

TRACKERS	Initial	Spent	Reset	Avail.

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

Spell Difficulty Class Adj. = [] + []

Paladin SPELL DC Adj. [] = [] + []

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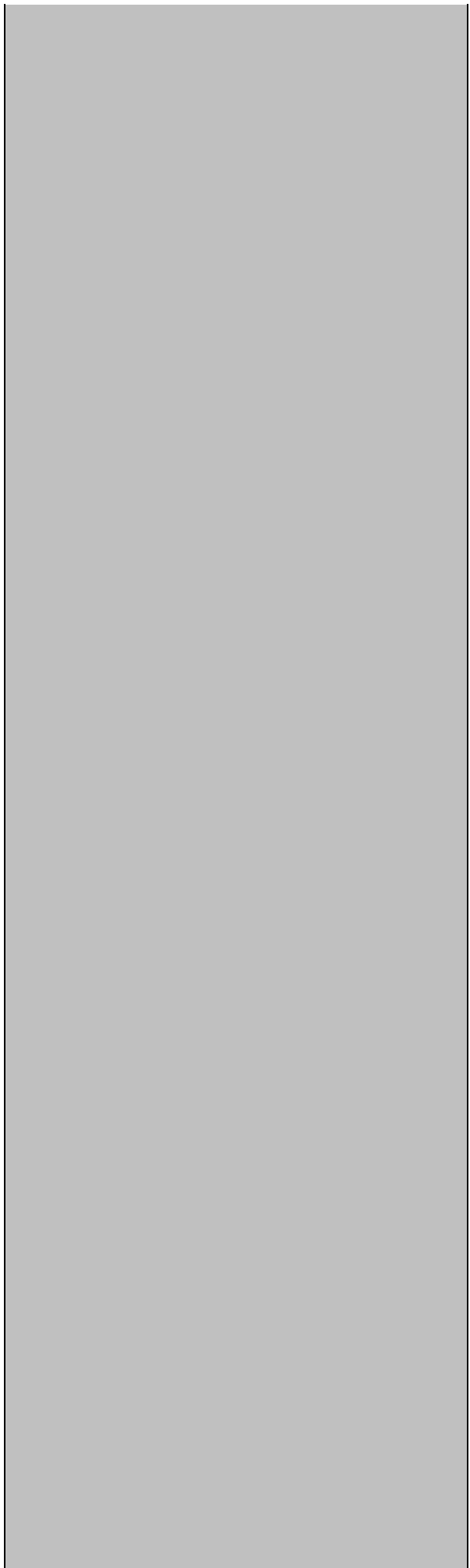
Effects Effects Effects

Adj. Adj. Adj.

Spell per day Adjustments & Effects						
	Class #1		Class #2		Class #3	
	Paladin 17th					
	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 17th					
	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) 17th

Medium Humanoid (Human)

Alignment: Lawful Good [Pholtus]

Hit Dice: 17d10+85 (218 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 +24, Ref +15, Will +22

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

Base Att/CMB/CMD: +17 / +22(+5*) / 33

Single Attack:

Holy Kopesh, Keen, Lightning: +27 melee (1d8+10+1d6 Lightning, +2d6 Hk)

Warhammer: +22 melee (1d8+5/20/x3)

Dagger: +22 melee (1d4+5/19-20)

Light Crossbow: +18 ranged (1d8/19-20)

Full Attack:

Holy Kopesh, Keen, Lightning: +27/+22/+17/+12 melee (1d8+10+1d6 Light

Warhammer: +22/+17/+12/+7 melee (1d8+5/20/x3)

Dagger: +22/+17/+12/+7 melee (1d4+5/19-20)

Light Crossbow: +18 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, Vital Strike.

SKILLS

Acrobatics -5-4, Appraise +2, Bluff +9, Climb -1, Diplomacy +28, Disguise +9, Escape Art -5, Fly +7, Handle Animal +18, Heal +7, Intimidate +9, Perception +3, Ride +15, Sense Motive +21, Spellcraft +6, Stealth -5, Survival +2, Swim -1, Kn:Geo +3, Kn:Nobility +18, Kn:Religion +10, Pro:Soldier +7.

PALADIN (P) SPELLS

Spells per Day: (7/5/4/3; save DC 19+spell level):

Grace, Hero's Defiance, Liberating Command, Divine Favor, Restoration (Lesser), Cure Light Wounds, Knight's Calling, 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 - Griffion)

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

MAGICAL ITEMS WORN

Phylactery of Positive Channeling

Mighty Strength Gauntlets

Boots of Teleportation

Ring of Freedom of Movement

Belt of Mighty Constitution +6

Headband of Alluring Charisma +6

Handy Haversack

HK-2

TOTAL CHARACTER VALUE

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Damage Reduction

3 / —, 5 / Evil

Energy Resistance

Fire: 10

Spell Resistance: 22

Class Features: Paladin (P) 17th

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+23

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

Aura of Good (Ex): Level 17

Detect Evil (Sp): At will

Smite Evil (Su): 6/day, swift action: +9 atk, +17 dmg < OOOOOO >

- +34 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

- 11d6 healing to living creatures -OR-

- 11d6 damage to Undead; Will DC29 for ½ damage

Divine Bond (Sp): 4/day < OOOO >Paladin - Griffion Special Mount

- 4/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 28

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

Aura of Righteousness (Su): Gain DR 5/evil and immunity to compulsion

spells and spell-like abilities. Each ally within 10' gains a +4 morale bonus

on saving throws vs compulsion effects

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

SPELL PLANNER #1 for

Paladin (P)

Divine caster

Effective 14

Caster Level

TOTAL

14

Class Adj.

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

Spells per Day:		7	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: 1

Checks	Lvl	Paladin (P) lvl 1 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	60 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
○○○○○○○	1	Knight's Calling	En	VDF	1 action	60 ft.	1 crt	1 rnd	Will neg [DC20]	Yes	Compel enemy to fight you. The enemy cannot perform any other action	APG230
○○○○○	2	Resist Energy (cold)	A	VSDF	1 action	Touch	1 crt Touched	140 min	Fort neg [DC21]	Yes	Resistance to Cold 30	CRB334
○○○○○	2	Paladin's Sacrifice	A	VDF	1 imm. action	60 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	14 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	60 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	14 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	140 min (D)	None	No	60-ft. radius of bright light	CRB264
○○○○	3	Discern Lies	D	VSDF	1 action	60 ft.	14 crt within 30 ft.	14 rnd	Will neg [DC22]	No	Reveals deliberate falsehoods	CRB270
○○○	4	Break Enchantment	A	VS	1 min	60 ft.	14 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	14 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



Checks	Lvl	Paladin (P) lvl 1 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
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