

# FIGHTER

## MELEE

Fighter  
Level

### WEAPON TRAINING

Level Weapon type

5

☐ ☐ ☐ ☐

9

☐ ☐ ☐

13

☐ ☐

17

☐

### ARMOUR TRAINING

MAX ARMOUR  
DEX BONUS

+

ARMOUR CHECK  
PENALTY REDUCTION

-

Level 19 DR 5/- when wearing armour or using a shield

### BRAVERY

FEAR EFFECT  
WILL BONUS

+

$$= \left( \text{Fighter Level} + 2 \right) \div 4 \text{ (Round down)}$$

### 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)

- |   |  |
|---|--|
| <input type="checkbox"/> Bleeding Critical          | <input type="checkbox"/> Sickening Critical  |
| <input type="checkbox"/> Blinding Critical          | <input type="checkbox"/> Staggering Critical |
| <input type="checkbox"/> Crippling Critical         | <input type="checkbox"/> Stunning Critical   |
| <input type="checkbox"/> Deafening Critical         | <input type="checkbox"/> Tiring Critical     |
| <input type="checkbox"/> Dispelling Critical        | <input type="checkbox"/> Exhausting Critical |
| <input type="checkbox"/> Impaling Critical          |  |
| <input type="checkbox"/> 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 Multiplier

☐ M'wk Base WeaponBasic  
Damage

d +

×

Special properties

+

+

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

/ / /

d +

×

☐ M'wk Base WeaponBasic  
Damage

d +

×

Special properties

+

+

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

/ / /

d +

×

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 30ft☐ Outflank When flanking

+ 4

☐ Paired Opportunists When adjacent

+ 4 to attacks of opportunity

☐ Precise Strike When flanking

+ 1d6 per successive hit

### SUBTOTAL BUFFS & TEAMWORK

/ / /

☐ 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

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