



NAME

ONE UNIQUE THING

ICON RELATIONSHIPS

BACKGROUNDS

8 points

#### Way of Evil Bastards (Champion Feat)

Your smite class feature is now also not expended when it drops three or more mooks

CLASS Paladin/Ranger

RACE Human

LEVEL 7th

		MODIFIER	MOD+LVL
STR	20	5	12
CON	16	3	10
DEX	20	5	12
INT	8	-1	6
WIS	8	-1	6
CHA	10	0	7

AC	26	ARMOR CLASS (Heavy Armor + Shield)
PD	21	PHYSICAL DEFENCE
MD	17	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	121		
	MAX	POW	ROLL
RECOVERIES	8		7d8+6

#### FEATS

<u>Paladin's Smite Feat (A+C)</u>
<u>Multi-Class Paladin Feat (A)</u>
<u>Favored Enemy Ranger (A+C)</u>
→ <u>Way of Evil Bastards (A+C)</u>
<u>Toughness (A)</u>

#### TALENTS

<u>Way of Evil Bastards (Paladin)</u>
<u>Favored Enemy (Ranger x2)</u>
<u>Crit range against humanoids with</u>
<u>ranger attacks expands by 3 (17+)</u>
<u>Lethal Hunter (Ranger)</u>
<u>Choose one enemy, crit range expands by</u>
<u>2 (mob of mooks counts as one enemy)</u>
<u>Fearless (Paladin)</u>
<u>Racial Ability Quick To Fight</u>
(Roll twice for init)

INITIATIVE (ROLL TWICE)

### Mighty Attack

(Using the Paladin's Class Feature)

**Once per Battle**

**Target:** One enemy

**Attack:** Str(5)+Lvl(7)+4 = **(+16/17/18)** vs. AC

**Hit:** WEAPON **(7d8)** + **2d12** + Str **(10)** damage

**Miss:** Half Damage

When this attack drops a non-mook enemy or 3 or more mooks 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 (5) + Level (7) -2 = **(+10)** vs. AC  
(Once per battle ignore -2 heavy armor penalty and attack **+12** vs. AC)

**Hit:** WEAPON **(7d8)** + Dexterity **(10)** damage

**Miss:** Damage equal to your level **(7)**

**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 (5) + Level (7) -2 = **(+10)** vs. AC  
(Once per battle ignore -2 heavy armor penalty and attack **+12** vs. AC)

**Hit:** WEAPON **(7d8)** + Dexterity **(10)** damage

**Miss:** Damage equal to your level **(7)**

**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.