

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

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(Round down)

BERSERKER

RAGE! DURATION
PER DAY

Viking
Level

Misc

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CON

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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