



NAME

ONE UNIQUE THING

ICON RELATIONSHIPS

## BACKGROUNDS

### FEARLESS

**+1 to hit enemies** that only you are engaged with (with with mighty attack), **+2** if the enemy has a fear ability. **Immunity to all fear** effects and non-damage effects of fear attacks don't affect you.

### FAVORED ENEMY(CHAMPION FEAT)

Your crit range with ranger attacks against your favored enemy expands by 3 (17+). If that enemy is also your lethal hunter enemy the crit range is 15+!

### LETHAL HUNTER

Once per battle as a free action choose an enemy, your crit range against that enemy expands by 2 for the rest of the battle. A mob of mooks counts as one enemy.

CLASS Paladin/Ranger

RACE Human

LEVEL 6th

		MODIFIER	MOD+LVL
STR	19	4	10
CON	15	2	8
DEX	19	4	10
INT	8	-1	5
WIS	8	-1	5
CHA	10	0	6

INITIATIVE (ROLL TWICE)

AC	25	ARMOR CLASS (Heavy Armor + Shield)
PD	20	PHYSICAL DEFENCE
MD	16	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	102		
	MAX	POW	ROLL
RECOVERIES	8		6d8+4

### FEATS

Paladin's Smite Feat (A+C)  
Multi-Class Paladin Feat (A)  
→ Favored Enemy Ranger (A+C)  
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 3 (17+)  
→ Lethal Hunter (Ranger)  
Choose one enemy, crit range expands by  
2 (mob of mooks counts as one enemy)  
Fearless (Paladin)  
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)+Lvl(6)+4 = **(+14/15/16)** vs. AC

**Hit:** WEAPON **(6d8)** + 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 (6) -2 = **(+8)** vs. AC  
(Once per battle ignore -2 heavy armor penalty and attack **+10** vs. AC)

**Hit:** WEAPON **(6d8)** + Dexterity **(8)** damage

**Miss:** Damage equal to your level **(6)**

**Special:** This attack **crits on an 17+** against humanoid enemies, expands by an extra 2 if it is your **LETHAL HUNTER**

## BASIC RANGED ATTACK

(RANGER, LONGBOW)

**At-Will**

**Target:** One enemy

**Attack:** Dexterity (4) + Level (6) -2 = **(+8)** vs. AC  
(Once per battle ignore -2 heavy armor penalty and attack **+10** vs. AC.)

**Hit:** WEAPON **(6d8)** + Dexterity **(8)** damage

**Miss:** Damage equal to your level **(6)**

**Special:** This attack **crits on an 17+** against humanoid enemies, expands by an extra 2 if it is your **LETHAL HUNTER**

**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.