FIGHTER	Fighter Level
WEAPON TRAIN	ING .
Level Weapon type 5	
9	
13	
17	П
ARMOUR TRAIN	
MAX ARMOUR ARMOUR CHI DEX BONUS PENALTY RE	ECK
+ -	
₹ 19 DR 5/— when wearing armour or using	g a shield
BRAVERY	*
FEAR EFFECT Fighter WILL BONUS Level	
+ = (+ 2)	÷ 4 (Round down)
WEAPON MASTE	(**************************************
Weapon type	
ATTACK FEAT	S
ATTACK ACTIONS	<u> </u>
☐ Cleave Extra attack if you hit	
☐ Great Cleave Any number of extra atta	icks per round
☐ Cleaving Finish Extra attack if enemy	is knocked out
☐ Improved Cleaving Finish Any num	ber per round
	ning Critical ering Critical
☐ Deafening Critical ☐ Tiring ☐ Dispelling Critical ☐ Ext ☐ Impaling Critical	unning Critical
☐ Deafening Critical ☐ Tiring☐ Dispelling Critical ☐ Ext☐ Impaling Critical ☐ Improved Impaling Critical	unning Critical Critical nausting Critical
 □ Deafening Critical □ Dispelling Critical □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects 	unning Critical Critical nausting Critical at once
☐ Deafening Critical ☐ Tiring☐ Dispelling Critical ☐ Ext☐ Impaling Critical ☐ Improved Impaling Critical	unning Critical Critical nausting Critical at once ct to the
 □ Deafening Critical □ Dispelling Critical □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect 	unning Critical Critical nausting Critical s at once ct to the k in a round
□ Deafening Critical □ Dispelling Critical □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attact	unning Critical Critical nausting Critical s at once ct to the k in a round
Deafening Critical ☐ Tiring☐ Dispelling Critical ☐ Ext☐ Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effects☐ Sneaking Precision Apply a critical effect second sneak attact	unning Critical Critical nausting Critical s at once ct to the k in a round
□ Deafening Critical □ Tiring □ Dispelling Critical □ Ext □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects □ Sneaking Precision Apply a critical effect second sneak attac ■ TEAMWORK FEA	unning Critical Critical nausting Critical s at once ct to the k in a round
Deafening Critical Tiring Dispelling Critical Ext Impaling Critical Improved Impaling Critical Critical Mastery Apply two critical effects Sneaking Precision Apply a critical effects second sneak attac TEAMWORK FEA Allied Spellcaster +2 to overcome spell r	unning Critical Critical nausting Critical stat once ct to the k in a round ATS
Deafening Critical ☐ Tiring Dispelling Critical ☐ Ext Impaling Critical ☐ Ext Improved Impaling Critical Critical Mastery Apply two critical effects Sneaking Precision Apply a critical effects second sneak attac TEAMWORK FEA Allied Spellcaster +2 to overcome spell r Coordinated Defence +2 to CMD Coordinated Manoeuvres +2 to CMB	unning Critical Critical nausting Critical s at once ct to the k in a round ATS existance
Deafening Critical ☐ Tiring☐ Dispelling Critical ☐ Ext☐ ☐ Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effects ☐ Sneaking Precision Apply a critical effects second sneak attact ***TEAMWORK FEA** ☐ Allied Spellcaster +2 to overcome spell r☐ Coordinated Defence +2 to CMD☐ ☐ Coordinated Manoeuvres +2 to CMB☐ ☐ Duck and Cover Take ally's result on reflections.	unning Critical Critical nausting Critical s at once ct to the k in a round ATS esistance
Deafening Critical ☐ Tiring ☐ Dispelling Critical ☐ Ext ☐ Impaling Critical ☐ Improved Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effects Second Sneak attact ☐ TEAMWORK FEA ☐ Allied Spellcaster +2 to overcome spell r ☐ Coordinated Defence +2 to CMD ☐ Coordinated Manoeuvres +2 to CMB ☐ Duck and Cover Take ally's result on reflet ☐ Lookout Act in surprise round if ally can allow the control of the	unning Critical Critical nausting Critical s at once ct to the k in a round ATS esistance ex save act sing shields
Deafening Critical ☐ Tiring Dispelling Critical ☐ Ext Impaling Critical ☐ Ext Impaling Critical ☐ Improved Impaling Critical Critical Mastery Apply two critical effects Sneaking Precision Apply a critical effects second sneak attac TEAMWORK FEA Allied Spellcaster +2 to overcome spell r Coordinated Defence +2 to CMD Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflection in the company of the control of the cont	unning Critical Critical nausting Critical s at once ct to the k in a round ATS esistance ex save act sing shields
Deafening Critical ☐ Tiring ☐ Dispelling Critical ☐ Ext ☐ Impaling Critical ☐ Improved Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effects Second Sneak attact ☐ TEAMWORK FEA ☐ Allied Spellcaster +2 to overcome spell r ☐ Coordinated Defence +2 to CMD ☐ Coordinated Manoeuvres +2 to CMB ☐ Duck and Cover Take ally's result on reflection ☐ Lookout Act in surprise round if ally can a ☐ Shield Wall +1 / +2 to AC when both us ☐ Shielded Caster +4 to concentration che	unning Critical Critical nausting Critical s at once ct to the k in a round ATTS esistance ex save act sing shields ecks
Deafening Critical ☐ Tiring Dispelling Critical ☐ Ext Impaling Critical ☐ Ext Impaling Critical ☐ Improved Impaling Critical Critical Mastery Apply two critical effects Sneaking Precision Apply a critical effects second sneak attace ** TEAMWORK FEA* ☐ Allied Spellcaster +2 to overcome spell r ☐ Coordinated Defence +2 to CMD ☐ Coordinated Manoeuvres +2 to CMB ☐ Duck and Cover Take ally's result on reflet ☐ Lookout Act in surprise round if ally can attached the surprise of t	unning Critical Critical nausting Critical s at once ct to the k in a round ATS esistance ex save act sing shields ecks
Deafening Critical ☐ Tiring Dispelling Critical ☐ Ext Impaling Critical ☐ Ext Impaling Critical ☐ Improved Impaling Critical Critical Mastery Apply two critical effects Sneaking Precision Apply a critical effects second sneak attac TEAMWORK FEA Allied Spellcaster +2 to overcome spell r Coordinated Defence +2 to CMD Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflection Lookout Act in surprise round if ally can allow Shielded Caster +4 to concentration chections Swap Places Switch places with an ally Back to Back +2 to AC against flanking	unning Critical Critical nausting Critical set once ct to the k in a round AT'S existance existance existance cx save act sing shields becks
Deafening Critical	unning Critical Critical nausting Critical stat once ct to the k in a round ATS esistance ex save act sing shields cks C attack of opportunity
Deafening Critical	unning Critical Critical nausting Critical at once ct to the k in a round ATS esistance Ex save act sing shields cks C attack of opportunity brough allied mount
Deafening Critical	unning Critical Critical nausting Critical seat once ct to the k in a round AT'S esistance Ex save act sing shields books C attack of opportunity arough allied mount as an ally
Deafening Critical	unning Critical Critical nausting Critical at once of to the k in a round ATS esistance Ex save act sing shields books C attack of opportunity arrough allied mount at as an ally diageent to an ally
Deafening Critical	unning Critical Critical nausting Critical at once ct to the k in a round ATS esistance Ex save act sing shields cks C attack of opportunity brough allied mount as an ally djacent to an ally es DEX bonus to AC
Deafening Critical ☐ Tiring Dispelling Critical ☐ Ext Impaling Critical ☐ Ext Impaling Critical ☐ Improved Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effects ☐ Sneaking Precision Apply a critical effects second sneak attac ***TEAMWORK FEA* ☐ Allied Spellcaster +2 to overcome spell r ☐ Coordinated Defence +2 to CMD ☐ Coordinated Manoeuvres +2 to CMB ☐ Duck and Cover Take ally's result on reflection in Shield Wall +1 / +2 to AC when both use Shielded Caster +4 to concentration chees Swap Places Switch places with an ally ☐ Back to Back +2 to AC against flanking ☐ Improved Back to Back +2 to ally's A ☐ Broken Wing Gambit Grant +2 / +2, get ☐ Cavalry Formation Share space, charge the Same foed ☐ Escape Route Don't provoke AoO when an ☐ Feint Partner When ally feints, enemy loss	unning Critical Critical nausting Critical seat once ct to the k in a round AT'S esistance Ex save act sing shields books C attack of opportunity arough allied mount as an ally diacent to an ally es DEX bonus to AC tts, gain AoO
Deafening Critical □ Tiring Dispelling Critical □ Ext Impaling Critical □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects second sneak attac **TFANWORK FEA* □ Allied Spellcaster +2 to overcome spell r □ Coordinated Defence +2 to CMD □ Coordinated Manoeuvres +2 to CMB □ Duck and Cover Take ally's result on refleted by the coordinated Spellcaster +4 to concentration checks and Cover the coordinated Spellcaster +4 to concentration checks and Cover +4 to CMB □ Shielded Caster +4 to concentration checks and Cover +4 to AC against flanking □ Improved Back to Back +2 to AC against flanking □ Improved Back to Back +2 to AC against flanking □ Improved Coordinated Charge Charge the same for □ Escape Route Don't provoke AoO when all □ Feint Partner When ally feints, enemy los □ Improved Feint Partner When ally feints.	unning Critical Critical nausting Critical seat once ct to the k in a round ATS esistance Ex save act sing shields cks CC attack of opportunity arough allied mount e as an ally diacent to an ally es DEX bonus to AC ts, gain AoO alke 5ft step
Deafening Critical □ Tiring Dispelling Critical □ Ext Impaling Critical □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects Sneaking Precision Apply a critical effects second sneak attace TEAMWORK FEA □ Allied Spellcaster +2 to overcome spell r □ Coordinated Defence +2 to CMD □ Coordinated Manoeuvres +2 to CMB □ Duck and Cover Take ally's result on reflected to the second sneak attace second snea	unning Critical Critical nausting Critical anausting Critical

☐ Target of Opportunity Extra attack when ally hits with ranged