

BRAVERY

FEAR EFFECT

WILL BONUS

Fighter

Level

+

= (

+ 2

) ÷ 4

(Round down)

CLOSE CONTROL

Add your bravery bonus to CMB and CMD checks for bull rush, drag and reposition.

MENACING STANCE

Level

7

PENALTY

Fighter

Level

= (

- 3

) ÷ 4

Penalty to enemies' attack rolls and concentration checks when adjacent..

Level

9

NO ESCAPE

Taking a 5-foot step or withdrawing from the area of menacing stance provokes an attack of opportunity.

WEAPON MASTERY

Level

20

Weapon type

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