



NAME

ONE UNIQUE THING

ICON RELATIONSHIPS

BACKGROUNDS

8 points

### SMITE(CHAMPION FEAT)

Smite bonus damage dice become 2d12

CLASS Paladin/Ranger

RACE Human

LEVEL 5th

		MODIFIER	MOD+LVL
STR	19	4	9
CON	15	2	7
DEX	19	4	9
INT	8	-1	4
WIS	8	-1	4
CHA	10	0	5

AC	24	ARMOR CLASS (Heavy Armor + Shield)
PD	19	PHYSICAL DEFENCE
MD	15	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	83		
	MAX	POW	ROLL
RECOVERIES	8		5d8+4

#### FEATS

- Paladin's Smite Feat (A+C)
- Multi-Class Paladin Feat (A)
- Favored Enemy Ranger (A)
- Way of Evil Bastards (A)

Toughness (A)

#### TALENTS

- Way of Evil Bastards (Paladin)
- Favored Enemy (Ranger x2)
- Crit range against humanoid with
- ranger attacks expands by 2 (18+)

Racial Ability Quick To Fight  
(Roll twice for init)

### mighty attack

(Using the Paladin's Class Feature)

**Once per Battle**

**Target:** One enemy

**Attack:** Str (4) + Level (5) +4 = **(+13)** vs. AC

**Hit:** WEAPON **(5d8)** + **2d12**+ Str **(8)** damage

**Miss:** Half Damage

*When this attack drops a non-mook enemy to 0 HP it is not expended and may be used again this battle*

### BASIC MELEE ATTACK

(RANGER, LONGSWORD)

**At-Will**

**Target:** One enemy

**Attack:** Dexterity (4) + Level (5) -2 = **(+7)** vs. AC  
(Once per battle ignore -2 heavy armor penalty and attack **+9** vs. AC)

**Hit:** WEAPON **(5d8)** + Dexterity **(8)** damage

**Miss:** Damage equal to your level **(5)**

**Special:** This attack **crits on an 18+** against

### BASIC RANGED ATTACK

(RANGER, LONGBOW)

**At-Will**

**Target:** One enemy

**Attack:** Dexterity (4) + Level (5) -2 = **(+7)** vs. AC

(Once per battle ignore -2 heavy armor penalty and attack **+9** vs. AC.

**Hit:** WEAPON **(5d8)** + Dexterity **(8)** damage

**Miss:** Damage equal to your level **(5)**

**Special:** This attack **crits on an 18+** against

**DROP SHIELD, SWITCH TO GREAT SWORD!**



Melee damage dice become **d10s**  
**Subtract 1** from AC due to no shield

**Make ranger attacks as a paladin** to ignore the -2 armor penalty to attack, at the cost of no crit expansion and no miss damage with ranged attacks.