

THUNDERSTRIKER

Fighter
Level

(FIGHTER)

WEAPON TRAINING

Level 5

Weapon type

☐ ☐

9

☐

STRAPPED SHIELD

Level 3

Take no penalty to attack with both hands while wearing a buckler.

Level 7

HARDBUCKLER

Make shield bash attacks with a buckler like a light shield.

Level 11

KNOCKBACK SMASH

When using your buckler to attack, gain its enhancement bonus to attack and damage.

Level 13

HAMMER AND ANVIL

Take only half penalty for using a buckler as an off-handed weapon.

Level 15

BUCKLER DEFENCE

Retain +1 shield bonus when using both hands to fight.

Level 17

BALANCED BASHING

Take no penalty for using a buckler as an off-handed weapon.

Level 19

IMPROVED BUCKLER DEFENCE

Retain all shield bonuses when using both hands to fight.

BRAVERY

FEAR EFFECT

WILL BONUS

Fighter
Level

+

= (+ 2) ÷ 4

(Round down)

WEAPON MASTERY

Level 20

Weapon type

ATTACK FEATS

☐ 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