FIGHTER	Fighter	X	I	ATTACK BOI	NUS		7 1	DMG 🗸	CRIT -
RANGED	Level	Base		+ +	× /	1 1	5 –		
WEAPON TRAININ	NG 🗾	Bon				/ /	J		
Level Weapon type 5			rterity			EX		CED	
9			ength rating (composit					STR	
,			Penalty for insufficient s			- 2			
13						/ - 8 / - 2			
17		_	Masterwork Doesn't			+1			
ARMOUR TRAININ MAX ARMOUR ARMOUR CHEC			Weapon Focus:	Stack With magic by	71143	+1			
MAX ARMOUR DEX BONUS ARMOUR CHECK PENALTY REDUCTION -		S	Greater Weapon Foo	cus		+ 2			
		NUSES	Weapon Specialisat					+ 2	
ৰী 19 DR 5/— when wearing armour or using a	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 Fighter		WEA	Greater Penetrating	Strike Ignore dan	nage reduction (up to 10/—			
WILL BONUS Level			Improved Critical / Kee	n weapon / Keen m	agical effect				× 2 Threat range
+ = (+ 2)	• 4 (Naar beneden a	afger <u>o</u>	₹ 20 Weapon Maste	ery Increased criti	cal range and al	ways confirm cr	itical hits		+ 1 Multiplier
WEAPON MASTER	RY		M'wk Base Weapon			Ba Dama	sic	d +	×
20 Weapon type		-	Special properti	es			ge	<u>u</u>	Weapon
ATTACK FEATS	×	1_		(=0)		+	+		Training
ATTACK ACTIONS			Weapon Focus Weapon Specialisation	(□ Greater) (□ Greater)	Improved 0	Critical or Keen v	veapon		apon Mastery
☐ Cleave Extra attack if you hit		旦	Penetrating Strike	(Greater)		/ /		d +	×
☐ Great Cleave Any number of extra attack			M'wk Base Weapon			Ва		d +	×
☐ Cleaving Finish Extra attack if enemy is	knocked out	-	Special properti	es		Dama	ge '	u ·	Weapon
☐ Improved Cleaving Finish Any number	·	+				+	+		Training
CRITICAL EFFECTS (require ☐ Bleeding Critical ☐ Sickenin	Critical Focus)		Weapon Focus Weapon Specialisation	(□ Greater) (□ Greater)	☐ Improved (Critical or Keen v	veapon	□ We	apon Mastery
☐ Blinding Critical ☐ Staggeri		<u></u>	Penetrating Strike	(Greater)		/ /	┚╚	d +	×
- · · · · · · · · · · · · · · · · · · ·	ning Critical		Haste One extra attac	k at full bonus		+1			
□ Deafening Critical□ Dispelling Critical□ Exhau	ritical usting Critical		ny 1						Half of Ranger's
☐ Impaling Critical		BUFFS	Enemy 2 1						Favoured Enemy bonus granted to
☐ Improved Impaling Critical		BU	x 3						allies within 30ft
☐ Critical Mastery Apply two critical effects at			Morale Bonus Inspire	Courage and simila	r	+	+		
☐ Sneaking Precision Apply a critical effect second sneak attack in									
TEAMWORK FEAT	rs ,	SU	BTOTAL BUFFS & T	TEAMWORK		/ /			
☐ Allied Spellcaster +2 to overcome spell resistance			☐ Hammer the Gap	On a successful atta	ack	+1 p	er succes	sive hit	
☐ Coordinated Defence +2 to CMD			☐ Point-blank shot \	Within 30ft		+1		+1	
☐ Coordinated Manoeuvres +2 to CMB			☐ Precise shot N	lo penalty firing into	melee				
□ Duck and Cover Take ally's result on reflex save			☐ Clustered sh	ots Group arrows	to overcome da	mage reduction			
□ Lookout Act in surprise round if ally can act			☐ Bullseye sho	t Line up shot as a	move action	+4			
□ Shield Wall +1/+2 to AC when both using shields			☐ Focused sho	t Within 30ft				INT	
☐ Shielded Caster +4 to concentration checks ☐ Swap Places Switch places with an ally		S	☐ Rapid shot Ext	ra attack at full		-2			
□ Back to Back +2 to AC against flanking		ION	☐ Manyshot S	Shoot two arrows si	multaneously				
☐ Improved Back to Back +2 to ally's AC		AC	☐ Snap shot	AoO with a ranged v	veapon within 5	ft			
☐ Broken Wing Gambit Grant +2 / +2, get att		ACK		snap shot AoO w					,
☐ Cavalry Formation Share space, charge thro		ATT	☐ Great	er snap shot Dam	age and critical	confirmation bo	nus 🛨		
☐ Coordinated Charge Charge the same foe as an ally			☐ Shot on the run	Attack at any poir	nt during your m	iove			
☐ Escape Route Don't provoke AoO when adjacent to an ally			☐ Vital Strike Extra o			+ 1 die	7		1
☐ Feint Partner When ally feints, enemy loses DEX bonus to AC			☐ Improved Vital S			+ 2 dice	+	d	
☐ Improved Feint Partner When ally feints, gain AoO			☐ Greater Vital			+ 3 dice			
□ Pack Attack Ally's attack allows you to take 5ft step			☐ Devastating Strike +2 per extra die				+]
☐ Seize the Moment AoO when ally confirms critical hit			☐ Improved De	oved Devastating Strike +2 per die		to confirm crit		onfirm critic	als
☐ Shake It Off +1 to all saving throws per adj			0.77. 1.5						
☐ Tandem Trip When ally is adjacent, roll twic ☐ Target of Opportunity Extra attack when ally			Critical Focus			+4 to	confirm	criticals	
iarget of opportunity LAND attack wilelially	y milo willi rangeu								