Class	Paladin/Ranger
Race	Human
Level	8th

Name

One Unique Thing

Icon Relationships

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

Tracker (+5)

Remember:
Terrain Stunt as quick action
Two-Weapon Mastery (opportunity attacks on 1)
Roll saves at the START of the turn

		Modifier	Mod+Lvl
STR	20	5	13
CON	16	3	11
DEX	20	5	13
INT	8	-1	7
WIS	8	-1	7
CHA	10	0	8

Initiative (roll twice)

AC	25	Armor Class (Light armor)
PD	23	Physical Defence
MD	18	Mental Defense

	Max	Now	+ Temp
HP	168		

	Max	Now	Roll
Recoveries	9		8d8+9

Feats
- Two-Weapon Mastery (A+C)
- Multi-Class Ranger Feat (A)
- Paladin's Smite Feat (A+C+E)
- 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)

Mighty Attack
(Using the paladin's Class Feature)
Once per Battle
Target: One enemy
Attack: Str (5) + Level (8) +1 +4 = (**+18**) vs. AC
Hit: WEAPON (**8d8**) **+ 4d12+** Str(**15**) damage
Miss: Half Damage +8

Double Melee Attack
(Ranger, two longswords)
At-Will
Target: One enemy
Attack: Dexterity(5) + Level (8) +1 = (**+14**) vs. AC
Hit: WEAPON (**8d6**) **+** Dex(**15**) damage
Miss: Damage equal to twice your level (**16**)
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 (8) +1 = (**+14**) vs. AC
Hit: WEAPON (**8d8**) **+** Dex(**15**) damage
Miss: Damage equal to twice your level (**16**)

Basic Ranged Attack
(Ranger, longbow)
At-Will
Target: One enemy
Attack: Dexterity (5) + Level (8) = (**+13**) vs. AC
Hit: WEAPON (**8d8**) **+** Dexterity (**15**) damage
Miss: Damage equal to your level (**8**)

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