

KÄMPFER

RANGED

WAFFENTRAINING

Stufe

Waffengruppe

5

9

13

17

RÜSTUNGSTRaining

MAX ARMOUR

GE BONUS

+

ARMOUR CHECK

PENALTY REDUCTION

-

Stufe

19

SR 5/- bei getragener Rüstung oder Schild

TAPFERKEIT

FEAR EFFECT

WILL BONUS

+

Fighter

Stufe

= (+ 2) ÷ 4

(abrunden)

WEAPON MASTERY

Stufe

20

Waffengruppe

ANGRIFFSTALENTE

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 EFFEKTE

(benötigt ☐ Kritischer-Treffer-Fokus)

☐ Blutend

☐ Kränkelnd

☐ Blind

☐ Wankend

☐ Verkrüppelt

☐ Betäubt

☐ Taub

☐ Erschöpft

☐ Dispelling Critical

☐ Entkräftet

☐ Impaling Critical

☐ Improved Impaling Critical

☐ Critical Mastery

Apply two critical effects at once

☐ Sneaking Precision

Apply a critical effect to the Hinterhältigen Angriff pro Runde

TEAMWORK FEATS

☐ Allied Spellcaster

+2 to overcome spell resistance

☐ Coordinated Defence

+2 to KMV

☐ Coordinated Manoeuvres

+2 to KMB

☐ Duck and Cover

Take ally's result on reflex save

☐ Lookout

Act in surprise round if ally can act

☐ Shield Wall

+1 / +2 to RK when both using shields

☐ Shielded Caster

+4 to concentration checks

☐ Swap Places

Switch places with an ally

☐ Back to Back

+2 to RK against flanking

☐ Improved Back to Back

+2 to ally's RK

☐ 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 GE bonus to RK

☐ 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 KMB

☐ Target of Opportunity

Extra attack when ally hits with ranged

ATTACK BONUS

Basis

Attack

Bonus

+

+

+

/

/

/

☐ Weapon Finesse

Use GE for melee attack

ST

/

GE

Zweihandwaffe

× 1 1/2

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

Waffenfokus:

+ 1

Mächtiger Waffenfokus

+ 2

Waffenspezialisierung

+ 2

Mächtige Waffenspezialisierung

+ 4

Penetrating Strike

Ignore damage reduction up to

5/—

Greater Penetrating Strike

Ignore damage reduction up to

10/—

Verb. Krit. Treffer / Scharfe Waffe

× 2

Bedrohungsbereich

Stufe

20

WAFFENMEISTERSCHAFT

Shaped critical range and always confirm critical hits

+ 1

Multiplikator

☐ MA

Waffe

Basic

Schaden

d

+

×

+

Besondere Eigenschaften

+

+

Weapon Übung

☐ Weapon Focus

(☐ Mächtig)

☐ Verbesserter Kritischer Treffer oder scharfe Waffe

☐ Weapon Specialisation

(☐ Mächtig)

/

/

/

☐ Penetrating Strike

(☐ Mächtig)

d

+

×

☐ MA

Waffe

Basic

Schaden

d

+

×

+

Besondere Eigenschaften

+

+

Weapon Übung

☐ Weapon Focus

(☐ Mächtig)

☐ Verbesserter Kritischer Treffer oder scharfe Waffe

☐ Weapon Specialisation

(☐ Mächtig)

/

/

/

☐ Penetrating Strike

(☐ Mächtig)

d

+

×

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 30ft

TEAMWORK FEATS

☐ Outflank

When flanking

+ 4

☐ Paired Opportunists

When adjacent

+ 4

auf Gelegenheitsangriffe

☐ Precise Strike

When flanking

+ 1

6

pro fortlaufendem Treffer

SUBTOTAL BUFFS & TEAMWORK

/

/

/

ATTACK ACTIONS

☐ Hammer the Gap

On a successful attack

+1

pro fortlaufendem Treffer

☐

☐

☐

☐

☐ Heftiger Angriff

-

+

☐ Furious Focus

Ignore power attack penalty for first attack

+

☐ Death or Glory

+4 (+1 at levels 11, 16, 20)

+

+

Gegen größere Gegner

SINGLE ATTACK

Charge

-2 to RK for the rest of the round

+ 2

☐ Vital Strike

Extra damage dice

+ 1

Würfel

☐ Verbesserter Konzentrierter Schlag

+ 2

Würfel

☐ Mächtiger Konzentrierter Schlag

+ 3

Würfel

☐ Devastating Strike

+2 per extra die

+

☐ Improved Devastating Strike

+2 per die

+

um Kritische Treffer zu bestätigen

☐ Kritischer-Treffer-Fokus

+ 4

um Kritische Treffer zu bestätigen