

Fighter
Level

WEAPON TRAINING

ARMOUR TRAINING

MAX ARMOUR ARMOUR CHECK

19 DB 5/– when wearing armour or using a shield

BRAVERY

WEAPON MASTERY

Level 30 Weapon type

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ATTACK ACTIONS

CRITICAL EFFECTS (require ☐ Critical Focus)

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☐ **Critical Mastery** Apply two critical effects at once

TEAMWORK FEATS

☐ Allied Spellcaster +2 to overcome spell resistance

ATTACK BONUS DMG CRIT

Masterwork	Doesn't stack with magic bonus	+1	
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Weapon Specialisation:	+ 2
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Penetrating Strike	Ignore damage reduction up to 5/—
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Improved Critical / Keen weapon / Keen magical effect	x 2 Threat range
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20	Weapon Mastery	Increased critical range and always confirm critical hits	+ 1	Multiplier
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Haste	One extra attack at full bonus	+ 1	
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<input type="checkbox"/> Hammer the Gap	On a successful attack	+1 per successive hit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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☐ Precise shot No penalty firing into melee

☐ Bullseye shot Line up shot as a move action **+4**

☐ Rapid shot Extra attack at full **-2**

☐ Snap shot: AOS with a ranged weapon within 30 ft.

☐ **Shot on the run** Attack at any point during your move

☐ Improved Vital Strike + 2 dice

☐ Devastating Strike +2 per extra die

ATTACK ACTIONS