

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 BONUSFighter
Level

+

$$= \left(\text{ } + 2 \right) \div 4$$
 (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

+

+

+

/

/

/

Dexterity

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

x 2 Threat range

Level 20 Weapon Mastery Increased critical range and always confirm critical hits

+ 1 Multiplier

☐ M'wk Base WeaponBasic
Damage

d

+

x

+

Special properties

+

+

Weapon
Training☐ Weapon Focus☐ Greater☐ Improved Critical or Keen weapon☐ Weapon Mastery☐ Weapon Specialisation☐ Greater☐ Penetrating Strike☐ Greater

/

/

/

d

+

x

☐ M'wk Base WeaponBasic
Damage

d

+

x

+

Special properties

+

+

Weapon
Training☐ Weapon Focus☐ Greater☐ Improved Critical or Keen weapon☐ Weapon Mastery☐ Weapon Specialisation☐ Greater☐ Penetrating Strike☐ Greater

/

/

/

d

+

x

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

SUBTOTAL BUFFS & TEAMWORK

/

/

/

☐ Hammer the Gap On a successful attack

+1

per successive hit

☐ ☐ ☐ ☐☐ 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 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