

GUERRERO

MELEE

Fighter Nivel

ENTR. EN ARMAS

Nivel

Tipo de Arma

5

9

13

17

ENTR. EN ARMADURA

MAX ARMOUR DES BONUS

ARMOUR CHECK PENALTY REDUCTION

+

-

Nivel 19 RD 5/- cuando usa armadura o escudo

VALENTÍA

FEAR EFFECT WILL BONUS

Fighter Nivel

+

= (+ 2) ÷ 4

(Redondear abajo)

WEAPON MASTERY

Nivel

Tipo de Arma

Nivel 20

DOTES DE ATAQUE

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 EFECTOS

(requiere ☐ Soltura con los críticos)

☐ Crítico sangrante

☐ Crítico cegador

☐ Crítico lisiente

☐ Crítico ensordecedor

☐ Crítico Disipador

☐ Crítico Empalador

☐ Crítico Empalador mejorado

☐ Crítico nauseabundo

☐ Crítico asombroso

☐ Crítico aturdidor

☐ Crítico fatigante

☐ Crítico agotador

Critical Mastery

Apply two critical effects at once

Sneaking Precision

Apply a critical effect to the segundo ataque furtivo en un asalto

DOTES DE TABAJO EN EQUIPO

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 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

FUE / DES

Arma a dos manos

x 1½

Off-hand weapon

(2 less for a light weapon)

- 6 / - 10

x ½

☐ Two-weapon fighting

Reduces penalty to:

- 4 / - 4

☐ Doble tajo

No damage penalty

—

BONUSES

Masterwork

Doesn't stack with magic bonus

+ 1

Soltura con un arma:

+ 1

Soltura mayor con arma

+ 2

Especialización con un arma:

+ 2

Especialización mayor con un arma

+ 4

ARMA

Penetrating Strike

Ignore damage reduction up to 5/—

Greater Penetrating Strike

Ignore damage reduction up to 10/—

Crítico mejorado / Arma afilada / Efecto afilado mágico

x 2

Rango de amenaza

Nivel 20 Maestría con Armas

increased critical range and always confirm critical hits

+ 1

Multiplicador

☐ G. cal

Arma Base

Basic Daño

d +

x

+

Propiedades Especiales

+

+

Weapon Entrenamiento

☐ Weapon Focus

(☐ Mayor)

☐ Crítico mejorado o Arma afilada

☐ Maestría con Armas

☐ Weapon Specialisation

(☐ Mayor)

/ / /

d +

x

☐ Penetrating Strike

(☐ Mayor)

☐ G. cal

Arma Base

Basic Daño

d +

x

+

Propiedades Especiales

+

+

Weapon Entrenamiento

☐ Weapon Focus

(☐ Mayor)

☐ Crítico mejorado o Arma afilada

☐ Maestría con Armas

☐ Weapon Specialisation

(☐ Mayor)

/ / /

d +

x

☐ Penetrating Strike

(☐ Mayor)

ACELERAR

One extra attack at full bonus

+ 1

BUFFS

Favoured Enemy

1

2

3

Bonus Moral

Inspire Courage and similar

+

+

Half of Ranger's Favoured Enemy bonus granted to allies within 30'

TEAMWORK FEATS

Outflank

When flanking

+ 4

Paired Opportunists

When adjacent

+ 4

a ataque de oportunidad

Precise Strike

When flanking

+ 1d6

por golpe sucesivo

SUBTOTAL BUFFS & TEAMWORK

/ / /

ATTACK ACTIONS

Hammer the Gap

On a successful attack

+1

por golpe sucesivo

☐☐☐☐

Ataque Poderoso

-

+

☐ Furious Focus

Ignore power attack penalty for first attack

☐ Death or Glory

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

+

+

contra enemigos más grandes

SINGLE ATTACK

Charge

-2 to CA for the rest of the round

+ 2

☐ Vital Strike

Extra damage dice

+ 1

dado

☐ Golpe vital mejorado

+ 2

Dados

☐ Golpe vital mayor

+ 3

Dados

☐ Devastating Strike

+2 per extra die

☐ Improved Devastating Strike

+2 per die

+

+

d

+

para confirmar críticos

Soltura con los críticos

+ 4

para confirmar críticos