

FIGHTER

RANGED

Fighter
Level

WEAPON TRAINING

Level Weapon type

5

☐ ☐ ☐ ☐

9

☐ ☐ ☐

13

☐ ☐

17

☐

ARMOR TRAINING

MAX ARMOR
DEX BONUS

+

ARMOR CHECK
PENALTY REDUCTION

-

Level 19 DR 5/- when wearing armor or using a shield

BRAVERY

FEAR EFFECT
WILL BONUS

+

$$= \left(\text{Fighter Level} + 2 \right) \div 4 \text{ (Round down)}$$

WEAPON MASTERY

Level 20 Weapon type

ATTACK FEATS

ATTACK ACTIONS

☐ 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)

- | | |
|---|--|
| <input type="checkbox"/> Bleeding Critical | <input type="checkbox"/> Sickening Critical |
| <input type="checkbox"/> Blinding Critical | <input type="checkbox"/> Staggering Critical |
| <input type="checkbox"/> Crippling Critical | <input type="checkbox"/> Stunning Critical |
| <input type="checkbox"/> Deafening Critical | <input type="checkbox"/> Tiring Critical |
| <input type="checkbox"/> Dispelling Critical | <input type="checkbox"/> Exhausting Critical |
| <input type="checkbox"/> Impaling Critical | |
| <input type="checkbox"/> 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 +2to overcome spell resistance☐ Coordinated Defense +2to CMD☐ Coordinated Maneuvers +2to CMB☐ Duck and Cover Take ally's result on reflex save☐ Lookout Act in surprise round if ally can act☐ Shield Wall +1 / +2to ACwhen both using shields☐ Shielded Caster +4to concentration checks☐ 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 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 DEXbonus to AC☐ Improved Feint Partner When ally feints, gain AoO☐ Pack Attack Ally's attack allows you to take 5ftstep☐ Seize the Moment AoO when ally confirms critical hit☐ Shake It Off +1to 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

ATTACK BONUS

Base
Attack
Bonus

+

+

+

/ / /

Dexterity

DEX

Strength rating (composite bow)

STR

Penalty for insufficient strength

- 2

Off-hand weapon (crossbow only)

- 4 / - 8

☐ Two-weapon fighting Reduces penalty to:

- 2 / - 2

Masterwork Doesn't stack with magic bonus

+ 1

Weapon Focus:

+ 1

Greater Weapon Focus

+ 2

Weapon Specialization:

+ 2

Greater Weapon Specialization

+ 4

Penetrating Strike Ignore damage reduction up to 5/-

Greater Penetrating Strike Ignore damage reduction up to 10/-

Improved Critical / Keen weapon / Keen magical effect

x 2 Threat range

Level 20 Weapon Mastery Increased critical range and always confirm critical hits

+ 1 Multiplier

WEAPON BONUSES	<input type="checkbox"/> M'wk	Base Weapon	Basic Damage	do+	x
	+	Special properties	+	+	Weapon Training
	<input type="checkbox"/> Weapon Focus	(<input type="checkbox"/> Greater)	<input type="checkbox"/> Improved Critical or Keen weapon	<input type="checkbox"/> Weapon Mastery	
	<input type="checkbox"/> Weapon Specialization	(<input type="checkbox"/> Greater)			
	<input type="checkbox"/> Penetrating Strike	(<input type="checkbox"/> Greater)	/ / /	do+	x

WEAPON BONUSES	<input type="checkbox"/> M'wk	Base Weapon	Basic Damage	do+	x
	+	Special properties	+	+	Weapon Training
	<input type="checkbox"/> Weapon Focus	(<input type="checkbox"/> Greater)	<input type="checkbox"/> Improved Critical or Keen weapon	<input type="checkbox"/> Weapon Mastery	
	<input type="checkbox"/> Weapon Specialization	(<input type="checkbox"/> Greater)			
	<input type="checkbox"/> Penetrating Strike	(<input type="checkbox"/> Greater)	/ / /	do+	x

BUFFS	Haste	One extra attack at full bonus	+ 1		
	Favored Enemy	1			Half of Ranger's Favored Enemy bonus granted to allies within 30ft
	2				
	3				
	Morale Bonus	Inspire Courage and similar	+	+	

SUBTOTAL BUFFS & TEAMWORK

/ / /

ATTACK ACTIONS	<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"/> Point-blank shot	Within 30ft	+1	+1	
	<input type="checkbox"/> Precise shot	No penalty firing into melee			
	<input type="checkbox"/> Clustered shots	Group arrows to overcome damage reduction			
	<input type="checkbox"/> Bullseye shot	Line up shot as a move action	+4		
	<input type="checkbox"/> Focused shot	Within 30ft		INT	
	<input type="checkbox"/> Rapid shot	Extra attack at full	-2		
	<input type="checkbox"/> Manyshot	Shoot two arrows simultaneously			
	<input type="checkbox"/> Snap shot	AoO with a ranged weapon within 5ft			
	<input type="checkbox"/> Improved snap shot	AoO with a ranged weapon within 15ft			
	<input type="checkbox"/> Greater snap shot	Damage and critical confirmation bonus		+	
	<input type="checkbox"/> Shot on the run	Attack at any point during your move			
	<input type="checkbox"/> Vital Strike	Extra damage dice	+ 1 die	}	+ doo
	<input type="checkbox"/> Improved Vital Strike		+ 2 dice		
<input type="checkbox"/> Greater Vital Strike		+ 3 dice			
<input type="checkbox"/> Devastating Strike	+2per extra die		+		
<input type="checkbox"/> Improved Devastating Strike	+2per die	+		to confirm criticals	
<input type="checkbox"/> Critical Focus		+ 4	to confirm criticals		