

GUERRIERO

MISCHIA

Fighter

Livello

ADDESTRAMENTO NELLE ARMI

Livello

Tipo di arma

5

9

13

17

ADDESTRAMENTO NELLE ARMI

MAX ARMOUR

DES BONUS

+

ARMOUR CHECK

PENALTY REDUCTION

-

Livello

19

DR 5/—

indossando un armatura o usando uno scudo

AUDACIA

FEAR EFFECT

WILL BONUS

+

Fighter

Livello

= ( + 2 ) ÷ 4

(Arrotondato per difetto)

WEAPON MASTERY

Livello

Tipo di arma

20

TALENTI di ATTACCO

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 EFFETTI

(richiede ☐ Critico Focalizzato)

☐ Critico Sanguinante

☐ Critico Debolitante

☐ Critico Accecante

☐ Critico Incapacitante

☐ Critico Menomante

☐ Critico Stordente

☐ Critico Assordante

☐ Critico Affaticante

☐ Critico Dissolvente

☐ Critico Inesorabile

☐ Critico Trafiggente Migliorato

☐ Critico Trafiggente

☐ Critical Mastery

Apply two critical effects at once

☐ Sneaking Precision

Apply a critical effect to the secondo attacco furtivo in un round

TALENTO DI SQUADRA

☐ Allied Spellcaster

+2 to overcome spell resistance

☐ Coordinated Defence

+2 to DMC

☐ Coordinated Manoeuvres

+2 to BMC

☐ Duck and Cover

Take ally's result on reflex save

☐ Lookout

Act in surprise round if ally can act

☐ Shield Wall

+1 / +2 to CA when both using shields

☐ Shielded Caster

+4 to concentration checks

☐ Swap Places

Switch places with an ally

☐ Back to Back

+2 to CA against flanking

☐ Improved Back to Back

+2 to ally's CA

☐ 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 DES bonus to CA

☐ Improved Feint Partner

When ally feints, gain AoO

☐ Pack Attack

Ally's attack allows you to take 1,5 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 BMC

☐ Target of Opportunity

Extra attack when ally hits with ranged

ATTACK BONUS

Base Attack Bonus

+

+

+

/

/

/

☐ Weapon Finesse

Use DES for melee attack

FOR / DES

Arma a due mani

× 1½

Off-hand weapon

(2 less for a light weapon)

- 6 / - 10

× ½

☐ Two-weapon fighting

Reduces penalty to:

- 4 / - 4

☐ Double Slice

No damage penalty

—

Masterwork

Doesn't stack with magic bonus

+ 1

Arma Focalizzata :

+ 1

Arma Focalizzata Superiore

+ 2

Arma Specializzata:

+ 2

Arma Specializzata Superiore

+ 4

Penetrating Strike

Ignore damage reduction up to 5/—

Greater Penetrating Strike

Ignore damage reduction up to 10/—

Critico Migliorato / Arma affilata / Affilata -effetto magico-

× 2

Raggio di minaccia

Livello

20

MAESTRIA NELLE ARMI

Increased critical range and always confirm critical hits

+ 1

Moltiplicatore

☐ Prft

Arma Base

Basic Danno

d

+

×

+

Proprietà speciali

+

+

Weapon Addestramento

☐ Weapon Focus

(☐ Superiore)

☐ Critico Migliorato o arma Affilata

☐ MAESTRIA NELLE ARMI

☐ Weapon Specialisation

(☐ Superiore)

/

/

/

d

+

×

☐ Penetrating Strike

(☐ Superiore)

/

/

/

d

+

×

☐ Prft

Arma Base

Basic Danno

d

+

×

+

Proprietà speciali

+

+

Weapon Addestramento

☐ Weapon Focus

(☐ Superiore)

☐ Critico Migliorato o arma Affilata

☐ MAESTRIA NELLE ARMI

☐ Weapon Specialisation

(☐ Superiore)

/

/

/

d

+

×

☐ Penetrating Strike

(☐ Superiore)

/

/

/

d

+

×

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 m

TEAMWORK FEATS

☐ Outflank

When flanking

+ 4

☐ Paired Opportunists

When adjacent

+ 4

agli attacchi di opportunità

☐ Precise Strike

When flanking

. + 1d6

con ogni colpo successivo

SUBTOTAL BUFFS & TEAMWORK

/

/

/

ATTACK ACTIONS

☐ Hammer the Gap

On a successful attack

+1

con ogni colpo successivo

☐☐☐☐

☐ Attacco Poderoso

-

+

☐ Furious Focus

Ignore power attack penalty for first attack

☐ Death or Glory

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

+

+

contro avversari più grandi

SINGLE ATTACK

Charge

-2 to CA for the rest of the round

+ 2

☐ Vital Strike

Extra damage dice

+ 1

dado

☐ Colpo Vitale Migliorato

+ 2

dadi

☐ Colpo Vitale Superiore

+ 3

dadi

☐ Devastating Strike

+2 per extra die

+

☐ Improved Devastating Strike

+2 per die

+

per confermare critici

Critico Focalizzato

+ 4

per confermare critici