



NAME

ONE UNIQUE THING

ICON RELATIONSHIPS

BACKGROUNDS

8 points

SMITE (EPIC FEAT)

Your smite class feature now does 4d12 extra damage

CLASS Paladin/Ranger

RACE Human

LEVEL 8th

		MODIFIER	MOD+LVL
STR	20	5	13
CON	16	3	11
DEX	20	5	13
INT	8	-1	7
WIS	8	-1	7
CHA	10	0	8

AC	28	ARMOR CLASS (Heavy Armor + Shield)
PD	23	PHYSICAL DEFENSE
MD	18	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	183		
	MAX	POW	ROLL
RECOVERIES	8		8d8+9

FEATS

- > Paladin's Smite Feat (A+C+E)
- Multi-Class Paladin Feat (A)
- Favored Enemy Ranger (A+C)
- Way of Evil Bastards (A+C)
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- 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(5)+Lvl(8)+4 = **(+17/18/19)** vs. AC

Hit: WEAPON **(8d8)** + **4d12**+ Str **(15)** 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 (8) -2 = **(+11)** vs. AC
(Once per battle ignore -2 heavy armor penalty and attack **+13** vs. AC)

Hit: WEAPON **(8d8)** + Dexterity **(15)** damage

Miss: Damage equal to your level **(8)**

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 (8) -2 = **(+11)** vs. AC
(Once per battle ignore -2 heavy armor penalty and attack **+13** vs. AC)

Hit: WEAPON **(8d8)** + Dexterity **(15)** damage

Miss: Damage equal to your level **(8)**

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.