

VIKING

(FIGHTER)

Fighter
Level

FEARSOME

- Level **2** Make an Intimidate check as a Move Action
- Level **10** Make an Intimidate check as a Swift Action
- Level **18** Make an Intimidate check as a Free Action

SHIELD DEFENCE

SHIELD BONUS
TO AC

Fighter
Level

+

= (

+ 1

) ÷ 4

(Round down)

BERSERKER

RAGE! DURATION
PER DAY

Viking
Level

Misc

= 2 + CON + (

- 3

) × 2 +

Every bonus feat after level 6 can be a RAGE power

WEAPON MASTERY

Weapon type

Level **20**

ATTACK FEATS

ATTACK ACTIONS

- ☐ Cleave Extra attack if you hit
- ☐ Great Cleave Any number of extra attacks per round
- ☐ Cleaving Finish Extra attack if enemy is knocked out
- ☐ Improved Cleaving Finish Any number per round

CRITICAL EFFECTS

(require ☐ Critical Focus)

- ☐ Bleeding Critical
- ☐ Sickening Critical
- ☐ Blinding Critical
- ☐ Staggering Critical
- ☐ Crippling Critical
- ☐ Stunning Critical
- ☐ Deafening Critical
- ☐ Tiring Critical
- ☐ Dispelling Critical
- ☐ Exhausting Critical
- ☐ Impaling Critical
- ☐ Improved Impaling Critical

- ☐ Critical Mastery Apply two critical effects at once

- ☐ Sneaking Precision Apply a critical effect to the second sneak attack in a round

TEAMWORK FEATS

- ☐ Allied Spellcaster +2 to overcome spell resistance
- ☐ Coordinated Defence +2 to CMD
- ☐ Coordinated Manoeuvres +2 to CMB
- ☐ Duck and Cover Take ally's result on reflex save
- ☐ Lookout Act in surprise round if ally can act
- ☐ Shield Wall +1 / +2 to AC when both using shields
- ☐ Shielded Caster +4 to concentration checks
- ☐ Swap Places Switch places with an ally
- ☐ Back to Back +2 to AC against flanking
- ☐ Improved Back to Back +2 to ally's AC
- ☐ Broken Wing Gambit Grant +2 / +2, get attack of opportunity
- ☐ Cavalry Formation Share space, charge through allied mount
- ☐ Coordinated Charge Charge the same foe as an ally
- ☐ Escape Route Don't provoke AoO when adjacent to an ally
- ☐ Feint Partner When ally feints, enemy loses DEX bonus to AC
- ☐ Improved Feint Partner When ally feints, gain AoO
- ☐ Pack Attack Ally's attack allows you to take 5ft step
- ☐ Seize the Moment AoO when ally confirms critical hit
- ☐ Shake It Off +1 to all saving throws per adjacent ally
- ☐ Tandem Trip When ally is adjacent, roll twice for trip CMB
- ☐ Target of Opportunity Extra attack when ally hits with ranged