

FIGHTER

RANGED

Боец
Уровень

ТРЕНИРОВКА ОРУЖИЯ

Уровень оружия

5

□ □ □ □

9

□ □ □

13

□ □

17

□

ТРЕНИРОВКА БРОНИ

MAX ARMOUR

ЛОВ

БОНУС

+

ARMOUR CHECK

ШТРАФ

УМЕНЬШЕНИЕ

-

Уровень

19

DR 5/— when wearing armour or using a shield

BRAVERY

FEAR EFFECT

Боец

Уровень

Уровень

+

= (+ 2) ÷ 4

(Округлять к меньшему)

МАСТЕР ПО ОРУЖИЮ

Уровень

20

Тип оружия

АТАКУЮЩИЕ ЧЕРТЫ

АТАКА

ДЕЙСТВИЯ

□ 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

КРИТИЧЕСКИЕ ЭФФЕКТЫ

(require □ Критическая фокусировка)

□ 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

КОМАНДНЫЕ ЧЕРТЫ

□ 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

□ Высвобождение

Не провоцирует АПВ, когда рядом с союзником

□ 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

ATTACK BONUS

Базовый Атака Бонус

+

+

+

/ / /

Dexterity

ЛОВ

Strength rating (composite bow)

СИЛ

Penalty for insufficient strength

- 2

Off-hand weapon (crossbow only)

- 4 / - 8

□ Two-weapon fighting

Reduces penalty to:

- 2 / - 2

Masterwork

Doesn't stack with magic bonus

+ 1

Weapon Focus:

+ 1

Greater Weapon Focus

+ 2

Weapon Specialisation:

+ 2

Greater Weapon Specialisation

+ 4

Penetrating Strike

Ignore damage reduction up to 5/—

Greater Penetrating Strike

Ignore damage reduction up to 10/—

Improved Critical / Keen weapon / Keen magical effect

× 2 Threat range

20 Weapon Mastery

Increased critical range and always confirm critical hits

+ 1 Multiplier

WEAPON BONUSES

□ M'wk

Base Weapon

Базовый Урон

+

Special properties

+

□ Фокус на Оружии

(□ Больше)

□ Improved Critical or Keen weapon

□ Weapon Mastery

□ Weapon Specialisation

(□ Больше)

□ Penetrating Strike

(□ Больше)

/ / /

do

Оружие Тренировка

□ M'wk

Base Weapon

Базовый Урон

+

Special properties

+

□ Фокус на Оружии

(□ Больше)

□ Improved Critical or Keen weapon

□ Weapon Mastery

□ Weapon Specialisation

(□ Больше)

□ Penetrating Strike

(□ Больше)

/ / /

do

Оружие Тренировка

BAFFS

Заклятый Благ

1

2

3

Haste

One extra attack at full bonus

+ 1

Morale Bonus

Inspire Courage and similar

+

+

Half of Ranger's Favoured Enemy bonus granted to allies within 30ft

SUBTOTAL BUFFS & TEAMWORK

/ / /

□ Hammer the Gap

On a successful attack

+1 за каждый успешный удар

□ Point-blank shot

Within 30ft

+1

+1

□ Precise shot

No penalty firing into melee

□ Clustered shots

Group arrows to overcome damage reduction

□ Bullseye shot

Line up shot as a move action

+4

□ Focused shot

Within 30ft

INT

□ Rapid shot

Extra attack at full

-2

□ Manyshot

Shoot two arrows simultaneously

□ Snap shot

AoO with a ranged weapon within 5ft

□ Improved snap shot

AoO with a ranged weapon within 15ft

□ Greater snap shot

Damage and critical confirmation bonus

+

□ Shot on the run

Attack at any point during your move

□ Vital Strike

Extra damage dice

+ 1 КОСТЬ

□ Improved Vital Strike

+ 2 КОСТИ

□ Greater Vital Strike

+ 3 КОСТИ

+

do

□ Devastating Strike

+2 per extra die

+

к подтверждениям крит. ударов

□ Improved Devastating Strike

+2 per die

+

□ Критическая фокусировка

+ 4 к подтверждениям крит. ударов