FIGHTER	Fighter Level	_		ATTACK BOI	NUS			N DIV	IG 🗸	CRIT -	
RANGED	Level ;	Bas	se ack + +	+ +	> /	/ /					
WEAPON TR	AINING	Boi				1 1					_
Level Weapon type	0-0-0-0	De	exterity			DEX _					_
5		St	rength rating (composit	e bow)				SI	R		_
9			Penalty for insufficient s			- 2					
13			Off-hand weapon (crossbow only) -4/-8								
17		_	☐ Two-weapon fighting	Reduces penalty	to: - 2	2 / - 2					_
ARMOUR TR	AINING		Masterwork Doesn't	stack with magic bo	nus	+ 1	L				_
	R CHECK		Weapon Focus:			+1					
PENALTY REDUCTION		JSE	Greater Weapon Focus Weapon Specialisation: Greater Weapon Specialisation								_
								+ 2			
2 DR 5/— when wearing armour or using a shield								+	4		_
BRAVE	RY	WEAPON	Penetrating Strike Igr								_
FEAR EFFECT Fighter WILL BONUS Level		WE		Strike Ignore dam		up to 10/-	_				_
WILL BOILES			Improved Critical / Keen weapon / Keen magical effect							× 2 Threat range	3
+ = (+ 2) ÷ 4 (Round down)			20 Weapon Mastery Increased critical range and always confirm critic					l hits		+ 1 Multiplier	
WEAPON MA	ASTERY] M'wk Base Weapon			D	Basic ,	d	+	x	1
₹ 20 Weapon type		15	Special properti	es		_	amage			Weapon	ı
ATTACK FEATS ATTACK ACTIONS						+		+		Training	
			Weapon Focus (☐ Greater) Weapon Specialisation (☐ Greater)	☐ Improved	Critical or Keen wear		pon U		Weapon Mastery		
☐ Cleave Extra attack if you hit			Penetrating Strike	(Greater)		/ /		d	+	×	
☐ Great Cleave Any number of ex	tra attacks per round	7	M'wk Base Weapon				Basic				7
☐ Cleaving Finish Extra attack if enemy is knocked out			Special properti	00		_ D	amage ⁷	d	+	×	
☐ Improved Cleaving Finish Any number per round		14	+ Special properties					+		Weapon Training	ı
CRITICAL EFFECTS (require Critical Focus)			Weapon Focus	(Greater)	☐ Improved	Critical or Ke	en wear	on	□ We	apon Mastery	I
	Sickening Critical		Weapon Specialisation Penetrating Strike	(□ Greater) (□ Greater)		/ /	\Box	a	+	×	7
☐ Blinding Critical☐ Crippling Critical	Staggering Critical Stunning Critical	4	Haste One extra attac			+1		<u>u</u>			7
	Tiring Critical			k at full bollus							_
☐ Dispelling Critical ☐ Exhausting Critical ☐ Impaling Critical ☐ Improved Impaling Critical			Enemy 2 Favoured Fnemy 2 Fnemy 1 Fnemy 1 Fnemy 2 Fnemy							Half of Ranger's Favoured Enemy	
		JEES								bonus granted to allies within 30f	
		BI	Ng <u>* 3</u>								_
☐ Critical Mastery Apply two critical effects at once ☐ Sneaking Precision Apply a critical effect to the			Morale Bonus Inspire	Courage and similar	•	+		+			
	cal effect to the lk attack in a round										
TEAMWORK	FEATS	SU	JBTOTAL BUFFS &	TEAMWORK		/ /					
☐ Allied Spellcaster +2 to overcome spell resistance			☐ Hammer the Gap On a successful attack				L per s	er successive hit			
☐ Coordinated Defence +2 to CMD			☐ Point-blank shot Within 30ft				L	+1			
☐ Coordinated Manoeuvres +2 to C	CMB		☐ Precise shot N	lo penalty firing into	melee						-
☐ Duck and Cover Take ally's result	on reflex save		☐ Clustered sh	ots Group arrows t	o overcome da	amage reduct	ion				
☐ Lookout Act in surprise round if al	lly can act		☐ Bullseye sho	t Line up shot as a	move action	+2					
☐ Shield Wall +1 / +2 to AC when both using shields			☐ Focused shot Within 30ft					IN	T		
☐ Shielded Caster +4 to concentration checks			☐ Rapid shot Ext	tra attack at full		-2					_
☐ Swap Places Switch places with an ally		SNC			nultaneously						
☐ Back to Back +2 to AC against flanking		Ĭ	☐ Manyshot Shoot two arrows simultaneously ☐ Snap shot AoO with a ranged weapon within 5ft								
☐ Improved Back to Back +2 to a	ally's AC	KA					1 = f +				
☐ Broken Wing Gambit Grant +2 / +2, get attack of opportunity		TAC	☐ Improved snap shot AoO with a ranged weapon ☐ Greater snap shot Damage and critical con]	
☐ Cavalry Formation Share space, charge through allied mount		AT						+			
☐ Coordinated Charge Charge the sa	ame foe as an ally			Attack at any poin	t auring your n						_
☐ Escape Route Don't provoke AoO when adjacent to an ally			□ Vital Strike Extra d			+ 1 die	7		•]	
☐ Feint Partner When ally feints, enemy loses DEX bonus to AC			☐ Improved Vital Strike			+ 2 dice		+ d			
☐ Improved Feint Partner When ally feints, gain AoO			☐ Greater Vital			+ 3 dice		_			_
☐ Pack Attack Ally's attack allows you to take 5ft step			☐ Devastating Strike +2 per extra die					+			
Seize the Moment AoO when ally confirms critical hit			☐ Improved Devastating Strike +2 per die					to confi	als		
☐ Shake It Off +1 to all saving throw											_
☐ Tandem Trip When ally is adjacent	<u> </u>		Critical Focus			+ 4	to co	nfırm criti	cals		_
☐ Target of Opportunity Extra attack	when ally hits with ranged										