

Dungeons and Dragons

PALADIN CHARACTER RECORD

CHARACTER NAME: _____ PLAYER NAME: _____

LEVEL/TITLE _____ / _____

ALIGN/DEITY _____ / _____

	PERMANENT/ADJUSTED	WARHORSE:
STRENGTH	_____ / _____	STR _____
INTELLIGENCE	_____ / _____	INT _____
WISDOM	_____ / _____	DEX _____
DEXTERITY	_____ / _____	AC _____
CONSTITUTION	_____ / _____	HP _____
CHARISMA	_____ / _____	

BONUSES: DAMAGE _____ DEFENSE _____ CHARISMA _____ TO HIT: MELEE _____ MISSILES _____

ARMOR CLASS _____ HIT POINTS _____

WEAPON/DAMAGE	ROLL TO HIT ARMOR CLASS:									
_____ / _____	0	1	2	3	4	5	6	7	8	9
_____ / _____	0	1	2	3	4	5	6	7	8	9
_____ / _____	0	1	2	3	4	5	6	7	8	9
_____ / _____	0	1	2	3	4	5	6	7	8	9
_____ / _____	0	1	2	3	4	5	6	7	8	9

SAVING THROWS Class Bonus: +2/10% to All D20 BONUS: _____ RESURRECTION _____ %
Immune to Disease
 D20: POISON/DEATH _____ WAND _____ STONE _____ BREATH _____ STAFF/SPELL _____

SPECIAL SKILLS, ETC _____

EXPERIENCE	Level/Title	XP	HP	Base To Hit by AC of Target										Spells/Day			
				0	1	2	3	4	5	6	7	8	9	1	2	3	4
	1 Gallant	0	8	19	18	17	16	15	14	13	12	11	10	Cure/Lay on Hands x1 per day			
	2 Keeper	2,750	+1D8														
	3 Protector	5,500	+1D8														
	4 Defender	12,000	+1D8	17	16	15	14	13	12	11	10	9	8	Call Warhorse			
	5 Warder	24,000	+1D8											LoH/Cure x2 each per day			
	6 Guardian	45,000	+1D8														
	7 Chevalier	95,000	+1D8	14	13	12	11	10	9	8	7	6	5	Dispell(Good/Evil)			
	8 Justiciar	175,000	+1D8											1			
	9 Paladin	350,000	+1D8											2			
	10	double	+3	12	11	10	9	8	7	6	5	4	3	LoH/Cure x3			
	11	each	each											2 1			
	12	level	level											2 2			
	13			10	9	8	7	6	5	4	3	2	1	2 2 1			
	14													3 2 1			
	15													3 2 1 1 LoH/Cure x4			
	16			7	6	5	4	3	2	1	1	1	1	3 3 1 1			
	17													3 3 2 1			
	18													3 3 3 1			
	19													3 3 3 2			
	20													3 3 3 3 LoH/Cure x5			

Continuous Effect: Detect Good/Evil 60'; Dispell Good/Evil at will at Level 8
 Lay On Hands heals 2HP of damage for each level of this character
 This character can cure disease (5/level)+1 times per day and is immune to disease.

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PALADIN CHARACTER RECORD

CHARACTER NAME: _____

PLAYER NAME: _____

EQUIPMENT WORN/IN HAND:

WEIGHT	ITEM
	TOTAL WEIGHT

ON BELT:

WEIGHT	ITEM
	TOTAL WEIGHT

BACKPACK:

WEIGHT	ITEM
	TOTAL WEIGHT

Maximum of 4 Magic Items for this Char

POUCH:

WEIGHT	ITEM
	TOTAL WEIGHT

MONEY (Char Must Pay 10% Tithe)

PLATINUM	
GOLD	
SILVER	
COPPER	
GEMS, ETC.	
TOTAL WGT	(COINS/10) LBS:

TOTAL WEIGHT CARRIED: _____

WEIGHT CARRYABLE (NORMAL) _____

WGT. CARRYABLE (ENCUMBERED) _____