Class Paladin/Ranger

Race Human

Level 9th

Name

One Unique Thing

Icon Relationships

Backgrounds

8 points
(plus free 5pt. tracker background)

Tracker (+5)

		Modifier	Mod+Lvl
STR	20	5	14
CON	16	3	12
DEX	20	5	14
INT	8	-1	8
WIS	8	-1	8
CHA	10	0	9

Initiative = 18 (roll twice)

AC	26	Armor Class (Light armor)
PD	24	Physical Defence
MD	19	Mental Defense

	Max	Now	+ Temp
HP	210		

	Max	Now	Roll
Recoveries	9		9d8+9

Feats	Talents
Two-Weapon Mastery (A+C)	Double Melee Attack (Ranger)
Multi-Class Ranger Feat (A)	Two-Weapon Mastery (Ranger)
Paladin's Smite Feat (A+C+E)	Bastion (Paladin)
Double Melee Attack (A)	*Bastion: +1 AC & 1/Battle a nearby*
Bastion (A)	*ally takes half damage & you*
Tracker feat 'urban too' (A)	*take the other half*
Improved Initiative (A)	~~Tracker (Ranger)~~
	Implacable (Paladin: save at start of turn)
Racial Ability Quick To Fight	Way of Evil Bastards (Paladin)
~~(Roll twice for init)~~	First Strike (Ranger) *Crit expands*

Way of Evil Bastards
When 'mighty attack' drops a non-mook enemy, it is not expended

First Strike
The first time I attack an enemy during a battle, the attack's crit range expands by 2, usually to 18+. (Ranger attacks only)
A mob of mooks counts as a single enemy for this talent.

Mighty Attack
(Using the paladin's Class Feature)
Once per Battle
Target: One enemy
Attack: Str (5) + Level (9) +1 +4 = (**+19**) vs. AC
Hit: WEAPON (**9d8**) **+ 4d12+** Str(**15**) damage
Miss: Half Damage +9

Double Melee Attack
(Ranger, two longswords)
At-Will
Target: One enemy
Attack: Dexterity(5) + Level (9) +1 = (**+15**) vs. AC
Hit: WEAPON (**9d6**) **+** Dex(**15**) damage
Miss: Damage equal to twice your level (**18**)
Natural even hit or miss:
Make a second attack as a free action, with +2 to hit if it is against a different target

Basic Melee Attack
(Ranger, two longswords)
At-Will
Target: One enemy
Attack: Dexerity (5) + Level (9) +1 = (**+15**) vs. AC
Hit: WEAPON (**9d8**) **+** Dex(**15**) damage
Miss: Damage equal to twice your level (**18**)

Basic Ranged Attack
(Ranger, longbow)
At-Will
Target: One enemy
Attack: Dexterity (5) + Level (9) = (**+14**) vs. AC
Hit: WEAPON (**9d8**) **+** Dexterity (**15**) damage
Miss: Damage equal to your level (**9**)

Two-Weapon Fighting
When rolling a **natural 2** for a melee attack re-roll due to fighting with two weapons