg on 1st successful attack vs Evil Outsiders/Dragons or Undead
- Bypasses any DR
- +9 deflection bonus to AC vs target of Smite Evil while it is in effect

**Divine Grace (Su):** +9 on all saves

**Lay on Hands (Su):** As a swift (self) or std (other) action, heal 8d6 HPs

- 23/day < OOOOOOOOOOOOOOOOOOOOOO >
- 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
- Paralyzed: The target is no longer paralyzed

**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
- 10d6 healing to living creatures -OR-
- 10d6 damage to Undead; Will DC29 for 1/2 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
- Your Mount gains Spell Resistance 27

**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 Gauntlets:** Adds 4 enh. bonus to Strength

**Ring of Freedom of Movement:** Under the effect of a freedom of movement spell

**Headband of Alluring Charisma +6:** +6 enh. bonus to CHA

**Handy Haversack:** Backpack similar to a Bag of Holding

**HK-2:** Spell Resistance of 5. Greater dispel magic 1x round (area) as a Std action

**CHARACTER STATUS** \_\_\_\_\_

No errors detected



# Jaquen Dayne

## NOTES

Human (P), Paladin (P) 16th

Medium Humanoid (Human)

Alignment: Lawful Good [Pholtus]

Hit Dice: 16d10+32 (159 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 +21, Ref +15, Will +22

Abilities: Str 20, Dex 13, Con 14, Int 14, Wis 14, Cha 28

Base Att/CMB/CMD: +16 / +21(+5\*) / 32

Single Attack:

Holy Kopesh, Keen, Lightning: +26 melee (1d8+10+1d6 Lightning, +2d6 Hk

Warhammer: +21 melee (1d8+5/20/x3)

Dagger: +21 melee (1d4+5/19-20)

Light Crossbow: +17 ranged (1d8/19-20)

Full Attack:

Holy Kopesh, Keen, Lightning: +26/+21/+16/+11 melee (1d8+10+1d6 Light

Warhammer: +21/+16/+11/+6 melee (1d8+5/20/x3)

Dagger: +21/+16/+11/+6 melee (1d4+5/19-20)

Light Crossbow: +17 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, Quick Channel.

SKILLS

Acrobatics -5-4, Appraise +2, Bluff +9, Climb -1, Diplomacy +27, Disguise +9, Escape Art -5, Fly +7, Handle Animal +18, Heal +7, Intimidate +9, Perception +3, Ride +14, Sense Motive +20, Spellcraft +6, Stealth -5, Survival +2, Swim -1, Kn:Geo +3, Kn:Nobility +15, Kn:Religion +10, Pro:Soldier +7.

PALADIN (P) SPELLS

Spells per Day: (6/5/4/3; save DC 19+spell level):

Grace, Hero's Defiance, Liberating Command, Divine Favor, Restoration (Lesser), Cure Light Wounds. Resist Energy (cold), Paladin's Sacrifice,

Protection from Evil (Communal), Remove Paralysis, Saddle Surge. Litany of Sight, Heal Mount,

Daylight, Discern Lies. Break Enchantment, 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 - Griffon)

Bit and Bridle, Riding Kit bundle (exotic mount, no feed), Griffon Belt, Amulet of Mighty Fists

MAGICAL ITEMS WORN

Phylactery of Positive Channeling

Mighty Strength Gauntlets

Ring of Freedom of Movement

Headband of Alluring Charisma +6

Handy Haversack

HK-2

TOTAL CHARACTER VALUE

329,999 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: 21

Class Features: Paladin (P) 16th

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+22

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

Aura of Good (Ex): Level 16

Detect Evil (Sp): At will

Smite Evil (Su): 6/day, swift action: +9 atk, +16 dmg < OOOOOO >

+32 dmg on 1st successful attack vs Evil Outsiders/Dragons or Undead

• Bypasses any DR

• +9 deflection bonus to AC vs target of Smite Evil while it is in effect

Divine Grace (Su): +9 on all saves

Lay on Hands (Su): As a swift (self) or std (other) action, heal 8d6 HPs

• 23/day < OOOOOOOOOOOOOOOOOOOOO >

• 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

• Paralyzed: The target is no longer paralyzed

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

• 10d6 healing to living creatures -OR-

• 10d6 damage to Undead; Will DC29 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

• Your Mount gains Spell Resistance 27

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, Nyronnese, Draconic

Description for the Magical Items Worn

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

**PALADIN'S MOUNT**  
for PF RPG

**Paladin - Griffion**

Race	Large	10 ft./5 ft.
Size	Large	Space/Reach
Magical Beast		
Type		Sub-Type

Abilities	Score	Modif.	Adj.
<b>STR</b> Strength	27	+8	+4
<b>DEX</b> Dexterity	21	+5	
<b>CON</b> Constitution	20	+5	+4
<b>INT</b> Intelligence	6	-2	
<b>WIS</b> Wisdom	13	+1	
<b>CHA</b> Charisma	8	-1	

<b>MELEE</b> Attack Bonus	+20	=	+13	+	8	+	-1	+	
			Base		Ability		Size		Adj.

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Bite	+3	+3	+24 1d8+11	20 x2

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Talons	+3	+3	+23/+23 1d8+11	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			
Griffon Belt	1	4		
Amulet of Mighty Fists	1	1		
Jaqen Dayne	297	371.60 lb.		Light
Rider		Weight	Total Weight	Load Class

**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

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

<b>HD</b> Hit Dice	13
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<b>Initiative</b> Modifier	+5
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<b>HP</b> Hit Points	162	+13
		Adj.

<b>AC</b> Armor Class	39	=	10	+	8	+	7	+	10	+	5	+	-1	+	
			Base		Armor		Natural		Bonus		Dex		Size		Adj.

<b>TOUCH</b> Armor Class	14
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<b>Flat-Footed</b> Armor Class	34
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<b>CMB</b> Combat Maneuver	+22
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<b>CMD</b> Combat Man. Def.	37
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<b>MASTER</b> Level	16	=	+16
			Base Adj.

<b>FORTITUDE</b> (Constitution)	+15	=	10	+	5	+		+	
			Base		Ability		Feat		Adj.

<b>REFLEX</b> (Dexterity)	+13	=	8	+	5	+		+	
			Base		Ability		Feat		Adj.

<b>WILL</b> (Wisdom)	+13	=	10	+	1	+	2	+	
			Base		Ability		Feat		Adj.

<b>ATTACKS</b> (Special)	Pounce, Rake (2 claws +7, 1d4+3), Smiter Evil (1/day, +0 att, +13 dmg)
<b>QUALITIES</b> (Special)	Darkvision 60', Low-light vision, Scent, Darkvision 60', DR 10/evil, Resist acid/cold/elect. 15

Features
Ability Score Inc.: +3
Natural Armor Adj.: +10
Str / Dex Adj.: +5
Intelligence: 6
Link, Share Spells
Improved Evasion
Devotion
Multiattack

Too Smart for Tricks!

<b>BARDING</b>	Magical Mithril - Chain	Armor Class:	+8
Category:	Light	Value:	10,200 gp
		Weight:	20 lb.
		Armor Check Penalty:	0
		Maximum Dexterity:	6

Feats (x7)	
Iron Will	✓
Skill Focus: Perception-p	✓
Weapon Focus: Bite	✓
Improved Natural Attack: Bite	✓
Improved Natural Armor	✓
Improved Natural Attack: Talons	✓
Toughness	✓

**Skills**

Skills	Total	Key Ability	Modifier	Ranks	Effects	Conditional	Skill Points	Misc
<b>Acrobatics-p</b>	<b>17+4</b>	DEX	5	5	7	4	4	
<b>Appraise-p</b>	<b>-2</b>	INT	-2					
<b>Bluff-p</b>	<b>-1</b>	CHA	-1					
<b>Climb-p</b>	<b>8</b>	STR	8					
<b>Diplomacy-p</b>	<b>-1</b>	CHA	-1					
<b>Disable Device-p</b>	<b>-</b>	DEX	5					
<b>Disguise-p</b>	<b>-1</b>	CHA	-1					
<b>Escape Artist-p</b>	<b>5</b>	DEX	5					
<b>Fly-p</b>	<b>17</b>	DEX	5	11	1		8	
<b>Handle Animal-p</b>	<b>-</b>	CHA	-1					
<b>Heal-p</b>	<b>1</b>	WIS	1					
<b>Intimidate-p</b>	<b>-1</b>	CHA	-1					
<b>Linguistics-p</b>	<b>-</b>	INT	-2					
<b>Perception-p</b>	<b>13</b>	WIS	1	2	10		1	
<b>Ride-p</b>	<b>5</b>	DEX	5					
<b>Sense Motive-p</b>	<b>1</b>	WIS	1					
<b>Sleight of Hand-p</b>	<b>-</b>	DEX	5					
<b>Spellcraft-p</b>	<b>-</b>	INT	-2					
<b>Stealth-p</b>	<b>1</b>	DEX	5		-4			
<b>Survival-p</b>	<b>1</b>	WIS	1					
<b>Swim-p</b>	<b>8</b>	STR	8					
<b>Use Magic Device-p</b>	<b>-</b>	CHA	-1					
<b>Knowledge: Geography-p</b>	<b>-</b>	INT	-2					
<b>Knowledge: Nobility-p</b>	<b>-</b>	INT	-2					
<b>Knowledge: Planes-p</b>	<b>-</b>	INT	-2					
<b>Knowledge: Religion-p</b>	<b>-</b>	INT	-2					
<b>Profession: Soldier-p</b>	<b>-</b>	WIS	1					

SP:	13
Adj:	
Spent:	13
Balance:	0

Encumbrance Limits				
1,040.0	2,080.0	3,120.0	6,240.0	15,600.0
Light Load	Medium Load	Heavy	Lift Off Ground	Push or Drag

Rake (Ex): Attack Bonus +10, damage 1d4+7

**SPELL PLANNER #1 for**

**Paladin (P)**

Divine caster

Effective 13

Caster Level

TOTAL

13

Class Adj.

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

Spells per Day:	6	5	4	3						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	19	20	21	22	23					

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)happable, 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	55 ft.	1 crt	Instant	Will neg [DC20]	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 [DC20]	Yes	Dispels magic ability penalty or repairs 1d4 ability damage	CRB334
○○○○○	1	Cure Light Wounds	C	VS	1 action	Touch	1 crt Touched	Instant	see text	Yes	Cures 1d8+5 damage	CRB263
○○○○○	2	Resist Energy (cold)	A	VSDF	1 action	Touch	1 crt Touched	130 min	Fort neg [DC21]	Yes	Resistance to Cold 30	CRB334
○○○○○	2	Paladin's Sacrifice	A	VDF	1 imm. action	55 ft.	1 crt	Instant	Fort neg [DC21]	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	13 min (D)	Will neg [DC21]	*	+2 deflect. AC & saves, counter mind ctrl, hedge out elem./outsiders. Split duration	UC240
○○○○○	2	Remove Paralysis	C	VS	1 action	55 ft.	4 crt, no two more than 30 ft. apart	Instant	Will neg [DC21]	Yes	Frees subjects from paralysis, hold, or slow	CRB332
○○○○○	2	Saddle Surge	T	VSDF	1 action	Personal	You and your mount	13 rnd (D)	None	No	For every 5' your mount moves you gain bonuses to ride and dmg rolls	APG240
○○○○	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 [DC22]	Yes	As heal on warhorse or other mount	CRB294
○○○○	3	Daylight	Ev	VS	1 action	Touch	1 object touched	130 min (D)	None	No	60-ft. radius of bright light	CRB264
○○○○	3	Discern Lies	D	VSDF	1 action	55 ft.	13 crt within 30 ft.	13 rnd	Will neg [DC22]	No	Reveals deliberate falsehoods	CRB270
○○○	4	Break Enchantment	A	VS	1 min	55 ft.	13 crt within 30 ft.	Instant	see text	No	Free subject from enchantments, alterations, curses, & petrification	CRB251
○○○	4	Death Ward	N	VSDF	1 action	Touch	1 living crt Touched	13 min	Will neg [DC23]	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 [DC23]	Yes	Restores level and ability score drains	CRB334

