

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

☐ Blutend

☐ Kränkelnd

☐ Blind

☐ Wankend

☐ Verkrüppelt

☐ Betäubt

☐ Taub

☐ Erschöpft

☐ Dispelling Critical

☐ Entkräftet

☐ Impaling Critical

☐ Improved Impaling Critical

(benötigt ☐ Kritischer-Treffer-Fokus)

☐ 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

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

Based critical range and always confirm critical hits

+ 1 Multiplikator

WEAPON BONUSES

☐ MA Waffe

Basic Schaden

d +

+

Besondere Eigenschaften

+

+

Weapon Übung

☐ Weapon Focus (☐ Mächtig)

☐ Verbessertes Kritischer Treffer oder scharfe Waffe

☐ Weapon Specialisation (☐ Mächtig)

☐ Penetrating Strike (☐ Mächtig)

/ / /

d +

+

+

+

WEAPON BONUSES

☐ MA Waffe

Basic Schaden

d +

+

Besondere Eigenschaften

+

+

Weapon Übung

☐ Weapon Focus (☐ Mächtig)

☐ Verbessertes Kritischer Treffer oder scharfe Waffe

☐ Weapon Specialisation (☐ Mächtig)

☐ Penetrating Strike (☐ Mächtig)

/ / /

d +

+

+

+

BUFFS

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

+ 1W6 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

☐ Verbessertes Konzentrierter Schlag

+ 2 Würfel

☐ Mächtiger Konzentrierter Schlag

+ 3 Würfel

☐ Devastating Strike +2 per extra die

+

um Kritische Treffer zu bestätigen

☐ Improved Devastating Strike +2 per die

+

um Kritische Treffer zu bestätigen

☐ Kritischer-Treffer-Fokus

+ 4

um Kritische Treffer zu bestätigen