



NAME

ONE UNIQUE THING

ICON RELATIONSHIPS

BACKGROUNDS

8 points

TOUGHNESS(ADVENTURER FEAT)

Get an extra 3.25 hp (rounded down once added to hp)at adventurer, an extra 7.5 (rounded down once added to hp) at champion, and an extra 15 hp at epic tier.

CLASS Paladin/Ranger

RACE Human

LEVEL 3rd

		MODIFIER	MOD+LVL
STR	18	4	7
CON	14	2	5
DEX	18	4	7
INT	8	-1	2
WIS	8	-1	2
CHA	10	0	3

AC	22	ARMOR CLASS (Heavy Armor + Shield)
PD	17	PHYSICAL DEFENCE
MD	13	MENTAL DEFENSE

	MAX	POW	+ TEMP
>HP	51		

	MAX	POW	ROLL
RECOVERIES	8		3d8+2

FEATS

Paladin's Smite Feat (A)
Multi-Class Paladin Feat (A)
Favored Enemy Ranger (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 (3) +4 = (+11) vs. AC

Hit: WEAPON (3d8) + d12+ Str (4) 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 (3) -2 = (+5) vs. AC

(Once per battle ignore -2 heavy armor penalty and attack +7 vs. AC)

Hit: WEAPON (3d8) + Dexterity (4) damage

Miss: Damage equal to your level (3)

Special: This attack crits on an 18+ against

BASIC RANGED ATTACK

(RANGER, LONGBOW)

At-Will

Target: One enemy

Attack: Dexterity (4) + Level (3) -2 = (+5) vs. AC

(Once per battle ignore -2 heavy armor penalty and attack +7 vs. AC.)

Hit: WEAPON (3d8) + Dexterity (4) damage

Miss: Damage equal to your level (3)

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.