| | |
|---|---|
| Class | Paladin/Ranger |
| Race | Human |
| Level | 2nd |

Name

One Unique Thing

Icon Relationships

Backgrounds *8 points*

**Smite(adventurer feat)**
Add +4 to attack with attacks that use the paladin's class feature (reflavored here from "Smite Evil" to "Mighty Attack")

| | | Modifier | Mod+Lvl |
|---|---|---|---|
| STR | 18 | 4 | 6 |
| CON | 14 | 2 | 4 |
| DEX | 18 | 4 | 6 |
| INT | 8 | -1 | 1 |
| WIS | 8 | -1 | 1 |
| CHA | 10 | 0 | 2 |

Initiative (roll twice)

| | | |
|---|---|---|
| AC | 18 | Armor Class (Light armor) |
| PD | 16 | Physical Defence |
| MD | 12 | Mental Defense |

| | Max | Now | + Temp |
|---|---|---|---|
| HP | 38 | | |

| | Max | Now | Roll |
|---|---|---|---|
| Recoveries | 8 | | 2d8+2 |

**Feats**
- Two-Weapon Mastery (A)
- Multi-Class Ranger Feat (A)
- Paladin's Smite Feat (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 (2) +1 +4 = (**+11**) vs. AC
**Hit:** WEAPON (**2d8**) **+ d12+** Strength (**4**) damage
**Miss:** Half Damage +2

## Double Melee Attack
(Ranger, two longswords)
**At-Will**
**Target:** One enemy
**Attack:** Dexterity(4) + Level (2) +1 = (**+7**) vs. AC
**Hit:** WEAPON (**2d6**) **+** Dexterity (**4**) damage
**Miss:** Damage equal to twice your level (**4**)
**Natural even hit or miss:**
*Make a second attack as a free action*

## Basic Melee Attack
(Ranger, two longswords)
**At-Will**
**Target:** One enemy
**Attack:** Dexerity (4) + Level (2) +1 = (**+7**) vs. AC
**Hit:** WEAPON (**2d8**) **+** Dexterity (**4**) damage
**Miss:** Damage equal to twice your level (**4**)

## Basic Ranged Attack
(Ranger, longbow)
**At-Will**
**Target:** One enemy
**Attack:** Dexterity (4) + Level (2) = (**+6**) vs. AC
**Hit:** WEAPON (**2d8**) **+** Dexterity (**4**) damage
**Miss:** Damage equal to your level (**2**)

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