

# FIGHTER

## MELEE

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"/>

### 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

Off-hand weapon (2 less for a light weapon)

- 6 / - 10

☐ 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 WeaponBasic  
Damage

d +

x

+ Special properties

+

+ Weapon Training

☐ Weapon Focus (☐ Greater )☐ Improved Critical or Keen weapon☐ Weapon Mastery☐ Weapon Specialisation (☐ Greater )☐ Penetrating Strike (☐ Greater )

/ / /

d +

x

☐ M'wk Base WeaponBasic  
Damage

d +

x

+ Special properties

+

+ Weapon Training

☐ Weapon Focus (☐ Greater )☐ Improved Critical or Keen weapon☐ Weapon Mastery☐ Weapon Specialisation (☐ Greater )☐ Penetrating Strike (☐ Greater )

/ / /

d +

x

Haste One extra attack at full bonus

+ 1

BUFFS

Favoured  
Enemy

1

2

3

Morale Bonus Inspire Courage and similar

+

+

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

☐ Devastating Strike +2 per extra die

+

☐ Improved Devastating Strike +2 per die

+

to confirm criticals

☐ Critical Focus

+ 4

to confirm criticals