

GUERRIERO

RANGED

ADDESTRAMENTO NELLE ARMI

Livello

Tipo di arma

5

9

13

17

ADDESTRAMENTO NELLE ARMI

MAX ARMOUR

DES BONUS

+

ARMOUR CHECK

PENALTY REDUCTION

-

Livello

19

DR 5/-

indossando un armatura o usando uno scudo

AUDACIA

FEAR EFFECT

WILL BONUS

+

Fighter

Livello

= (+ 2) ÷ 4

(Arrotondato per difetto)

WEAPON MASTERY

Livello

20

Tipo di arma

TALENTI di ATTACCO

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 EFFETTI

(richiede ☐ Critico Focalizzato)

☐ Critico Sanguinante

☐ Critico Accecante

☐ Critico Menomante

☐ Critico Assordante

☐ Critico Dissolvente

☐ Critico Trafiggente Migliorato

☐ Critico Trafiggente

☐ Critico Debilitante

☐ Critico Incapacitante

☐ Critico Stordente

☐ Critico Affaticante

☐ Critico Inesorabile

Critical Mastery

Apply two critical effects at once

Sneaking Precision

Apply a critical effect to the secondo attacco furtivo in un round

TALENTO DI SQUADRA

Allied Spellcaster

+2 to overcome spell resistance

Coordinated Defence

+2 to DMC

Coordinated Manoeuvres

+2 to BMC

Duck and Cover

Take ally's result on reflex save

Lookout

Act in surprise round if ally can act

Shield Wall

+1 / +2 to CA when both using shields

Shielded Caster

+4 to concentration checks

Swap Places

Switch places with an ally

Back to Back

+2 to CA against flanking

Improved Back to Back

+2 to ally's CA

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 DES bonus to CA

Improved Feint Partner

When ally feints, gain AoO

Pack Attack

Ally's attack allows you to take 1,5 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 BMC

Target of Opportunity

Extra attack when ally hits with ranged

ATTACK BONUS

Base Attack Bonus

+

+

+

/ / /

☐ Weapon Finesse

Use DES for melee attack

FOR / DES

Arma a due mani

× 1 1/2

Off-hand weapon

(2 less for a light weapon)

- 6 / - 10

× 1/2

☐ Two-weapon fighting

Reduces penalty to:

- 4 / - 4

☐ Double Slice

No damage penalty

—

Masterwork

Doesn't stack with magic bonus

+ 1

Arma Focalizzata :

+ 1

Arma Focalizzata Superiore

+ 2

Arma Specializzata:

+ 2

Arma Specializzata Superiore

+ 4

Penetrating Strike

Ignore damage reduction up to 5/—

Greater Penetrating Strike

Ignore damage reduction up to 10/—

Critico Migliorato / Arma affilata / Affilata -effetto magico-

× 2

Raggio di minaccia

MAESTRIA NELLE ARMI

Increased critical range and always confirm critical hits

+ 1

Multiplier

WEAPON BONUSES

Prft

Arma Base

Basic Danno

d +

×

+

Proprietà speciali

+

+

Weapon Addestramento

☐ Weapon Focus

(☐ Superiore)

☐ Critico Migliorato o arma Affilata

☐ MAESTRIA NELLE ARMI

☐ Weapon Specialisation

(☐ Superiore)

/ / /

d +

×

☐ Penetrating Strike

(☐ Superiore)

/ / /

d +

×

Prft

Arma Base

Basic Danno

d +

×

+

Proprietà speciali

+

+

Weapon Addestramento

☐ Weapon Focus

(☐ Superiore)

☐ Critico Migliorato o arma Affilata

☐ MAESTRIA NELLE ARMI

☐ Weapon Specialisation

(☐ Superiore)

/ / /

d +

×

☐ Penetrating Strike

(☐ Superiore)

/ / /

d +

×

BUFFS

Haste

One extra attack at full bonus

+ 1

Favoured Enemy

1

2

3

Half of Ranger's Favoured Enemy bonus granted to allies within 9 m

Morale Bonus

Inspire Courage and similar

+

+

TEAMWORK FEATS

☐ Outflank

When flanking

+ 4

☐ Paired Opportunists

When adjacent

+ 4

agli attacchi di opportunità

☐ Precise Strike

When flanking

+ 1d6

con ogni colpo successivo

SUBTOTAL BUFFS & TEAMWORK

/ / /

ATTACK ACTIONS

☐ Hammer the Gap

On a successful attack

+1

con ogni colpo successivo

☐

☐

☐

☐

☐ Attacco Poderoso

-

+

☐ Furious Focus

Ignore power attack penalty for first attack

☐ Death or Glory

+4 (+1 at levels 11, 16, 20)

+

+

contro avversari più grandi

SINGLE ATTACK

Charge

-2 to CA for the rest of the round

+ 2

☐ Vital Strike

Extra damage dice

+ 1

dado

☐ Colpo Vitale Migliorato

+ 2

dadi

☐ Colpo Vitale Superiore

+ 3

dadi

☐ Devastating Strike

+2 per extra die

+

☐ Improved Devastating Strike

+2 per die

+

per confermare critici

☐ Critico Focalizzato

+ 4

per confermare critici