

# 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"/>

## 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

+

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
- ☐ Blinding Critical
- ☐ Crippling Critical
- ☐ Deafening Critical
- ☐ Dispelling Critical
- ☐ Impaling Critical
- ☐ Improved Impaling Critical
- ☐ Sickening Critical
- ☐ Staggering Critical
- ☐ Stunning Critical
- ☐ Tiring Critical
- ☐ Exhausting 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