Happi - Elf Paladin

Player Name: _____ **Date:** _____

Attributes		Bonus
Str:	12	
Dex:	16	+2
Con:	12	
Int:	8	
Wis:	9	
Chr:	16	+2

Name: Happi
Species: Elf
Class: Paladin
Level: 1
AC: 10

Maximum Hit Points	Death Limit .	Damage	Gold	EXP
6	-2			

Lay of Hands
○
○

Weapons

Weapon Name	# of Attack Dice	Total To-hit Bonus		Species Bonus		Class Bonus		Dex Bonus		Weapon Bonus	Damage		Melee Str Bonus
Sword	2	4	=	1	+	0	+	2	+	1	1d6	+	0
Spear	2	3	=	1	+	0	+	2	+	0	1d6	+	0
			=		+		+		+		1d6	+	

Equipment & Notes

Leather Armor
Shield

Paladin Progress

Paladins can use any armor and any weapon. Paladins have Spiritual Protection, for each point of charisma bonus they gain 1 point of damage reduction per hit received. The damage cannot be reduced to less than 1. All hits do at least 1 point of damage. Twice a day a paladin can use a special ability called lay of hands. Lay of hands heals any person he touches. The amount of healing is the paladin's level times his charisma bonus. Lay of hands can be performed while in combat in lieu of attacking. A paladin that does not attack may use lay of hands on the Spells segment even if they are in the front row. On gaining levels 3, 6, 9, and 12 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.

Species / Class Bonus

+1 to-hit bonus

Level	HP	Death Limit	Attack	EXP
1	6	-2	2 dice	
2	2d6	-3	3 dice	2,250
3	2d6 +1	-4	3 dice +1	4,500
4	3d6	-5	4 dice	9,000
5	4d6	-6	5 dice	18,000
6	4d6 +1	-7	5 dice +1	33,500
7	5d6	-8	6 dice	67,000
8	6d6	-9	7 dice	125,000
9	6d6 +1	-10	7 dice +1	225,000
10	7d6	-11	8 dice	325,000
11	8d6	-12	9 dice	425,000
12	8d6 +1	-13	9 dice +1	525,000
13	9d6	-14	9 dice +2	625,000
14	9d6 +1	-15	9 dice +3	725,000
15	10d6	-15	9 dice +4	825,000
16	11d6	-15	9 dice +5	925,000
17	11d6 +1	-15	9 dice +6	1,025,000
18	12d6	-15	9 dice +7	1,125,000

Gaining Levels

- The new hit point total is calculated by rolling the dice indicated on the character progress table. Add any species / class hit point bonuses to the dice total. Add the constitution bonus times the new level for the grand total of hit points. If the newly calculated hit points total is higher than the character's current number of hit points, that becomes the character’s new hit points. If the new hit point total is lower or equal to the old hit point total, add one to the old hit point value for the new total.
- The death limit is increased.
- Weapons attack dice are adjusted. Attack bonus = class bonus + species bonus + dex bonus.