



NAME

ONE UNIQUE THING

ICON RELATIONSHIPS

BACKGROUNDS

CLASS Paladin/Ranger

RACE Human

LEVEL 2nd

		MODIFIER	MOD+LVL
STR	18	4	6
CON	14	2	4
DEX	18	4	6
INT	8	-1	1
WIS	8	-1	1
CHA	10	0	2

AC	21	ARMOR CLASS (Heavy Armor + Shield)
PD	16	PHYSICAL DEFENCE
MD	12	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	38		
	MAX	POW	ROLL
RECOVERIES	8		2d8+2

FEATS

Paladin's Smite Feat (A)
Multi-Class Paladin Feat (A)
Favored Enemy Ranger (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 (2) +4 = (+10) vs. AC

Hit: WEAPON (2d8) + 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 (2) -2 = (+4) vs. AC

(Once per battle ignore -2 heavy armor penalty and attack +6 vs. AC)

Hit: WEAPON (2d8) + Dexterity (4) damage

Miss: Damage equal to your level (2)

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

BASIC RANGED ATTACK

(RANGER, LONGBOW)

At-Will

Target: One enemy

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

(Once per battle ignore -2 heavy armor penalty and attack +6 vs. AC.)

Hit: WEAPON (2d8) + Dexterity (4) damage

Miss: Damage equal to your level (2)

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.

FAVORED ENEMY(ADVENTURER FEAT)

During a full heal-up you may choose to switch your favored enemy to another monster type (aberration, beast, construct, demon, devil, dragon, elemental, giant, ooze, plant, undead).