

GUERRIER

RANGED

Guerrier

Niveau

WEAPON TRAINING

Niveau

Type d'arme

5

9

13

17

ARMOUR TRAINING

ARMURE MAX

DEX BONUS

+

ARMOUR CHECK

PENALTY REDUCTION

-

Niveau

19

DR 5/— when wearing armour or using a shield

BRAVERY

FEAR EFFECT

WILL BONUS

+

Guerrier

Niveau

= (+ 2) ÷ 4

(arrondi à l'inférieur)

WEAPON MASTERY

Niveau

20

Type d'arme

DONS D'ATTAQUE

ATTAQUECTIONS

☐ 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 EFFETS

(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

DONS D'EQUIPE

☐ 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

Attaque

Bonus

+

+

+

/

/

/

Dextérité

DEX

Strength rating

(composite bow)

STR

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

Niveau

20

Weapon Mastery

Increased critical range and always confirm critical hits

+ 1 Multiplicateur

WEAPON BONUSES

☐ M'wk

Arme de base

Basic

Dégâts

do

+

×

+

Propriétés spéciales

+

+

Arme

Entraînement

☐ Weapon Focus

(☐ Supérieure)

☐ Improved Critical or Keen weapon

☐ Weapon Mastery

☐ Weapon Specialisation

(☐ Supérieure)

/

/

/

do

+

×

☐ Penetrating Strike

(☐ Supérieure)

☐ M'wk

Arme de base

Basic

Dégâts

do

+

×

+

Propriétés spéciales

+

+

Arme

Entraînement

☐ Weapon Focus

(☐ Supérieure)

☐ Improved Critical or Keen weapon

☐ Weapon Mastery

☐ Weapon Specialisation

(☐ Supérieure)

/

/

/

do

+

×

☐ Penetrating Strike

(☐ Supérieure)

BUFS

Haste

One extra attack at full bonus

+ 1

Favoured

Enemy

1

2

3

Half of Ranger's Favoured Enemy bonus granted to allies within 9,00 m

Morale Bonus

Inspire Courage and similar

+

+

ATTACHECTIONS

SUBTOTAL BUFS & TEAMWORK

/

/

/

☐ Hammer the Gap

On a successful attack

+1 par coup successif

☐ Point-blank shot

Within 30ft

+1

+1

☐ Precise shot

No penalty firing into melee

☐ Clustered shots

Group arrows to overcome damage reduction

☐ Bullseye shot

Line up shot as a move action

+4

☐ Focused shot

Within 30ft

INT

☐ Rapid shot

Extra attack at full

-2

☐ Manyshot

Shoot two arrows simultaneously

☐ Snap shot

AoO with a ranged weapon within 5ft

☐ Improved snap shot

AoO with a ranged weapon within 15ft

☐ Greater snap shot

Damage and critical confirmation bonus

+

☐ Shot on the run

Attack at any point during your move

☐ Vital Strike

Extra damage dice

+ 1 dés

☐ Improved Vital Strike

+ 2 dé

☐ Greater Vital Strike

+ 3 dé

☐ Devastating Strike

+2 per extra die

+

+

do

☐ Improved Devastating Strike

+2 per die

+

to confirm criticals

☐ Critical Focus

+ 4 to confirm criticals