

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"/>

ARMOR TRAINING

MAX ARMOR
DEX BONUS

+

ARMOR CHECK
PENALTY REDUCTION

-

Level 19 DR 5/- when wearing armor or using a shield

BRAVERY

FEAR EFFECT
WILL BONUS

+

Fighter
Level

$$= \left(\text{Level} + 2 \right) \div 4 \text{ (Round down)}$$

WEAPON MASTERY

Level 20 Weapon type

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
- ☐ Blinding Critical
- ☐ Crippling Critical
- ☐ Deafening Critical
- ☐ Dispelling Critical
- ☐ Impaling Critical
- ☐ Improved Impaling Critical
- ☐ Sickening Critical
- ☐ Staggering Critical
- ☐ Stunning Critical
- ☐ Tiring Critical
- ☐ Exhausting 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