



NAME

ONE UNIQUE THING

ICON RELATIONSHIPS

BACKGROUNDS

CLASS Paladin/Ranger

RACE Human

LEVEL 9th

		MODIFIER	MOD+LVL
STR	20	5	14
CON	16	3	12
DEX	20	5	14
INT	8	-1	8
WIS	8	-1	8
CHA	10	0	9

→ AC	30	ARMOR CLASS (Heavy Armor + Shield)
PD	24	PHYSICAL DEFENCE
MD	19	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	225		
	MAX	POW	ROLL
RECOVERIES	8		9d8+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)  
First Strike (A)

Racial Ability Quick To Fight  
(Roll twice for init)  
Toughness (A)

#### TALENTS

Way of Evil Bastards (Paladin)  
Favored Enemy (Ranger x2)  
Crit range against humanoids 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)  
First Strike (Ranger)

### MIGHTY ATTACK

(USING THE PALADIN'S CLASS FEATURE)

Once per Battle

Target: One enemy

Attack: Str(5)+Lvl(9)+4 = (+18/19/20) vs. AC

Hit: WEAPON (9d8) + 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 (9) -2 = (+12) vs. AC  
(Once per battle ignore -2 heavy armor penalty and attack +14 vs. AC)

Hit: WEAPON (9d8) + Dexterity (15) damage

Miss: Damage equal to your level (9)

Crits expansions: Humanoid target expands crits by 3  
First Strike expands crits by 3  
Lethal Hunter expds crits by 2

### BASIC RANGED ATTACK

(RANGER, LONGBOW)

At-Will

Target: One enemy

Attack: Dexterity (5) + Level (9) -2 = (+12) vs. AC  
(Once per battle ignore -2 heavy armor penalty and attack +14 vs. AC)

Hit: WEAPON (9d8) + Dexterity (15) damage

Miss: Damage equal to your level (9)

Crits expansions: Humanoid target expands crits by 3  
First Strike expands crits by 3

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.

#### BASTION

1+ AC.

Once per battle when a nearby ally takes damage, they take half damage and you take the other half.

#### FIRST STRIKE

The first time you attack an enemy in a battle with a ranger attack, your crit range expands by 3.