

# VIKING

## (FIGHTER)

Fighter  
Level

### FEARSOME

- Level **2** Make an Intimidate check as a Move Action
- Level **10** Make an Intimidate check as a Swift Action
- Level **18** Make an Intimidate check as a Free Action

### SHIELD DEFENCE

SHIELD BONUS  
TO AC

Fighter  
Level

+

= (

+ 1

) ÷ 4

(Round down)

### BERSERKER

RAGE! DURATION  
PER DAY

Viking  
Level

Misc

= 2 + CON + (

- 3

) × 2 +

Every bonus feat after level 6 can be a RAGE power

### WEAPON MASTERY

Weapon type

Level **20**

### 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 +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