

FIGHTER

RANGED

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

Fighter
Level

+

= (+ 2) ÷ 4 (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)

☐ 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

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 Weapon

Basic
Damage

d

+

×

+

Special properties

+

+

Weapon
Training

☐ Weapon Focus

(☐ Greater)

☐ Improved Critical or Keen weapon

☐ Weapon Mastery

☐ Weapon Specialisation

(☐ Greater)

☐ Penetrating Strike

(☐ Greater)

/ / /

d

+

×

☐ M'wk

Base Weapon

Basic
Damage

d

+

×

+

Special properties

+

+

Weapon
Training

☐ Weapon Focus

(☐ Greater)

☐ Improved Critical or Keen weapon

☐ Weapon Mastery

☐ Weapon Specialisation

(☐ Greater)

☐ Penetrating Strike

(☐ Greater)

/ / /

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

TEAMWORK
FEATS

☐ Outflank When flanking

+ 4

☐ Paired Opportunists When adjacent

+ 4 to attacks of opportunity

☐ Precise Strike When flanking

+ 1d6 per successive hit

SUBTOTAL BUFFS & TEAMWORK

/ / /

ATTACK ACTIONS

☐ 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

SINGLE ATTACK

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