

Leah's Character / Human / Paladin 3										
Ability Score rolls at character creation										
Initial ability	1st roll	2nd roll	3rd roll	4th roll	Assigned	Racial adj.	DM's adj.	Adjusted	Final ability	Final score
STR	17	-	-	-	STR 17	-	-	17	STR	17
INT	12	15	-	18	CHA 18	-	-	18	CHA	18
WIS	16	-	-	-	CON 16	-	-	16	CON	16
DEX	15	-	-	-	INT 15	-	-	15	INT	15
CON	12	14	15	17	DEX 17	-	-	17	DEX	17
CHA	16	-	-	-	WIS 16	-	-	16	WIS	16
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: 18-19 = +4, Lvl mod +1										
Hit Points (levels 1 - 3)								Handedness		
1st level	CON mod.	2nd level	CON mod.	3rd level	CON mod.			d10 roll	d20 roll	result
HD (d10)	10	+3	3	+3	9	+3	= 31	7	12	Rt. Handed
Places known in Whillp		Feats at 1st level						Skill points at 1st level		
1 Year in Whillip / 1d20 Roll = 18		From class features (Paladin)	6 (Simple Weapon Prof, Martial Weapon Prof, Armor Prof. Light, Armor Prof. Medium, Armor Prof. Heavy, Shield Prof/ excluding tower)						Skill pts. at 1st lvl (Paladin: (2 + Int modifier)) × 4 + (Human bonus of 4 at 1st level)	
		"Rob's World!" bonus	2 (Parry, +1 additional player selected Feat)						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.	
		Racial bonus	1 (Humans get one extra feat at 1st level)						Bonus Skill pt(s) from "Rob's World!" (misc mod in Knowledge local (Whillip)	
		For class levels (1 + 1 / 3 levels.	2 (All classes get 1 feat at first level, and an addition feat every level divisible by three afterwards)						Total Skill Points at 3rd lvl = 30 + 1 misc mod.	
		From flaws (max 2)								
		Other bonus feat(s)								
		Total feats at 3rd lvl =	11 /duplicates not inc. in total/							