Class Paladin/Ranger

Race Human

Level 1st

Name

One Unique Thing

Icon Relationships

Backgrounds

8 points

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

Initiative (roll twice)

AC	17	Armor Class (Light armor)
PD	15	Physical Defence
MD	11	Mental Defense

	Max	Now	+ Temp
HP	28		

	Max	Now	Roll
Recoveries	8		1d8+2

Feats

Two-Weapon Mastery (A)
Multi-Class Ranger 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 (1) +1 = (**+6**) vs. AC
Hit: WEAPON (**1d8**) **+ d12+** Strength (**4**) damage
Miss: Half Damage +1

Double Melee Attack
(Ranger, two longswords)
At-Will
Target: One enemy
Attack: Dexterity(4) + Level (1) +1 = (**+6**) vs. AC
Hit: WEAPON (**1d6**) **+** Dexterity (**4**) damage
Miss: Damage equal to twice your level (**2**)
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 (1) +1 = (**+6**) vs. AC
Hit: WEAPON (**1d8**) **+** Dexterity (**4**) damage
Miss: Damage equal to twice your level (**2**)

Basic Ranged Attack
(Ranger, longbow)
At-Will
Target: One enemy
Attack: Dexterity (4) + Level (1) = (**+5**) vs. AC
Hit: WEAPON (**1d8**) **+** 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