



NAME

ONE UNIQUE THING

ICON RELATIONSHIPS

BACKGROUNDS

8 points

#### SMITE (ADVENTURER FEAT)

Add +4 to attack with attacks that use the paladin's class feature (reflavored here from "Smite Evil" to "Mighty Attack")

CLASS Paladin/Ranger

RACE Human

LEVEL 1st

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

AC	20	ARMOR CLASS (Heavy Armor + Shield)
PD	15	PHYSICAL DEFENCE
MD	11	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	28		
	MAX	POW	ROLL
RECOVERIES	8		1d8+2

#### FEATS

Paladin's Smite Feat (A)  
Multi-Class Paladin Feat (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 (1) +4 = **(+9)** vs. AC

**Hit:** WEAPON **(1d8)** + **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 (1) -2 = **(+3)** vs. AC  
(Once per battle ignore -2 heavy armor penalty and attack **+5** vs. AC)

**Hit:** WEAPON **(1d8)** + Dexterity **(4)** damage

**Miss:** Damage equal to your level **(1)**

**Special:** This attack **crits on an 18+** against

### BASIC RANGED ATTACK

(RANGER, LONGBOW)

**At-Will**

**Target:** One enemy

**Attack:** Dexterity (4) + Level (1) -2 = **(+3)** vs. AC  
(Once per battle ignore -2 heavy armor penalty and attack **+5** vs. AC.)

**Hit:** WEAPON **(1d8)** + Dexterity **(4)** damage

**Miss:** Damage equal to your level **(1)**

**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.