



NAME

ONE UNIQUE THING

ICON RELATIONSHIPS

BACKGROUNDS

### WOB(ADVENTURER FEAT)

Once per day, you can reroll relationship your dice with a villainous or ambiguous icon.  
If you don't have such relationships don't worry, this feat lays the groundwork for the champion tier stuff that lets you potentially drop mooks and not expend the class feature.

CLASS Paladin/Ranger

RACE Human

LEVEL 4th

		MODIFIER	MOD+LVL
STR	19	4	8
CON	15	2	6
DEX	19	4	8
INT	8	-1	3
WIS	8	-1	3
CHA	10	0	4

AC	23	ARMOR CLASS (Heavy Armor + Shield)
PD	18	PHYSICAL DEFENCE
MD	14	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	60		
	MAX	POW	ROLL
RECOVERIES	8		4d8+2

#### FEATS

Paladin's Smite Feat (A)  
Multi-Class Paladin Feat (A)  
Favored Enemy Ranger (A)  
Way of Evil Bastards (A)  
  
  
  
  
  
Toughness (A)

#### TALENTS

Way of Evil Bastards (Paladin)  
Favored Enemy (Ranger x2)  
Crit range against humanoids 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 (4) +4 = (+12) vs. AC

Hit: WEAPON (4d8) + 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 (4) -2 = (+6) vs. AC  
(Once per battle ignore -2 heavy armor penalty and attack +8 vs. AC)

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

Miss: Damage equal to your level (4)

Special: This attack crits on an 18+ against

### BASIC RANGED ATTACK

(RANGER, LONGBOW)

At-Will

Target: One enemy

Attack: Dexterity (4) + Level (4) -2 = (+6) vs. AC  
(Once per battle ignore -2 heavy armor penalty and attack +8 vs. AC.)

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

Miss: Damage equal to your level (4)

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.