

FIGHTER

MELEE

Fighter Level

WEAPON TRAINING

Livello

Weapon type

5

9

13

17

ARMOUR TRAINING

MAX ARMOUR DEX BONUS

ARMOUR CHECK PENALTY REDUCTION

+

-

Livello

19

DR 5/- when wearing armour or using a shield

BRAVERY

WILL SAVE BONUS

Fighter Level

+

= (

+ 2

) ÷ 4 (Round down)

WEAPON MASTERY

Livello

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

FOR / DES

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

Livello

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

}

+

d

☐ 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