Class Paladin/Ranger

Race Human

Level 3rd

Name

One Unique Thing

Icon Relationships

Backgrounds

8 points

		Modifier	Mod+Lvl
STR	18	4	7
CON	14	2	5
DEX	18	4	7
INT	8	-1	2
WIS	8	-1	2
CHA	10	0	3

Initiative (roll twice)

AC	19	Armor Class (Light armor)
PD	17	Physical Defence
MD	13	Mental Defense

	Max	Now	+ Temp
HP	47		

	Max	Now	Roll
Recoveries	8		3d8+2

Feats

- Two-Weapon Mastery (A)
- Multi-Class Ranger Feat (A)
- Paladin's Smite Feat (A)
- Double Melee Attack (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 (3) +1 +4 = (**+12**) vs. AC
Hit: WEAPON (**3d8**) **+ d12+** Strength (**4**) damage
Miss: Half Damage +3

Double Melee Attack

(Ranger, two longswords)
At-Will
Target: One enemy
Attack: Dexterity(4) + Level (3) +1 = (**+8**) vs. AC
Hit: WEAPON (**3d6**) **+** Dexterity (**4**) damage
Miss: Damage equal to twice your level (**6**)
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 (3) +1 = (**+8**) vs. AC
Hit: WEAPON (**3d8**) **+** Dexterity (**4**) damage
Miss: Damage equal to twice your level (**6**)

Basic Ranged Attack

(Ranger, longbow)
At-Will
Target: One enemy
Attack: Dexterity (4) + Level (3) = (**+7**) vs. AC
Hit: WEAPON (**3d8**) **+** Dexterity (**4**) damage
Miss: Damage equal to your level (**3**)

Two-Weapon Fighting

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