

FIGHTER

Fighter
Level

WEAPON TRAINING

Level	Weapon type	
5		<input type="checkbox"/> - <input type="checkbox"/> - <input type="checkbox"/> - <input type="checkbox"/>
9		<input type="checkbox"/> - <input type="checkbox"/> - <input type="checkbox"/>
13		<input type="checkbox"/> - <input type="checkbox"/>
17		<input type="checkbox"/>

ARMOUR TRAINING

MAX ARMOUR
DEX BONUS

+

ARMOUR CHECK
PENALTY REDUCTION

-

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

BRAVERY

FEAR EFFECT
WILL BONUS

+

Fighter
Level

= (+ 2) ÷ 4 (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

- ☐ 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