



NAME

ONE UNIQUE THING

ICON RELATIONSHIPS

BACKGROUNDS

CLASS Paladin/Ranger

RACE Human

LEVEL 10th

		MODIFIER	MOD+LVL
STR	21	5	15
CON	17	3	13
DEX	21	5	15
INT	8	-1	9
WIS	8	-1	9
CHA	10	0	10

AC	31	ARMOR CLASS (Heavy Armor + Shield)
PD	25	PHYSICAL DEFENCE
MD	20	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	267		
	MAX	POW	ROLL
RECOVERIES	8		10d8+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)

Lethal Hunter (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 humanoid with
ranger attacks expands by 3 (17+)

Lethal Hunter (Ranger)

Choose one enemy, crit range expands by
3 (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(10)+4 = **(+19/20/21)** vs. AC

Hit: WEAPON **(10d8)** + **4d12**+ Str **(15)** dmg

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 (10) -2 = **(+13)** vs. AC
(Once per battle ignore -2 heavy armor penalty and attack **+15** vs. AC)

Hit: WEAPON **(10d8)** + Dexterity **(15)** damage

Miss: Damage equal to your level **(10)**

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

Basic Ranged Attack

(RANGER, LONGBOW)

At-Will

Target: One enemy

Attack: Dexterity (5) + Level (10) -2 = **(+13)** vs. AC
(Once per battle ignore -2 heavy armor penalty and attack **+15** vs. AC.)

Hit: WEAPON **(10d8)** + Dexterity **(15)** damage

Miss: Damage equal to your level **(10)**

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.

REMEMBER: BONUSES TO SMITE!

If you are the only one engaged with an enemy you get +1 to attack with your paladin's class feature attack, +2 if the enemy has a fear effect or attack.

REMEMBER: CRIT RANGES ARE EXPANDED!

Almost any ranger attack that you make will have a crit range somewhere between 17+ and 11+ due to Favored Enemy, First Strike, and Lethal Hunter.