

GUERRIER

RANGED

Fighter

Niveau

WEAPON TRAINING

Niveau

Type d'arme

5

9

13

17

ARMOUR TRAINING

MAX ARMOUR DEX BONUS

ARMOUR CHECK PENALTY REDUCTION

19

DR 5/- when wearing armour or using a shield

BRAVERY

FEAR EFFECT WILL BONUS

Fighter Niveau

+

= (+ 2) ÷ 4

(arrondi à l'inférieur)

WEAPON MASTERY

Niveau

Type d'arme

20

DONS D'ATTAQUE

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 EFFETS

(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

DONS D'EQUIPE

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

+

+

+

DEX

Dextérité

Strength rating (composite bow)

Penalty for insufficient strength

-2

Off-hand weapon (crossbow only)

-4 / -8

☐ Two-weapon fighting

Reduces penalty to:

-2 / -2

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

x 2

Threat range

WEAPON BONUSES

Niveau

20

Weapon Mastery

Increased critical range and always confirm critical hits

+1

Multiplicateur

M'wk

Arme de base

Basic Damage

d +

x

Propriétés spéciales

+

+

Weapon Entrainement

☐ Weapon Focus

(☐ Greater)

☐ Improved Critical or Keen weapon

☐ Weapon Mastery

☐ Weapon Specialisation

(☐ Greater)

☐ Penetrating Strike

(☐ Greater)

/ / /

d +

x

M'wk

Arme de base

Basic Damage

d +

x

Propriétés spéciales

+

+

Weapon Entrainement

☐ Weapon Focus

(☐ Greater)

☐ Improved Critical or Keen weapon

☐ Weapon Mastery

☐ Weapon Specialisation

(☐ Greater)

☐ Penetrating Strike

(☐ Greater)

/ / /

d +

x

BUFS

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 9,00 m

SUBTOTAL BUFS & TEAMWORK

/ / /

ATTACK ACTIONS

Hammer the Gap

On a successful attack

+1

par coup successif

☐☐☐☐

Point-blank shot

Within 30ft

+1

+1

Precise shot

No penalty firing into melee

Clustered shots

Group arrows to overcome damage reduction

Bullseye shot

Line up shot as a move action

+4

Focused shot

Within 30ft

Rapid shot

Extra attack at full

-2

Manyshot

Shoot two arrows simultaneously

Snap shot

AoO with a ranged weapon within 5ft

Improved snap shot

AoO with a ranged weapon within 15ft

Greater snap shot

Damage and critical confirmation bonus

+

Shot on the run

Attack at any point during your move

Vital Strike

Extra damage dice

+1

dés

Improved Vital Strike

+2

dé

Greater Vital Strike

+3

dé

Devastating Strike

+2 per extra die

Improved Devastating Strike

+2

per die

+

to confirm criticals

Critical Focus

+4

to confirm criticals