Class	Paladin/Ranger
Race	Human
Level	10th

Name

One Unique Thing

Icon Relationships

Backgrounds

8 points
(plus free 5pt. tracker background)

Tracker (+5)

Two Weapon Mastery (epic feat)
One battle per day: add an extra **10 damage** to all this character's missed melee attacks

Remember:
Terrain Stunt as quick action, Two-Weapon Mastery (opportunity attacks on 1), Roll saves at the START of the turn, First Strike, WoEBs (drop non-mook dosn't expend smite)

		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

Initiative = 19 (roll twice)

AC	27	Armor Class (Light armor)
PD	25	Physical Defence
MD	20	Mental Defense

	Max	Now	+ Temp
HP	252		

	Max	Now	Roll
Recoveries	9		10d8+9

Feats	Talents
Two-Weapon Mstry (A+C+E)	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*

Mighty Attack
(Using the paladin's Class Feature)
Once per Battle
Target: One enemy
Attack: Str (5) + Level (10) +1 +4 = (**+20**) vs. AC
Hit: WEAPON (**10d8**) **+ 4d12+** Str(**15**) damage
Miss: Half Damage +10

Double Melee Attack
(Ranger, two longswords)
At-Will
Target: One enemy
Attack: Dexterity(5) + Level (10) +1 = (**+16**) vs. AC
Hit: WEAPON (**10d6**) **+** Dex(**15**) damage
Miss: Damage equal to twice your level (**20**)
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 (10) +1 = (**+16**) vs. AC
Hit: WEAPON (**10d8**) **+** Dex(**15**) damage
Miss: Damage equal to twice your level (**20**)

Basic Ranged Attack
(Ranger, longbow)
At-Will
Target: One enemy
Attack: Dexterity (5) + Level (10) = (**+15**) vs. AC
Hit: WEAPON (**10d8**) **+** Dexterity (**15**) damage
Miss: Damage equal to your level (**10**)

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