	Fighter Level
WEAPON TRAIN	
Level Weapon type 5	
9	
13	П-П
17	
ARMOR TRAININ	
MAX ARMOR ARMOR CHECOEX BONUS PENALTY RE	СК
+ -	
ৰী 19 DR 5/– when wearing armor or using	a shield
BRAVERY	*
FEAR EFFECT Fighter WILL BONUS Level	
+ = ( + 2)	÷ 4 (Round down)
WEAPON MASTE	
ভূ 20 Weapon type	
ATTACK FEAT	S
ATTACK ACTIONS	
☐ Cleave Extra attack if you hit	
☐ Great Cleave Any number of extra atta	ncks per round
☐ Cleaving Finish Extra attack if enemy	
☐ Improved Cleaving Finish Any num	
CRITICAL EFFECTS require □ Cr  □ Bleeding Critical □ Sicker	ritical Focus ning Critical
	ering Critical
☐ Crippling Critical ☐ St	unning Critical
☐ Deafening Critical ☐ Tiring	
	nausting Critical
□ Impoling Critical	
☐ Impaling Critical	
☐ Improved Impaling Critical	at ange
☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effects	
☐ Improved Impaling Critical	ct to the
□ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect	ct to the k in a round
☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effects ☐ Sneaking Precision Apply a critical effects second sneak attact	ct to the k in a round
☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effects ☐ Sneaking Precision Apply a critical effect second sneak attact  TEAMWORK FEA	ct to the k in a round
☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effects ☐ Sneaking Precision Apply a critical effect second sneak attac ☐ TEAMWORK FEA ☐ Allied Spellcaster +2to overcome spell received.	ct to the k in a round
□ 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 recordinated Defense +2to CMD	ct to the k in a round ATS Sesistance
□ 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	ct to the k in a round ATS esistance
□ 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 recoordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflections.	ct to the k in a round ATS esistance
□ 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 reflete □ Lookout Act in surprise round if ally can allow the control of the c	ct to the k in a round ATS  esistance  ex save  act  ng shields
☐ 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 reflection in the companies of the companie	ct to the k in a round ATS  esistance  ex save  act  ng shields
□ 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 recoordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflection in the support of the	ct to the k in a round ATS  esistance  ex save  act  ng shields
☐ 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 reflection in the companies of the companie	ct to the k in a round ATS esistance ex save ext act ng shields cks
□ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attace  *** TEAMWORK FEA* □ Allied Spellcaster +2to overcome spell recoordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflection in the support of the	ct to the k in a round ATS esistance ex save exct eng shields cks
□ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attace  ** TEAMWORK FEA* □ Allied Spellcaster +2to overcome spell recordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflection in the support of the s	ct to the k in a round ATS esistance ex save act ang shields cks  C attack of opportunity hrough allied mount
□ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effects second sneak attact  *** TEAMWORK FEA* □ Allied Spellcaster +2to overcome spell recoordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflection in the surprise round if ally can in the shield Wall +1 / +2to ACwhen both usin Shielded Caster +4to concentration chection is 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 to Coordinated Charge Charge the same fore	ct to the k in a round ATS  ATS  esistance  ex save act ng shields  cks  Cc attack of opportunity through allied mount e as an ally
□ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effects second sneak attact ■ TEAMWORK FEA □ Allied Spellcaster +2to overcome spell recordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflected Lookout Act in surprise round if ally candered Shield Wall +1 / +2to ACwhen both using Shielded Caster +4to concentration chected Swap Places Switch places with an ally □ Back to Back +2to ACagainst flanking □ Improved Back to Back +2to ACagainst flanking □ Improved Back to Back +2to Ally's Acted Broken Wing Gambit Grant +2 / +2, get □ Cavalry Formation Share space, charge the same for □ Escape Route Don't provoke AoO when a	ct to the k in a round ATS  esistance  ex save extended act of the same of the
□ 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 recoordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflection in the superior of	ct to the k in a round ATS esistance  ex save
□ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effects second sneak attact  *** TEAMWORK FEA* □ Allied Spellcaster +2to overcome spell recordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflection in the surprise round if ally can ally Shield Wall +1 / +2to ACwhen both usin Shielded Caster +4to concentration chection is 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 Same for □ Escape Route Don't provoke AoO when a □ Feint Partner When ally feints, enemy los □ Improved Feint Partner When ally feints.	ct to the k in a round ATS  existance  ex save existence  ct attack of opportunity cas an ally diacent to an ally es DEXbonus to AC ets, gain AoO
□ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effects second sneak attace  *** TEAMWORK FEA* □ Allied Spellcaster +2to overcome spell recordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflection in the surprise round if ally can ally Shield Wall +1 / +2to ACwhen both usin Shielded Caster +4to concentration chection in 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 same for □ Escape Route Don't provoke AoO when a □ Feint Partner When ally feints, enemy los □ Improved Feint Partner When ally feints   Pack Attack Ally's attack allows you to the	ct to the k in a round ATS esistance  ex save ext act eng shields cks  C extack of opportunity chrough allied mount ex as an ally diacent to an ally es DEXbonus to AC ets, gain AoO else 5ftstep
□ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effects second sneak attace  TEAMWORK FEA □ Allied Spellcaster +2to overcome spell recordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflection in the surprise round if ally canses in the shield Wall +1 / +2to ACwhen both usited in the shield Caster +4to concentration chection in the shield Caster +4to concentration chection in the shield Caster +4to Concentration chection in the shield Caster +4to Cagainst flanking □ Improved Back to Back +2to ACagainst flanking □ Improved Back to Back +2to ally's Action in the shield Caster +4to Concentration Chection in the shield Caster +4to Caster +4to Concentration Chection in the shield Caster +4to	ct to the k in a round ATS esistance  ex save
□ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effects second sneak attace  *** TEAMWORK FEA* □ Allied Spellcaster +2to overcome spell recordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflection in the surprise round if ally can ally Shield Wall +1 / +2to ACwhen both usin Shielded Caster +4to concentration chection is 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 same for □ Escape Route Don't provoke AoO when a □ Feint Partner When ally feints, enemy los □ Improved Feint Partner When ally feints   Pack Attack Ally's attack allows you to take the second in the s	ct to the k in a round ATS esistance  ex save

☐ Target of Opportunity Extra attack when ally hits with ranged