

David H's Character / Human / Paladin 3

Ability Score rolls at character creation										
Initial ability	1st roll	2nd roll	3rd roll	Assigned	Racial adj.	DM's adj.	Adjusted	Final ability	Final score	
STR	12	12	-	INT 12	-	-	12	STR	18	
INT	14	15	-	CHA 15	-	-	15	DEX	16	
WIS	15	18	-	WIS 18	-	-	18	CON	17	
DEX	15	18	-	STR 18	-	-	18	INT	12	
CON	12	14	17	CON 17	-	-	17	WIS	18	
CHA	16	15	-	DEX 16	-	-	16	CHA	15	

Ability score mods: 10-11 = 0, 12-13 = +1, 14-15 = +2, 16-17 = +3, 18-19 = +4, 20-21 = +5 / **Heroic Luck** CHA mod: 15-16 = +2, Lvl mod +1 total = +3

Hit Points (levels 1 - 3)							Handedness			
1st level	CON mod.	2nd level	CON mod.	3rd level	CON mod.	d10 roll (L)	d20 roll (R)	result		
HD (d10)	10	+3	9	+3	4	+3	= 32	10	7	L

Places known in Whillip	Feats at 1st level	Skill points at 1st level
2 Years in Whillip / 2d20 Roll = 22	<p>From class features (Paladin) 6 (Simple Weapon Prof, Martial Weapon Prof, Armor Prof. Light, Armor Prof. Medium, Armor Prof. Heavy, Shield Prof/ excluding tower)</p> <p>"Rob's World!" bonus 1 (Parry - Automatic all characters), 1 (Endurance - Player selected bonus)</p> <p>Racial bonus 1 (Humans get one extra feat at 1st level - Player selected <i>Weapon Focus (Greatsword)</i>)</p> <p>For class levels (1 + 1 / 3 levels) 1 (1st level - Player selected Blooded regional feat), 1 (3rd level - Player selected Improved initiative)</p> <p>From flaws (max 2) 1 (Toughness adds +3 HP), 1 (Power Attack)</p> <p>Other bonus feat(s)</p> <p>Total feats at 3rd lvl = 13 /duplicates not inc. in total</p>	<p>Skill pts at 1st lvl (Paladin: (2 + Int modifier) × 4 + (Human bonus of 4 at 1st level + 1 per level) = 16</p> <p>Skill pts. at each add'l Lvl (as Paladin): (2 + Int mod.), +1/lvl after 1st (for Humans). Ref PH pg 13 Humans get 1 add'l skill pt. each lvl after 1st. = 8</p> <p>Bonus Skill point(s) from "Rob's World!" (misc mod in Knowledge local (Whillip) = 1 (misc mod.)</p> <p>Total Skill Points by 3rd lvl = 24 + 1 misc mod.</p>