FIGHTER	Fighter Level
weapon training	
Level Weapon type 5	
9	0-0-0
13	
17	
ARMOR TRAININ	IG ,
MAX ARMOR ARMOR CHEC DEX BONUS PENALTY RE	
+ -	
₹ 19 DR 5/— when wearing armor or using	a shield
BRAVERY	*
FEAR EFFECT Fighter WILL BONUS Level	
+ = (+ 2)	÷ 4 (Round down)
WEAPON MASTE	RY
₩eapon type	
ATTACK FEAT	S
ATTACK ACTIONS	
☐ Cleave Extra attack if you hit	
☐ Great Cleave Any number of extra atta	cks per round
☐ Cleaving Finish Extra attack if enemy i	s knocked out
☐ Improved Cleaving Finish Any num	ber per round
☐ Blinding Critical ☐ Stagge	rtical Focus ling Critical ering Critical
☐ Deafening Critical ☐ Tiring	ınning Critical
☐ Deafening Critical ☐ Tiring ☐ Dispelling Critical ☐ Exh	ınning Critical Critical
☐ Deafening Critical ☐ Tiring ☐ Dispelling Critical ☐ Exh ☐ Impaling Critical	unning Critical Critical austing Critical
□ Deafening Critical □ Tiring □ Dispelling Critical □ Exh □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect	unning Critical Critical aussting Critical at once
□ Deafening Critical □ Tiring □ Dispelling Critical □ Exh □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attack	unning Critical Critical lausting Critical at once to the kin a round
□ Deafening Critical □ Tiring □ Dispelling Critical □ Exh □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect	anning Critical Critical lausting Critical at once et to the k in a round
□ Deafening Critical □ Tiring □ Dispelling Critical □ Ext □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attack	anning Critical Critical lausting Critical at once et to the k in a round
□ Deafening Critical □ Tiring □ Dispelling Critical □ Ext □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attact	anning Critical Critical lausting Critical at once et to the k in a round
Deafening Critical ☐ Tiring☐ Dispelling Critical ☐ Exh☐ Impaling Critical ☐ Improved Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effects ☐ Sneaking Precision Apply a critical effect second sneak attack *** TEAMWORK FEA☐ Allied Spellcaster +2to overcome spell recoordinated Defense +2to CMD	anning Critical Critical austing Critical at once at to the k in a round TS sistance
□ Deafening Critical □ Tiring □ Dispelling Critical □ Ext □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attacl ■ TEAMWORK FEA □ Allied Spellcaster +2to overcome spell re □ Coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB	at once to to the k in a round TS sistance
□ Deafening Critical □ Tiring □ Dispelling Critical □ Ext □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attact ■ TEAMWORK FEA □ Allied Spellcaster +2to overcome spell re □ Coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on refle	at once st to the k in a round TTS sistance
Deafening Critical	anning Critical Critical austing Critical at once at to the c in a round TS sistance x save act ag shields
□ Deafening Critical □ Tiring □ Dispelling Critical □ Ext □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attacl ■ TEAMWORK FEA □ Allied Spellcaster +2to overcome spell re □ Coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflection to the company of the control of t	at once at to the cin a round TS sistance x save act ag shields
□ Deafening Critical □ Tiring □ Dispelling Critical □ Ext □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attact ▼ TEAMWORK FEA □ Allied Spellcaster +2to overcome spell re □ Coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflee □ Lookout Act in surprise round if ally can all Shield Wall +1 / +2to ACwhen both usin □ Shielded Caster +4to concentration check	at once at to the cin a round TS sistance x save act ag shields
□ Deafening Critical □ Tiring □ Dispelling Critical □ Exh □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attack ■ TEAMWORK FEA □ Allied Spellcaster +2to overcome spell re □ Coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on refleture of the coordinated Maneuvers Shield Wall +1 / +2to ACwhen both using Shielded Caster +4to concentration chectures Swap Places Switch places with an ally	at once at to the kin a round TS sistance x save act ag shields chicks
Deafening Critical	at once at once at to the k in a round TTS sistance ax save act ag shields
□ Deafening Critical □ Tiring □ Dispelling Critical □ Ext □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attact ■ TEAMWORK FEA □ Allied Spellcaster +2to overcome spell re □ Coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflee □ Lookout Act in surprise round if ally can ally Shielded Caster +4to concentration checology Swap Places Switch places with an ally □ Back to Back +2to ACagainst flanking □ Improved Back to Back +2to ally's AC	at once at to the k in a round TS sistance ax save act ag shields attack of opportunity
Deafening Critical	at once at to the at an austing Critical at once at to the at in a round TS sistance ax save act ag shields attack of opportunity arough allied mount
Deafening Critical	at once at once at to the ain a round TS sistance at ack ag shields attack of opportunity arough allied mount as an ally
Deafening Critical	at once at to the at in a round TS sistance at ax save act ag shields attack of opportunity arough allied mount as an ally diacent to an ally
Deafening Critical	at once et to the kin a round TS sistance Ex save et to the graph shields et
Deafening Critical □ Tiring Dispelling Critical □ Ext Impaling Critical □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attacl ■ TEAMWORK FEA □ Allied Spellcaster +2to overcome spell re □ Coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflect Lookout Act in surprise round if ally can allow Shield Wall +1 / +2to ACwhen both usin □ Shielded Caster +4to concentration chect Swap Places Switch places with an ally □ Back to Back +2to ACagainst flanking □ Improved Back to Back +2to ally's AC □ Broken Wing Gambit Grant +2 / +2, get □ Cavalry Formation Share space, charge the Scape Route Don't provoke AoO when ac □ Feint Partner When ally feints, enemy loss	at once at to the cin a round TS sistance attack of opportunity arough allied mount as an ally djacent to an ally es DEXbonus to AC ss, gain AoO
Deafening Critical	at once at once at to the ain a round TS sistance attack of opportunity arough allied mount as an ally diacent to an ally es DEXbonus to AC s, gain AoO ke 5ftstep
Deafening Critical	at once at to the cin a round TS sistance at save act ag shields as an ally diacent to an ally as DEXbonus to AC s, gain AoO ke 5ftstep s critical hit

☐ Target of Opportunity Extra attack when ally hits with ranged