

GUERRERO

RANGED

Fighter Nivel

ENTR. EN ARMAS

Nivel

Tipo de Arma

5

9

13

17

ENTR. EN ARMADURA

MAX ARMOUR DES BONUS

ARMOUR CHECK PENALTY REDUCTION

+

-

Nivel 19 RD 5/- cuando usa armadura o escudo

VALENTÍA

FEAR EFFECT WILL BONUS

Fighter Nivel

+

= (+ 2) ÷ 4

(Redondear abajo)

WEAPON MASTERY

Nivel

Tipo de Arma

20

DOTES DE ATAQUE

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 EFECTOS

(requiere ☐ Soltura con los críticos)

☐ Crítico sangrante

☐ Crítico cegador

☐ Crítico lisiente

☐ Crítico ensordecedor

☐ Crítico Disipador

☐ Crítico Empalador

☐ Crítico Empalador mejorado

☐ Crítico nauseabundo

☐ Crítico asombroso

☐ Crítico aturdidor

☐ Crítico fatigante

☐ Crítico agotador

☐ Critical Mastery

Apply two critical effects at once

☐ Sneaking Precision

Apply a critical effect to the segundo ataque furtivo en un asalto

DOTES DE TABAJO EN EQUIPO

☐ 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 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 BMC

☐ Target of Opportunity

Extra attack when ally hits with ranged

ATTACK BONUS

Base Attack Bonus + + + / / /

☐ Weapon Finesse Use DES for melee attack FUE / DES

Arma a dos manos × 1½

Off-hand weapon (2 less for a light weapon) - 6 / - 10 × ½

☐ Two-weapon fighting Reduces penalty to: - 4 / - 4

☐ Doble tajo No damage penalty

BONUSES

Masterwork Doesn't stack with magic bonus + 1

Soltura con un arma: + 1

Soltura mayor con arma + 2

Especialización con un arma: + 2

Especialización mayor con un arma + 4

ARMA

Penetrating Strike Ignore damage reduction up to 5/—

Greater Penetrating Strike Ignore damage reduction up to 10/—

Crítico mejorado / Arma afilada / Efecto afilado mágico × 2 Rango de amenaza

Nivel 20 Maestría con Armas increased critical range and always confirm critical hits + 1 Multiplicador

☐ G. cal Arma Base Basic Daño d + x

+ Propiedades Especiales + + Weapon Entrenamiento

☐ Weapon Focus (Mayor) ☐ Crítico mejorado o Arma afilada ☐ Maestría con Armas

☐ Weapon Specialisation (Mayor) ☐ Crítico mejorado o Arma afilada ☐ Maestría con Armas

☐ Penetrating Strike (Mayor) / / / d + x

☐ G. cal Arma Base Basic Daño d + x

+ Propiedades Especiales + + Weapon Entrenamiento

☐ Weapon Focus (Mayor) ☐ Crítico mejorado o Arma afilada ☐ Maestría con Armas

☐ Weapon Specialisation (Mayor) ☐ Crítico mejorado o Arma afilada ☐ Maestría con Armas

☐ Penetrating Strike (Mayor) / / / d + x

BUFFS

Acelerar One extra attack at full bonus + 1

Favoured Enemy 1 2 3 Half of Ranger's Favoured Enemy bonus granted to allies within 30ft

Bonus Moral Inspire Courage and similar + +

TEAMWORK FEATS

☐ Outflank When flanking + 4

☐ Paired Opportunists When adjacent + 4 a ataque de oportunidad

☐ Precise Strike When flanking + 1d6 por golpe sucesivo

SUBTOTAL BUFFS & TEAMWORK / / /

ATTACK ACTIONS

☐ Hammer the Gap On a successful attack +1 por golpe sucesivo

☐ Ataque Poderoso - +

☐ Furious Focus Ignore power attack penalty for first attack

☐ Death or Glory +4 (+1 at levels 11, 16, 20) + + contra enemigos más grandes

SINGLE ATTACK

Charge -2 to CA for the rest of the round + 2

☐ Vital Strike Extra damage dice + 1 dado

☐ Golpe vital mejorado + 2 Dados

☐ Golpe vital mayor + 3 Dados

☐ Devastating Strike +2 per extra die +

☐ Improved Devastating Strike +2 per die + para confirmar críticos

☐ Soltura con los críticos + 4 para confirmar críticos