

445

444

330

348

66329

5

9

13

17

347

435BONUS

434REDUCTION

+

-

6619433

346

331WILLBONUS

330

+

= (+ 2) ÷ 4

294

408

6620329

409

366ACTIONS

404Extra attack if you hit

407Any number of extra attacks per round

406Extra attack if enemy is knocked out

405Any number per round

418EFFECTS

386

429

344

340

343

339

342

336

335

341

338

337

334

333

345Apply two critical effects at once

332Apply a critical effect to the

328

440

410+2 to overcome spell resistance

417+2 to CMD

416+2 to CMB

415Take ally's result on reflex save

414Act in surprise round if ally can act

413+1 / +2 to 413413

412+4 to concentration checks

411Switch places with an ally

394+2 to AC against flanking

393+2 to ally's AC

392Grant +2/+2, get attack of opportunity

391Share space, charge through allied mount

403Charge the same foe as an ally

402Don't provoke AoO when adjacent to an ally

401When ally feints, enemy loses 401401 AC

400When ally feints, gain AoO

399Ally's attack allows you to take 399 step

398AoO when ally confirms critical hit

397+1 to all saving throws per adjacent ally

396When ally is adjacent, roll twice for trip 396

395Extra attack when ally hits with ranged

441

443

442

422

+

+

+

21

30

439Use DEX for melee attack

436

432(2 less for a light weapon)

-6

-10

437Reduces penalty to:

-4

-4

438No damage penalty

430Doesn't stack with magic bonus

+1

431

+1

428

+2

425

+2

419

+4

427Ignore damage reduction up to 5/—

426Ignore damage reduction up to 10/—

424

2423

20421Increased critical range and always confirm critical hits

+1420

349353

350

d

+

x

352

+

351

359

356

358

357

355

356

354

355

356

359

356

358

357

349353

350

d

+

x

352

+

351

359

356

358

357

355

356

354

355

356

359

356

358

357

390One extra attack at full bonus

+1

385

1

2

3

384

38830ft

389Inspire Courage and similar

+

+

379When flanking

+4

377When adjacent

+4378

376When flanking

375381

382BUFFS & TEAMWORK

362On a successful attack

+1381

365

-

+

364Ignore power attack penalty for first attack

363+4 (+1 at levels 11, 16, 20)

+

+

367

387-2 to 387387

+2

373Extra damage dice

+1361

372

+2360

371

+3360

370+2 per extra die

+

368

369+2 per die

+

429

+4

368