

GUERRIER

MELEE

Fighter
Niveau

WEAPON TRAINING

Niveau Type d'arme

5

☐ ☐ ☐ ☐

9

☐ ☐ ☐

13

☐ ☐

17

☐

ARMOUR TRAINING

MAX ARMOUR
DEX BONUS

+

ARMOUR CHECK
PENALTY REDUCTION

-

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

BRAVERY

FEAR EFFECT
WILL BONUS

+

$$= \left(\text{Fighter Niveau} + 2 \right) \div 4$$
(arrondi à l'inférieur)

WEAPON MASTERY

Niveau 20 Type d'arme

DONS D'ATTAQUE

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 EFFETS

(require ☐ Critical Focus)

- | | |
|---|--|
| <input type="checkbox"/> Bleeding Critical | <input type="checkbox"/> Sickening Critical |
| <input type="checkbox"/> Blinding Critical | <input type="checkbox"/> Staggering Critical |
| <input type="checkbox"/> Crippling Critical | <input type="checkbox"/> Stunning Critical |
| <input type="checkbox"/> Deafening Critical | <input type="checkbox"/> Tiring Critical |
| <input type="checkbox"/> Dispelling Critical | <input type="checkbox"/> Exhausting Critical |
| <input type="checkbox"/> Impaling Critical | |
| <input type="checkbox"/> 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
Attack
Bonus

+

+

+

/ / /

☐ Weapon Finesse Use DEX for melee attack

STR / DEX

Arme à deux mains

Off-hand weapon (2 less for a light weapon)

- 6 / - 10

☐ Two-weapon fighting Reduces penalty to:

- 4 / - 4

☐ Double Slice No damage penalty

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

☐ M'wk Arme de baseBasic
Domage

d +

x

+ Propriétés spéciales

+

+

Weapon
Entrainement☐ Weapon Focus (☐ Supérieure)☐ Improved Critical or Keen weapon☐ Weapon Mastery☐ Weapon Specialisation (☐ Supérieure)

/ / /

d +

x

☐ Penetrating Strike (☐ Supérieure)☐ M'wk Arme de baseBasic
Domage

d +

x

+ Propriétés spéciales

+

+

Weapon
Entrainement☐ Weapon Focus (☐ Supérieure)☐ Improved Critical or Keen weapon☐ Weapon Mastery☐ Weapon Specialisation (☐ Supérieure)

/ / /

d +

x

☐ Penetrating Strike (☐ Supérieure)

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 9,00 m☐ Outflank When flanking

+ 4

☐ Paired Opportunists When adjacent

+ 4 to attacks of opportunity

☐ Precise Strike When flanking

+ 1d6 par coup successif

SUBTOTAL BUFFS & TEAMWORK

/ / /

☐ Hammer the Gap On a successful attack

+1 par coup successif

☐ ☐ ☐ ☐☐ Attaque en puissance

-

+

☐ Furious Focus Ignore power attack penalty for first attack☐ Death or Glory +4 (+1 at levels 11, 16, 20)

+

+

against larger foes

☐ Combat Expertise AC bonus

-

Charge -2 to AC for the rest of the round

+ 2

☐ Vital Strike Extra damage dice

+ 1 dés

☐ Improved Vital Strike

+ 2 dé

☐ Greater Vital Strike

+ 3 dé

☐ Devastating Strike +2 per extra die

+

☐ Improved Devastating Strike +2 per die

+

to confirm criticals

☐ Critical Focus

+ 4 to confirm criticals