

# FIGHTER

## RANGED

Fighter  
Уровень

### WEAPON TRAINING

Уровень Weapon type

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### ARMOUR TRAINING

MAX ARMOUR  
DEX BONUS

+

ARMOUR CHECK  
PENALTY REDUCTION

-

Уровень 19 DR 5/- when wearing armour or using a shield

### BRAVERY

FEAR EFFECT  
WILL BONUS

+

= (

+ 2

) ÷ 4

(Округлять к меньшему)

### WEAPON MASTERY

Уровень 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

+

+

+

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Dexterity

DEX

Strength rating (composite bow)

Penalty for insufficient strength

- 2

Off-hand weapon (crossbow only)

- 4 / - 8

☐ Two-weapon fighting Reduces penalty to:

- 2 / - 2

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

Weapon Mastery Increased critical range and always confirm critical hits

+ 1 Multiplier

☐ M'wk Base Weapon

Basic

Урон

d

+

×

+

Special properties

+

+

Weapon Training

☐ Weapon Focus

(☐ Greater)

☐ Improved Critical or Keen weapon

☐ Weapon Mastery

☐ Weapon Specialisation

(☐ Greater)

☐ Penetrating Strike (☐ Greater)

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☐ M'wk Base Weapon

Basic

Урон

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Special properties

+

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Weapon Training

☐ Weapon Focus

(☐ Greater)

☐ Improved Critical or Keen weapon

☐ Weapon Mastery

☐ Weapon Specialisation

(☐ Greater)

☐ Penetrating Strike (☐ Greater)

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Haste One extra attack at full bonus

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