

FIGHTER

MELEE

Fighter Level

WEAPON TRAINING

Level

Weapon type

5

☐☐☐☐

9

☐☐☐

13

☐☐

17

☐

ARMOUR TRAINING

MAX ARMOUR DEX BONUS

ARMOUR CHECK PENALTY REDUCTION

+

-

Level 19

DR 5/- when wearing armour or using a shield

BRAVERY

WILL SAVE BONUS

Fighter Level

+

= (+ 2) ÷ 4 (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☐ 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 +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

☐ Escape Route Don't provoke AoO when adjacent to an ally

☐ 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

Base Attack Bonus

+

+

+

/

/

/

☐ Weapon Finesse Use DEX for melee attack

STR / DEX

Two-handed weapon

× 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

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

Level 20 Weapon Mastery Increased critical range and always confirm critical hits

+ 1 Threat range

WEAPON BONUSES

☐ M'wk Base Weapon Basic Damage

d

+

×

+

Special properties

+

+

Weapon Training

☐ Weapon Focus (☐ Greater)

☐ Improved Critical or Keen weapon

☐ Weapon Mastery

☐ Weapon Specialisation (☐ Greater)

/

/

/

d

+

×

☐ Penetrating Strike (☐ Greater)

☐ M'wk Base Weapon Basic Damage

d

+

×

+

Special properties

+

+

Weapon Training

☐ Weapon Focus (☐ Greater)

☐ Improved Critical or Keen weapon

☐ Weapon Mastery

☐ Weapon Specialisation (☐ Greater)

/

/

/

d

+

×

☐ Penetrating Strike (☐ Greater)

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 30ft

Morale Bonus Inspire Courage and similar

+

+

TEAMWORK FEATS

☐ Outflank When flanking

+ 4

☐ Paired Opportunists When adjacent

+ 4 to attacks of opportunity

☐ Precise Strike When flanking

+ 1d6 per successive hit

SUBTOTAL BUFFS & TEAMWORK

/

/

/

ATTACK ACTIONS

☐ Hammer the Gap On a successful attack

+1 per successive hit

☐ Power Attack

-

+

☐ Furious Focus Ignore power attack penalty for first attack

☐ Death or Glory +4 (+1 at levels 11, 16, 20)

+

+

against larger foes

SINGLE ATTACK

Charge -2 to AC for the rest of the round

+ 2

☐ Vital Strike Extra damage dice

+ 1 die

☐ Improved Vital Strike

+ 2 dice

☐ Greater Vital Strike

+ 3 dice

+

d

☐ Devastating Strike +2 per extra die

+

+

☐ Improved Devastating Strike +2 per die

+

to confirm criticals

☐ Critical Focus

+ 4

to confirm criticals