

Jayce

Ex-Pal7/Bik3	Human	Lawful Evil	
CLASS	RACE	ALIGNMENT	DEITY
10	Medium	25	Male
LEVEL	SIZE	AGE	GENDER
45,000	55,000	10,000	
Current XP	XP for Next Level	XP Remaining	In Game XP Gained



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					HIT DIE TYPE					SPEED				
STR	18	+4			HP	106																7d10+3d10					30							
DEX	14	+2			AC	23	22	13	=	10	+	10	+	0	+	1	+	0	+	0	+	2		35				0						
CON	14	+2			TOTAL		FLAT FOOTED	TOUCH AC	BASE		ARMOR BONUS	SHIELD BONUS		DEX BONUS		SIZE BONUS		NATURAL ARMOR		MISC BONUS		MISS CHANCE		SPELL FAILURE %	ARMOR CHECK	MAX DEX	SPELL RESIST.							
INT	14	+2			INITIATIVE					SAVING THROWS					TOTAL					BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER		CONDITIONAL MODIFIERS				
WIS	14	+2			+ 2 =		2	+	0	Fortitude					13	=	8	+	5	+	0	+	0	+										
CHA	16	+3			TOTAL		DEX MOD	MISC MOD		Reflex					8	=	3	+	5	+	0	+	0	+										
					BASE ATTACK BONUS					Will					8	=	3	+	5	+	0	+	0	+										
						+10/5																												

	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	+14/9	= 10	+ 4	+ 0	+ 0	
RANGED ATTACK BONUS	+12/7	= 10	+ 2	+ 0	+ 0	
Grapple MODIFIER	+14	= 10	+ 4	+ 0	+ 0	

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Chain, spiked	+15/10	2d4+7	x2
RANGE WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft. 10 lbs.	Piercing	Medium	Vicious Merciful

+2 Full plate	TYPE		ARMOR BONUS	MAX DEX BONUS
	Heavy		+10	1
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-5	35%	20 ft.	50 lbs.	

SKILLS

SKILL NAME	ABILITY	TOTAL	RANKS	MOD	MOD
■ Appraise	Int	2	=	2	+
■ Balance*	Dex	-3	=	2	+ -5
■ Bluff	Cha	3	=	3	+
■ Climb*	Str	-1	=	4	+ -5
■ Concentration	Con	2	=	2	+
■ Control Shape	Wis	2	=	2	+
■ Craft ()	Int	0	=	2	+ -2
■ Diplomacy	Cha	18	= 13	+ 3	+ 2
■ Disguise	Cha	3	=	3	+
■ Escape Artist*	Dex	-3	=	2	+ -5
■ Forgery	Int	2	=	2	+
■ Gather Information	Cha	3	=	3	+
■ Heal	Wis	13	= 11	+ 2	+
■ Hide*	Dex	2	= 5	+ 2	+ -5
■ Intimidate	Cha	16	= 13	+ 3	+
■ Jump*	Str	4	=	4	+
■ Knowledge (Religion)	Int	7	= 5	+ 2	+
■ Listen	Wis	2	=	2	+
■ Literacy		0	=	0	+
■ Move Silently*	Dex	-3	=	2	+ -5
■ Perform (Act)	Cha	3	=	3	+
■ Perform (Comedy)	Cha	3	=	3	+
■ Perform (Dance)	Cha	3	=	3	+
■ Perform (Keyboard Instruments)	Cha	3	=	3	+
■ Perform (Oratory)	Cha	3	=	3	+
■ Perform (Percussion)	Cha	3	=	3	+
■ Perform (Sing)	Cha	3	=	3	+
■ Perform (String Instruments)	Cha	3	=	3	+
■ Perform (Wind Instruments)	Cha	3	=	3	+
■ Ride	Dex	2	=	2	+
■ Search	Int	2	=	2	+
■ Sense Motive	Wis	15	= 13	+ 2	+
■ Spot	Wis	2	=	2	+
■ Survival	Wis	2	=	2	+
■ Swim*	Str	-6	=	4	+ -10

Max Ranks 13/ 6.5

KEY ABILITY	TOTAL	RANKS	MOD	MOD
Int	2	=	2	+
Dex	-3	=	2	+ -5
Cha	3	=	3	+
Str	-1	=	4	+ -5
Con	2	=	2	+
Wis	2	=	2	+
Int	0	=	2	+ -2
Cha	18	= 13	+ 3	+ 2
Cha	3	=	3	+
Dex	-3	=	2	+ -5
Int	2	=	2	+
Cha	3	=	3	+
Wis	13	= 11	+ 2	+
Dex	2	= 5	+ 2	+ -5
Cha	16	= 13	+ 3	+
Str	4	=	4	+
Int	7	= 5	+ 2	+
Wis	2	=	2	+
	0	=	0	+
Dex	-3	=	2	+ -5
Cha	3	=	3	+
Cha	3	=	3	+
Cha	3	=	3	+
Cha	3	=	3	+
Cha	3	=	3	+
Cha	3	=	3	+
Cha	3	=	3	+
Dex	2	=	2	+
Int	2	=	2	+
Wis	15	= 13	+ 2	+
Wis	2	=	2	+
Wis	2	=	2	+
Str	-6	=	4	+ -10

- Use Rope

Dex

$$\underline{\quad 2 \quad} = \underline{\quad \quad} + \underline{\quad 2 \quad} + \underline{\quad \quad}$$

Skills marked with ■ can be used untrained.

* armor check penalty, if any, applies.

** Double armor penalty

EQUIPMENT

ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
+1 Chain, spiked: Vicious, Merciful	1	18325 gp	(10.00)	Cloak of Charisma +2	1	4000 gp	(2.00)
+2 Full plate	1	5650 gp	(50.00)	Gauntlets of Ogre Power	1	4000 gp	(4.00)
Amulet of Health +2	1	4000 gp	(0.00)	Ring of Protection +2	1	8000 gp	(0.00)
Boots of Striding and Springing	1	5500 gp	(1.00)				
1 - 100 lbs. LIGHT LOAD	101 - 200 lbs. MEDIUM LOAD	201 - 300 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				0.00 lbs.

MONEY

CP -	SP -	GP -	PP -
Misc -			

LANGUAGES

Common

Ring of Protection +2	Deflection	WEIGHT
	+2	0 lbs.
SPECIAL PROPERTIES		
The wearer receives a +2 deflection bonus to AC (DMG232).		

Gauntlets of Ogre Power	Enhancement	WEIGHT
	+2	4 lbs.
SPECIAL PROPERTIES		
These gauntlets grant a +2 enhancement bonus to Str (DMG257).		

Cloak of Charisma +2	Enhancement	WEIGHT
	+2	2 lbs.
SPECIAL PROPERTIES		
This cloak grants a +2 enhancement bonus to Cha (DMG253).		

Amulet of Health +2	Enhancement	WEIGHT
	+2	0 lbs.
SPECIAL PROPERTIES		
This item grants a +2 enhancement bonus to Con (DMG246).		

Boots of Striding and Springing	Competence Enhancement	WEIGHT	
	+5	+10	1 lb.
SPECIAL PROPERTIES			
These boots grant a +5 competence bonus to Jump (DMG250).			

FEATS

Armor Proficiency: heavy
Cleave
Improved Sunder
Combat Reflexes
Armor Proficiency: medium
Simple Weapon Proficiency
Power Attack
Shield Proficiency
Exotic Weapon Proficiency: Chain, spiked
Armor Proficiency: light

SPECIAL ABILITIES

Paladin Class Features
Fiendish summoning
Lay on Hands (0)
Smite Good (2/day)
Special Mount
Blackguard Class Features
Aura of Despair
Aura of Evil
Command Undead (3+Cha.Mod/day)
Dark Blessing
Detect Good
Poison Use
Proficiency: Armor, Heavy
Proficiency: Armor, Light
Proficiency: Armor, Medium
Proficiency: Shields
Proficiency: Simple Weapons: All
Smite Good (2/day)

TURN/REBUKE UNDEAD

Turn Check Result	Max HD Affected
0 or less	Level - 4
1-3	Level - 3
4-6	Level - 2
7-9	Level - 1
10-12	Level
13-15	Level + 1
16-18	Level + 2
19-21	Level + 3
22 or more	Level + 4
No. of turns per day:	Turn check: 1d20 + 5
6	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Jayce's Paladin Spells

Level:	0	1	2	3	4	5	6	7	8	9
Known:	All	All	--	--	--	--	--	--	--	--
Per Day:	--	2	--	--	--	--	--	--	--	--
PREP	SPELL NAME	DC	SAVE	CAST TIME	DURATION		RANGE			
	Bless	13	None	1 Action	1 minute/level		50 ft.			
	<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S, DF				<i>School:</i> Enchantment			
	<i>Desc:</i> Allies are filled with courage; gain +1 morale bonus on attacks and saves against fear. Counters and dispels bane(PH205)									
	Bless Water	13	Will Negates	1 Minute (s)	Instantaneous		Touch			
	<i>Spell Resistance:</i> Yes (object)		<i>Components:</i> V, S, M				<i>School:</i> Transmutation			
	<i>Desc:</i> This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (See PH128) (PH205)									
	Bless Weapon	13	None	1 Action	1 minute/level		Touch			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S				<i>School:</i> Transmutation			
	<i>Desc:</i> Weapon becomes Good aligned, and bypasses DR -/magic and incorporeal miss chance of Evil creatures. (PH205)									
	Create Water	13	None	1 Action	Instantaneous		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S				<i>School:</i> Conjuration			
	<i>Desc:</i> This spell generates wholesome, drinkable water, just like clean rain water (PH215)									
	Cure Light Wounds	13	Will Half	1 Action	Instantaneous		Touch			
2	<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S				<i>School:</i> Conjuration			
	<i>Desc:</i> Cures 1d8+1/level damage [max +5] (PH215)									
	Detect Poison	13	None	1 Action	Instantaneous		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S				<i>School:</i> Divination			
	<i>Desc:</i> You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)									
	Detect Undead	13	None	1 Action	Concentration, up to 1 minute/level (D)		60 ft.			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M/DF				<i>School:</i> Divination			
	<i>Desc:</i> You can detect the aura that surrounds undead creatures (PH220)									
	Divine Favor	13	None	1 Action	1 minute		Personal			
	<i>Spell Resistance:</i> -		<i>Components:</i> V, S, DF				<i>School:</i> Evocation			
	<i>Desc:</i> Calling upon the strength of a deity, you gain a luck bonus on attack and damage, equal to +1/3 caster levels (PHB224)									
	Endure Elements	13	Will Negates (Harmless)	1 Action	24 hours		Touch			
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S				<i>School:</i> Abjuration			
	<i>Desc:</i> Target can exist comfortably in conditions between -50 and 140 degrees without ill effects (PH226)									
	Magic Weapon	13	Will Negates (Harmless, Object)	1 Action	1 minute/level		Touch			
	<i>Spell Resistance:</i> Yes (Harmless, Object)		<i>Components:</i> V, S, DF				<i>School:</i> Transmutation			
	<i>Desc:</i> Weapon gains +1 bonus (PH251).									
	Protection from Chaos	13	Will Negates (Harmless)	1 Action	1 minute/level (D)		Touch			
	<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, M/DF				<i>School:</i> Abjuration			
	<i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).									
	Protection from Evil	13	Will Negates (Harmless)	1 Action	1 minute/level (D)		Touch			
	<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, M/DF				<i>School:</i> Abjuration			
	<i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).									
	Read Magic	13		1 Action	10 minutes/level		Personal			
	<i>Spell Resistance:</i> -		<i>Components:</i> V, S, F				<i>School:</i> Divination			
	<i>Desc:</i> Read scrolls and spellbooks (PH269).									
	Resistance	13	Will Negates (Harmless)	1 Action	1 minute		Touch			
	<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S, M/DF				<i>School:</i> Abjuration			
	<i>Desc:</i> Subject gains +1 on saving throws (PH272).									

Restoration, Lesser	13	Will Negates 3 Round (Harmless) (s)	Instantaneous	Touch
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S		<i>School:</i> Conjuration
<i>Desc:</i> Dispels magic ability penalty or repairs 1d4 ability damage (PH272).				
Virtue	13	Fortitude Negates; See1 Action Text	1 minute	Touch
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S, DF		<i>School:</i> Transmutation
<i>Desc:</i> Subject gains 1 temporary hp (PH298).				

Jayce's Blackguard Spells

Level:	0	1	2	3	4	5	6	7	8	9
Known:	All	All	All	--	--	--	--	--	--	--
Per Day:	--	2	1	--	--	--	--	--	--	--
PREP	SPELL NAME	DC	SAVE	CAST TIME	DURATION	RANGE				
1st LEVEL										
	Cause Fear	13	Will Partial	1 Action	1d4 rounds or 1 round; See Text	Close (25 ft.+5 ft./2 levels)				
	Spell Resistance:Yes		Components:V, S			School:Necromancy				
	Desc:The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. (PH208)									
2	Cure Light Wounds	13	Will Half	1 Action	Instantaneous	Touch				
	Spell Resistance:Yes (harmless)		Components:V, S			School:Conjuration				
	Desc:Cures 1d8+1/level damage [max +5] (PH215)									
	Inflict Light Wounds	13	Will Half	1 Action	Instantaneous	Touch				
	Spell Resistance:Yes		Components:V, S			School:Necromancy				
	Desc:Touch, 1d8 +1/level damage (max +5) (PH244).									
	Magic Weapon	13	Will Negates (Harmless, Object)	1 Action	1 minute/level	Touch				
	Spell Resistance:Yes (Harmless, Object)		Components:V, S, DF			School:Transmutation				
	Desc:Weapon gains +1 bonus (PH251).									
	Summon Monster I	13	None	1 Round (s)	1 round/level (D)	Close (25 ft.+5 ft./2 levels)				
	Spell Resistance:No		Components:V, S, F/DF			School:Conjuration				
	Desc:Calls outsider to fight for you.(PH285).									
2nd LEVEL										
	Bull's Strength	14	Will Negates	1 Action	1 minute/level	Touch				
	Spell Resistance:Yes (harmless)		Components:V, S, M/DF			School:Transmutation				
	Desc:The subject becomes stronger. the spell grants a +4 enhancement bonus to Strength (PH207)									
1	Cure Moderate Wounds	14	Will Half	1 Action	Instantaneous	Touch				
	Spell Resistance:Yes (harmless)		Components:V, S			School:Conjuration				
	Desc:Cures 2d8+1/level damage [max +10] (PH216)									
	Darkness	14	None	1 Action	10 minutes/level (D)	Touch				
	Spell Resistance:No		Components:V, M/DF			School:Evocation				
	Desc:Causes an object to radiate shadowy illumination out to a 20-foot radius (PH216))									
	Death Knell	14	Will Negates	1 Action	Special; See Text	Touch				
	Spell Resistance:Yes		Components:V, S			School:Necromancy				
	Desc:You draw forth the ebbing life force of a creature and use it to fuel your own power (PH217)									
	Eagle's Splendor	14	Will Negates (Harmless)	1 Action	1 minute/level	Touch				
	Spell Resistance:Yes		Components:V, S, M/DF			School:Transmutation				
	Desc:The transmuted creature becomes more poised, articulate, and personally forceful. +4 to Charisma (PH225)									
	Inflict Moderate Wounds	14	Will Half	1 Action	Instantaneous	Touch				
	Spell Resistance:Yes		Components:V, S			School:Necromancy				
	Desc:Touch attack, 2d8 +1/level damage (max +10) (PH217).									
	Shatter	14	Special; See Text	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)				
	Spell Resistance:Yes (object)		Components:V, S, M/DF			School:Evocation				
	Desc:Sonic vibration damages objects or crystalline creatures (PH278).									
	Summon Monster II	14	None	1 Round (s)	1 round/level (D)	Close (25 ft.+5 ft./2 levels)				
	Spell Resistance:No		Components:V, S, F/DF			School:Conjuration				
	Desc:Calls outsider to fight for you (PH286).									

Miscellaneous Notes

Jayce's weapon, the "Chain of Command", bestows a 'Command' on any humanoid it hits, causing them to do nothing for their next round. (DC 11 Will save Negates)

Sources loaded for the creation of **Jayce**:

Players Handbook v35e

Dungeon Masters Guide v35e

Monster Manual v35e

Core eTools Data

CMP Bonus Data

User-Created Material

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