Class Paladin/Ranger

Race Human

Level 6th

Name

One Unique Thing

Icon Relationships

Backgrounds *8 points (plus free 5pt. tracker background)*

Tracker (+5)

		Modifier	Mod+Lvl
STR	19	4	10
CON	15	2	8
DEX	19	4	10
INT	8	-1	5
WIS	8	-1	5
CHA	10	0	6

Initiative (roll twice)

AC	22	Armor Class (Light armor)
PD	20	Physical Defence
MD	16	Mental Defense

	Max	Now	+ Temp
HP	95		

	Max	Now	Roll
Recoveries	9		6d8+4

Feats

- Two-Weapon Mastery (A+C)
- Multi-Class Ranger Feat (A)
- Paladin's Smite Feat (A)
- Double Melee Attack (A)
- Bastion (A)
- Tracker feat 'urban too' (A)

Talents

- Double Melee Attack (Ranger)
- Two-Weapon Mastery (Ranger)
- Bastion (Paladin)
- *Bastion: +1 AC & 1/Battle a nearby ally takes half damage & you take the other half*
- Tracker (Ranger)
- Implacable (Paladin: save at start of turn)
- *Racial Ability* Quick To Fight (Roll twice for init)

Terrain Stunt

At the start of each battle roll d6, when the escalation die gets to that value, as a quick action you can use a terrain stunt.
Thanks to the feat this can be done in any terrain.

Mighty Attack

(Using the paladin's Class Feature)
Once per Battle
Target: One enemy
Attack: Str (4) + Level (6) +1 +4 = (**+15**) vs. AC
Hit: WEAPON (**6d8**) **+ d12+** Strength (**8**) damage
Miss: Half Damage +6

Double Melee Attack

(Ranger, two longswords)
At-Will
Target: One enemy
Attack: Dexterity(4) + Level (6) +1 = (**+11**) vs. AC
Hit: WEAPON (**6d6**) **+** Dexterity (**8**) damage
Miss: Damage equal to twice your level (**12**)
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 (4) + Level (6) +1 = (**+11**) vs. AC
Hit: WEAPON (**6d8**) **+** Dexterity (**8**) damage
Miss: Damage equal to twice your level (**12**)

Basic Ranged Attack

(Ranger, longbow)
At-Will
Target: One enemy
Attack: Dexterity (4) + Level (6) = (**+10**) vs. AC
Hit: WEAPON (**6d8**) **+** Dexterity (**8**) damage
Miss: Damage equal to your level (**6**)

Two-Weapon Fighting

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