FIGHTER Боец Уровень	ATTACK BONUS	➤ DMG → ➤ CRIT →
MELEE Sposens	Базовый Атака + + + +	
тренировка оружия	Бонус — — —)
УровенБип оружия □─□	□ Weapon Finesse Use DEX for melee attack CV/Л / ЛОВ	СИЛ
<u> </u>	Two-handed weapon	× 1 ¹ / ₂
9	Off-hand weapon (2 less for a light weapon) - 6 / - 10	× 1/2
13	☐ Two-weapon fighting Reduces penalty to: -4/-4	
17	☐ Double Slice No damage penalty	_
🔻 ТРЕНИРОВКА БРОНИ	Masterwork Doesn't stack with magic bonus + 1	
MAX ARMOUR ARMOUR CHECK	Weapon Focus: + 1	
ЛОВ БОНУС ШТРАФ УМЕНЬШЕНИЕ	Greater Weapon Focus + 2	
	Weapon Specialisation:	+ 2
19 DR 5/— when wearing armour or using a shield	Greater Weapon Specialisation	+ 4
BRAVERY	Penetrating Strike Ignore damage reduction up to 5/— Greater Penetrating Strike Ignore damage reduction up to 10/—	
FEAR EFFECT Боец WILL BONUS Уровень		
	Improved Critical / Keen weapon / Keen magical effect ≘	× 2 Threat range
+ + 2) ÷ 4 _{(Окру}	nять к меньшем 20 Weapon Mastery Increased critical range and always confirm critic	cal hits +1 Multiplier
мастер по оружию	Базо Урон	do ¢ ×
20 Тип оружия	Special properties	Оружие
АТАКУЮЩИЕ ЧЕРТЫ	T	+ Тренировка
АТАКА ДЕЙСТВИЯ	□ Фокус на Оружии (□ Больше) □ Improved Critical or Keen wes	apon Weapon Mastery
☐ Cleave Extra attack if you hit	□ Penetrating Strike (□ Больше)	do ð ×
☐ Great Cleave Any number of extra attacks per round	Base Weapon Baso	вый
☐ Cleaving Finish Extra attack if enemy is knocked out	Урон	do d ×
☐ Improved Cleaving Finish Any number per round	Special properties	Фружие Тренировка
КРИТИЧЕСКИЙФФЕКТЫ (require ☐ Критическа	фокусировка Фокус на Оружии (Больше) Пmproved Critical or Keen we	
☐ Bleeding Critical ☐ Sickening Critical	□ Weapon Specialisation (□ Больше)	
☐ Blinding Critical ☐ Staggering Critical	□ Penetrating Strike (□ Больше)	doð ×
☐ Crippling Critical ☐ Stunning Critical ☐ Deafening Critical ☐ Tiring Critical	Haste One extra attack at full bonus +1	
☐ Dispelling Critical ☐ Exhausting Critical	3аклятый Враг 7	Half of Ranger's Favoured Enemy
☐ Impaling Critical	БАФФЫ 3 Закля Враг 7 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	bonus granted to
☐ Improved Impaling Critical	BAG # 3	allies within 30ft
☐ Critical Mastery Apply two critical effects at once	Morale Bonus Inspire Courage and similar) +
☐ Sneaking Precision Apply a critical effect to the second sneak attack in a round		
КОМАНДНЫЕ ЧЕРТЫ	☐ Outflank When flanking + 4	
☐ Allied Spellcaster +2 to overcome spell resistance	X	attacks of opportunity
☐ Coordinated Defence +2 to CMD	☐ Precise Strike When flanking	+ 1d6 за каждый успешный уд
☐ Coordinated Manoeuvres +2 to CMB	T	
□ Duck and Cover Take ally's result on reflex save	CYTHEOLET BYTHE & BEATTIVORY	
☐ Lookout Act in surprise round if ally can act	SUBTOTAL BUFFS & TEAMWORK	
☐ Shield Wall +1 / +2 to AC when both using shields		каждый успешный удД 🗆 🗆 🗆
☐ Shielded Caster +4 to concentration checks		+
☐ Swap Places Switch places with an ally	☐ Furious Focus Ignore power attack penalty for first attack	
☐ Back to Back +2 to AC against flanking	☐ Death or Glory +4 (+1 at levels 11, 16, 20) +	against larger foes
☐ Improved Back to Back +2 to ally's AC	Combat Expertise AC bonus	
☐ Broken Wing Gambit Grant +2 / +2, get attack of opport)
☐ Cavalry Formation Share space, charge through allied mo	int	
☐ Coordinated Charge Charge the same foe as an ally	Charge *2 to AC for the rest of the round	
Высвобождение Не провоцирует АпВ, когда рядом с с	□ Vital Strike Extra damage dice +1 кость	+ dos
☐ Feint Partner When ally feints, enemy loses DEX bonus	₹ ☐ Improved vital Strike ₹ 2 koctiv	+ doo
☐ Improved Feint Partner When ally feints, gain AoO		-
□ Pack Attack Ally's attack allows you to take 5ft step	☐ Devastating Strike +2 per extra die ☐ Improved Devastating Strike +2 per die	+
☐ Seize the Moment AoO when ally confirms critical hit	☐ Improved Devastating Strike +2 per die	к подтверждениям крит. ударов
☐ Shake It Off +1 to all saving throws per adjacent ally		
☐ Tandem Trip When ally is adjacent, roll twice for trip CIMI	□ Критическая фокусировка + 4 к по	одтверждениям крит. ударов
☐ Target of Opportunity Extra attack when ally hits with ran-	=ed	