



Happi - Elf Paladin

Player Name: _____

Date: _____

Attributes Bonus

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

Maximum Death
Hit Points Limit Damage Gold EXP
6 -2

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

Lay of Hands



Weapons

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

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.

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	345,000
11	8d6	-12	9 dice	485,000
12*	8d6 +1	-13	9 dice +1	645,000
13	9d6	-14	9 dice +2	825,000
14	9d6 +1	-15	9 dice +3	1,025,000
15*	10d6	-15	9 dice +4	1,245,000
16	11d6	-15	9 dice +5	1,485,000
17	11d6 +1	-15	9 dice +6	1,745,000
18*	12d6	-15	9 dice +7	2,025,000

*On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.

Gaining Levels

- The new hit points are calculated by re-rolling. 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. When re-rolling hit points sum these totals:
 - New level die rolls as indicated in the table.
 - Plus species bonus.
 - Plus constitution bonus times the character level.
- The death limit is increased.
- Weapons attack dice are adjusted.

