| FIGHTER | Fighter Level |
|--|--|
| WEAPON TRAIN | |
| Level Weapon type 5 | |
| 9 | |
| 13 | П-П |
| | |
| ARMOUR TRAIN | |
| MAX ARMOUR ARMOUR CH DEX BONUS PENALTY RE | ECK |
| + - | |
| ₹ 19 DR 5/— when wearing armour or usin | g a shield |
| BRAVERY | * |
| FEAR EFFECT Fighter WILL BONUS Level | |
| + = (+ 2) | ÷ 4 (Round down) |
| WEAPON MASTI | (Round down) |
| ₩eapon type | |
| ATTACK FEAT | S |
| ATTACK ACTIONS | |
| ☐ Cleave Extra attack if you hit | |
| ☐ Great Cleave Any number of extra atta | acks per round |
| ☐ Cleaving Finish Extra attack if enemy ☐ Improved Cleaving Finish Any nun | |
| CRITICAL EFFECTS require CRITICAL CRI | |
| | ning Critical |
| ☐ Blinding Critical ☐ Stagg | ering Critical |
| | - |
| — · · · · · · · · · · · · · · · · · · · | tunning Critical |
| ☐ Deafening Critical ☐ Tiring | Critical |
| ☐ Deafening Critical ☐ Tiring☐ Dispelling Critical ☐ Ex | - |
| ☐ Deafening Critical ☐ Tiring | Critical |
| ☐ Deafening Critical ☐ Tiring☐ Dispelling Critical ☐ Ex☐ Impaling Critical | Critical hausting Critical |
| □ Deafening Critical □ Dispelling Critical □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effect □ Sneaking Precision Apply a critical effect | Critical hausting Critical s at once |
| □ Deafening Critical □ Dispelling Critical □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effect □ Sneaking Precision Apply a critical effect second sneak attack. | Critical hausting Critical s at once ct to the k in a round |
| Deafening Critical Tiring Dispelling Critical Ex Impaling Critical Ex Improved Impaling Critical Critical Mastery Apply two critical effect Sneaking Precision Apply a critical effect second sneak attack | Critical hausting Critical s at once let to the lek in a round |
| □ Deafening Critical □ Tiring □ Dispelling Critical □ Ex □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effect □ Sneaking Precision Apply a critical effect second sneak attact ■ TEAMWORK FEA | Critical hausting Critical s at once let to the lek in a round |
| Deafening Critical Tiring Dispelling Critical Ex Impaling Critical Ex Improved Impaling Critical Critical Mastery Apply two critical effect Sneaking Precision Apply a critical effect second sneak attack | Critical hausting Critical s at once let to the lek in a round |
| □ Deafening Critical □ Tiring □ Dispelling Critical □ Ex □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effect □ Sneaking Precision Apply a critical effect second sneak attact ■ TEAMWORK FEA □ Allied Spellcaster +2 to overcome spell □ Coordinated Defence +2 to CMD □ Coordinated Manoeuvres +2 to CMB | critical hausting Critical s at once ct to the ck in a round ATS |
| □ Deafening Critical □ Tiring □ Dispelling Critical □ Ex □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects second sneak attacts ■ TEANWORK FEA □ Allied Spellcaster +2 to overcome spell □ Coordinated Defence +2 to CMD □ Coordinated Manoeuvres +2 to CMB □ Duck and Cover Take ally's result on reflections | critical hausting Critical s at once let to the let in a round ATS resistance |
| □ Deafening Critical □ Tiring □ Dispelling Critical □ Ex □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effect □ Sneaking Precision Apply a critical effect second sneak attact ■ TEAMWORK FEA □ Allied Spellcaster +2 to overcome spell □ Coordinated Defence +2 to CMD □ Coordinated Manoeuvres +2 to CMB | critical hausting Critical s at once let to the lek in a round ATS resistance |
| □ Deafening Critical □ Tiring □ Dispelling Critical □ Ex □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effect □ Sneaking Precision Apply a critical effect second sneak attace ■ TEAMWORK FEA □ Allied Spellcaster +2 to overcome spell □ Coordinated Defence +2 to CMD □ Coordinated Manoeuvres +2 to CMB □ Duck and Cover Take ally's result on reflections. | critical hausting Critical s at once ct to the ck in a round ATS resistance ex save act sing shields |
| Deafening Critical ☐ Tiring Dispelling Critical ☐ Ex Impaling Critical ☐ Ex Impaling Critical ☐ Ex Improved Impaling Critical Critical Mastery Apply two critical effects second sneak attact TEAMWORK FEA Allied Spellcaster +2 to overcome spell Coordinated Defence +2 to CMD Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflection of the coordinated Mall +1 / +2 to AC when both u Shielded Caster +4 to concentration checks | critical hausting Critical s at once ct to the ck in a round ATS resistance ex save act sing shields |
| □ Deafening Critical □ Tiring □ Dispelling Critical □ Ex □ Impaling Critical □ Ex □ Improved Impaling Critical □ Critical Mastery Apply two critical effect □ Sneaking Precision Apply a critical effect second sneak attace ■ TEAMWORK FEA □ Allied Spellcaster +2 to overcome spell □ Coordinated Defence +2 to CMD □ Coordinated Manoeuvres +2 to CMB □ Duck and Cover Take ally's result on refluctions and Cover Take ally's result on refluctions. □ Shield Wall +1 / +2 to AC when both units of the control | critical hausting Critical s at once ct to the ck in a round ATS resistance ex save act sing shields ecks |
| □ Deafening Critical □ Tiring □ Dispelling Critical □ Ex □ Impaling Critical □ Ex □ Improved Impaling Critical □ Critical Mastery Apply two critical effect □ Sneaking Precision Apply a critical effect second sneak attace □ Allied Spellcaster +2 to overcome spell □ Coordinated Defence +2 to CMD □ Coordinated Manoeuvres +2 to CMB □ Duck and Cover Take ally's result on refluction of the concentration choosed and the concentration choosed Swap Places Switch places with an ally | Critical hausting Critical s at once ct to the ck in a round ATS resistance ex save act sing shields ecks |
| □ Deafening Critical □ Tiring □ Dispelling Critical □ Ex □ Impaling Critical □ Ex □ Improved Impaling Critical □ Critical Mastery Apply two critical effect □ Sneaking Precision Apply a critical effect second sneak attace □ Allied Spellcaster +2 to overcome spell □ Coordinated Defence +2 to CMD □ Coordinated Manoeuvres +2 to CMB □ Duck and Cover Take ally's result on refluence of the control o | critical hausting Critical s at once ext to the ext in a round ATS resistance ext save act sing shields exts |
| Deafening Critical □ Tiring □ Dispelling Critical □ Ex □ Impaling Critical □ Ex □ Improved Impaling Critical □ Critical Mastery Apply two critical effect □ Sneaking Precision | critical hausting Critical s at once ct to the ck in a round ATS resistance ex save act ssing shields ecks |
| Deafening Critical | critical hausting Critical s at once ct to the ck in a round ATS resistance ex save act sing shields ecks d t attack of opportunity through allied mount |
| Deafening Critical □ Tiring Dispelling Critical □ Ex Impaling Critical □ Ex Impaling Critical □ Ex Improved Impaling Critical Critical Mastery Apply two critical effect second sneak attact TEAMWORK FEA Allied Spellcaster +2 to overcome spell Coordinated Defence +2 to CMD Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflection to the companient of the concentration checks and the concentration checks are 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 to | critical hausting Critical s at once ct to the ck in a round ATS resistance ex save act sing shields ecks g AC t attack of opportunity through allied mount e as an ally |
| Deafening Critical | critical hausting Critical s at once ct to the ck in a round ATS resistance ex save act sing shields ecks g AC t attack of opportunity hrough allied mount e as an ally djacent to an ally |
| Deafening Critical ☐ Tiring Dispelling Critical ☐ Ex Impaling Critical ☐ Ex Impaling Critical ☐ Ex Critical Mastery Apply two critical effect Sneaking Precision Apply a critical effect second sneak attact TEAMWORK FEA Allied Spellcaster +2 to overcome spell Coordinated Defence +2 to CMD Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflect Lookout Act in surprise round if ally can Shield Wall +1 / +2 to AC when both u Shielded Caster +4 to concentration check 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 to Coordinated Charge Charge the same for Escape Route Don't provoke AoO when a | critical hausting Critical s at once ct to the ck in a round ATS resistance ex save act sing shields ecks g AC at attack of opportunity through allied mount e as an ally djacent to an ally ses DEX bonus to AC |
| Deafening Critical □ Tiring □ Dispelling Critical □ Ex □ Impaling Critical □ Ex □ Improved Impaling Critical □ Critical Mastery Apply two critical effect □ Sneaking Precision | critical hausting Critical s at once ct to the ck in a round ATS resistance ex save act sing shields ecks g AC t attack of opportunity through allied mount e as an ally diacent to an ally ses DEX bonus to AC otts, gain AoO |
| Deafening Critical □ Tiring □ Dispelling Critical □ Ex □ Impaling Critical □ Ex □ Improved Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effect □ Sneaking Precision | critical hausting Critical s at once cut to the ck in a round ATS resistance ex save act sing shields ecks g AC t attack of opportunity chrough allied mount e as an ally djacent to an ally ses DEX bonus to AC atts, gain AoO ake 5ft step |
| Deafening Critical ☐ Tiring Dispelling Critical ☐ Ex Impaling Critical ☐ Ex Impaling Critical ☐ Improved Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effects Sneaking Precision Apply a critical effect second sneak attack TEAMWORK FEA ☐ Allied Spellcaster +2 to overcome spell ☐ Coordinated Defence +2 to CMD ☐ Coordinated Manoeuvres +2 to CMB ☐ Duck and Cover Take ally's result on reflection of the coordinated Manoeuvres of the concentration check is shield Wall +1 / +2 to AC when both uous Shield Wall +1 / +2 to AC against flanking ☐ Back to Back +2 to AC against flanking ☐ Improved Back to Back +2 to ally's Accepted ☐ Coordinated Charge Charge the same for ☐ Escape Route Don't provoke AoO when accepted ☐ Improved Feint Partner When ally feints, enemy los ☐ Improved Feint Partner When ally feints, enemy los ☐ Improved Feint Partner When ally feints, enemy los ☐ Improved Feint Partner When ally feints, enemy los ☐ Pack Attack Ally's attack allows you to the coordinated Charge Charge the same for ☐ Pack Attack Ally's attack allows you to the coordinated Charge Charge the same for ☐ Pack Attack Ally's attack allows you to the coordinated Charge Charge the same for ☐ Pack Attack Ally's attack allows you to the coordinated Charge Charge the same for ☐ Pack Attack Ally's attack allows you to the coordinated Charge Charge the same for ☐ Pack Attack Ally's attack allows you to the coordinated Charge Charge the same for ☐ Pack Attack Ally's attack allows you to the coordinated Charge Charge the same for ☐ Pack Attack Ally's attack allows you to the coordinated Charge Charge the same for ☐ Pack Attack Ally's attack allows you to the coordinated Charge Charge the same for ☐ Pack Attack Ally's attack allows you to the coordinated Charge Charge the same for ☐ Pack Attack Ally's attack allows you to the coordinated Charge Charge the same for ☐ Pack Attack Ally's attack allows you to the coordinated Charge Charge the same for ☐ Pack Attack Ally's attack allows you to the coordinated Ch | critical hausting Critical s at once ct to the ck in a round ATS resistance ex save act sing shields ecks g AC t attack of opportunity through allied mount e as an ally digacent to an ally ses DEX bonus to AC atts, gain AoO ake 5ft step as critical hit |

☐ Target of Opportunity Extra attack when ally hits with ranged