

# Jayce

Ex-Pal7/Bik3		Human	Lawful Evil			
CLASS		RACE	ALIGNMENT		DEITY	
10	Medium	25	Male	6' 1"	180 lbs.	
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES HAIR
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	TOTAL	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 Con			13 = 8 + 5 + 0 + 0	8	3	5	0	0							
CHA	16	+3			Reflex Dex			8 = 3 + 5 + 0 + 0	8	3	5	0	0								
CHA					Will Wis			8 = 3 + 5 + 0 + 0	BASE ATTACK BONUS												
					+10/5																

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
+14/9	= 10 + 4 + 0 + 0 +					
RANGED ATTACK BONUS	+12/7	= 10 + 2 + 0 + 0 +				
Grapple MODIFIER	+14	= 10 + 4 + 0 + 0 +				
+1 Chain, spiked		TOTAL ATTACK BONUS	DAMAGE	CRITICAL		
		+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

- Appraise
- Balance\*
- Bluff
- Climb\*
- Concentration
- Control Shape
- Craft ( )
- Diplomacy
- Disguise
- Escape Artist\*
- Forgery
- Gather Information
- Heal
- Hide\*
- Intimidate
- Jump\*
- Knowledge (Religion)
- Listen
- Literacy
- Move Silently\*
- Perform (Act)
- Perform (Comedy)
- Perform (Dance)
- Perform (Keyboard Instruments)
- Perform (Oratory)
- Perform (Percussion)
- Perform (Sing)
- Perform (String Instruments)
- Perform (Wind Instruments)
- Ride
- Search
- Sense Motive
- Spot
- Survival
- Swim\*

Max Ranks **13/ 6.5**

ABILITY	TOTAL	RANKS	ABILITY MOD	MISC 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	+
Cha	3	=	3	+
Dex	2	=	2	+
Int	2	=	2	+
Wis	15	=	13	2 +
Wis	2	=	2	+
Wis	2	=	2	+
Str	-6	=	4	-10



**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	<b>TOTAL WEIGHT CARRIED</b>				<b>0.00 lbs.</b>	

**MONEY**

CP -	SP -	GP -	PP -
Misc -			

**LANGUAGES**

Common			
<b>Ring of Protection +2</b>	Deflection	WEIGHT	
	<b>+2</b>	<b>0 lbs.</b>	
<b>SPECIAL PROPERTIES</b>			
The wearer receives a +2 deflection bonus to AC (DMG232).			
<b>Gauntlets of Ogre Power</b>	Enhancement	WEIGHT	
	<b>+2</b>	<b>4 lbs.</b>	
<b>SPECIAL PROPERTIES</b>			
These gauntlets grant a +2 enhancement bonus to Str (DMG257).			
<b>Cloak of Charisma +2</b>	Enhancement	WEIGHT	
	<b>+2</b>	<b>2 lbs.</b>	
<b>SPECIAL PROPERTIES</b>			
This cloak grants a +2 enhancement bonus to Cha (DMG253).			
<b>Amulet of Health +2</b>	Enhancement	WEIGHT	
	<b>+2</b>	<b>0 lbs.</b>	
<b>SPECIAL PROPERTIES</b>			
This item grants a +2 enhancement bonus to Con (DMG246).			
<b>Boots of Striding and Springing</b>	Competence Enhancement	WEIGHT	
	<b>+5</b>	<b>+10</b>	<b>1 lb.</b>
<b>SPECIAL PROPERTIES</b>			
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**

<b>Paladin Class Features</b>
Fiendish summoning
Lay on Hands (0)
Smite Good (2/day)
Special Mount
<b>Blackguard Class Features</b>
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
<b>No. of turns per day:</b>	<b>Turn check: 1d20 + 5</b>
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	
<b>Known:</b>	All	All	--	--	--	--	--	--	--	--	
<b>Per Day:</b>	--	2	--	--	--	--	--	--	--	--	
PREP	SPELL NAME	DC	SAVE	CAST TIME	DURATION				RANGE		
	<b>1st LEVEL</b>										
	<b>Bless</b>	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)										
	<b>Bless Water</b>	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)										
	<b>Bless Weapon</b>	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)										
	<b>Create Water</b>	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)										
	<b>Cure Light Wounds</b>	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)										
	<b>Detect Poison</b>	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)										
	<b>Detect Undead</b>	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)										
	<b>Divine Favor</b>	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)										
	<b>Endure Elements</b>	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)										
	<b>Magic Weapon</b>	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).										
	<b>Protection from Chaos</b>	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).										
	<b>Protection from Evil</b>	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).										
	<b>Read Magic</b>	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).										
	<b>Resistance</b>	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).										

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