

GUERRIERO

MISCHIA

Fighter

Livello

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 Tipo di arma

20

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 Debolitante

Critico Acccecante

Critico Incapacitante

Critico Menomante

Critico Stordente

Critico Assordante

Critico Affaticante

Critico Dissolvente

Critico Inesorabile

Critico Trafiggente Migliorato

Critico Trafiggente

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

x 1 1/2

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

- 6 / - 10

x 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-

x 2

Raggio di minaccia

WEAPON BONUSES

Livello 20 MAESTRIA NELLE ARMI

Increased critical range and always confirm critical hits

+ 1

Multiplier

Arma Base

Basic Danno

d +

x

Proprietà speciali

+

+

Weapon Addestramento

Weapon Focus (Superiore)

Critico Migliorato o arma Affilata

MAESTRIA NELLE ARMI

Weapon Specialisation (Superiore)

Penetrating Strike (Superiore)

/ / /

d +

x

Arma Base

Basic Danno

d +

x

Proprietà speciali

+

+

Weapon Addestramento

Weapon Focus (Superiore)

Critico Migliorato o arma Affilata

MAESTRIA NELLE ARMI

Weapon Specialisation (Superiore)

Penetrating Strike (Superiore)

/ / /

d +

x

BUFFS

Haste

One extra attack at full bonus

+ 1

Favoured Enemy

1

2

3

Morale Bonus

Inspire Courage and similar

+

+

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

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

+

per confermare critici

Improved Devastating Strike

+2 per die

+

Critico Focalizzato

+ 4

per confermare critici