Class	Paladin/Ranger
Race	Human
Level	5th

Name

One Unique Thing

Icon Relationships

Backgrounds *8 points*

Two-Weapon Mastery (champion feat)
Whenever an enemy rolls a **natural 1** for a melee attack against this character make an opportunity attack against the enemy as a free action

		Modifier	Mod+Lvl
STR	19	4	9
CON	15	2	7
DEX	19	4	9
INT	8	-1	4
WIS	8	-1	4
CHA	10	0	5

Initiative (roll twice)

AC	21	Armor Class (Light armor)
PD	19	Physical Defence
MD	15	Mental Defense

	Max	Now	+ Temp
HP	76		

	Max	Now	Roll
Recoveries	9		5d8+4

Feats
- Two-Weapon Mastery (A+C)
- Multi-Class Ranger Feat (A)
- Paladin's Smite Feat (A)
- Double Melee Attack (A)
- Bastion (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*

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 (5) +1 +4= (**+14**) vs. AC
Hit: WEAPON (**5d8**) **+ d12+** Strength (**8**) damage
Miss: Half Damage +5

Double Melee Attack
(Ranger, two longswords)
At-Will
Target: One enemy
Attack: Dexterity(4) + Level (5) +1 = (**+10**) vs. AC
Hit: WEAPON (**5d6**) **+** Dexterity (**8**) damage
Miss: Damage equal to twice your level (**10**)
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 (5) +1 = (**+10**) vs. AC
Hit: WEAPON (**5d8**) **+** Dexterity (**8**) damage
Miss: Damage equal to twice your level (**10**)

Basic Ranged Attack
(Ranger, longbow)
At-Will
Target: One enemy
Attack: Dexterity (4) + Level (5) = (**+9**) vs. AC
Hit: WEAPON (**5d8**) **+** Dexterity (**8**) damage
Miss: Damage equal to your level (**5**)

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