

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
<input type="text" value="+"/>	<input type="text" value="-"/>
Level 19	DR 5/- when wearing armour or using a shield

BRAVERY

FEAR EFFECT WILL BONUS	Fighter Level
<input type="text" value="+"/> = (<input type="text" value=""/> + 2) ÷ 4 (Round down)	

WEAPON MASTERY

Level	Weapon type
20	

ATTACK FEATS

ATTACK ACTIONS	
<input type="checkbox"/> Cleave	Extra attack if you hit
<hr/>	
<input type="checkbox"/> Great Cleave	Any number of extra attacks per round
<hr/>	
<input type="checkbox"/> Cleaving Finish	Extra attack if enemy is knocked out
<hr/>	
<input type="checkbox"/> Improved Cleaving Finish	Any number per round
<hr/>	
CRITICAL EFFECTS	
<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	
<hr/>	
<input type="checkbox"/> Critical Mastery	Apply two critical effects at once
<hr/>	
<input type="checkbox"/> Sneaking Precision	Apply a critical effect to the second sneak attack in a round

TEAMWORK FEATS

<input type="checkbox"/> Allied Spellcaster	+2 to overcome spell resistance
<hr/>	
<input type="checkbox"/> Coordinated Defence	+2 to CMD
<hr/>	
<input type="checkbox"/> Coordinated Manoeuvres	+2 to CMB
<hr/>	
<input type="checkbox"/> Duck and Cover	Take ally's result on reflex save
<hr/>	
<input type="checkbox"/> Lookout	Act in surprise round if ally can act
<hr/>	
<input type="checkbox"/> Shield Wall	+1 / +2 to AC when both using shields
<hr/>	
<input type="checkbox"/> Shielded Caster	+4 to concentration checks
<hr/>	
<input type="checkbox"/> Swap Places	Switch places with an ally
<hr/>	
<input type="checkbox"/> Back to Back	+2 to AC against flanking
<hr/>	
<input type="checkbox"/> Improved Back to Back	+2 to ally's AC
<hr/>	
<input type="checkbox"/> Broken Wing Gambit	Grant +2 / +2, get attack of opportunity
<hr/>	
<input type="checkbox"/> Cavalry Formation	Share space, charge through allied mount
<hr/>	
<input type="checkbox"/> Coordinated Charge	Charge the same foe as an ally
<hr/>	
<input type="checkbox"/> Escape Route	Don't provoke AoO when adjacent to an ally
<hr/>	
<input type="checkbox"/> Feint Partner	When ally feints, enemy loses DEX bonus to AC
<hr/>	
<input type="checkbox"/> Improved Feint Partner	When ally feints, gain AoO
<hr/>	
<input type="checkbox"/> Pack Attack	Ally's attack allows you to take 5ft step
<hr/>	
<input type="checkbox"/> Seize the Moment	AoO when ally confirms critical hit
<hr/>	
<input type="checkbox"/> Shake It Off	+1 to all saving throws per adjacent ally
<hr/>	
<input type="checkbox"/> Tandem Trip	When ally is adjacent, roll twice for trip CMB
<hr/>	
<input type="checkbox"/> Target of Opportunity	Extra attack when ally hits with ranged