

UNBREAKABLE

(FIGHTER)

Fighter
Level

UNFLINCHING

MIND AFFECTING
WILL BONUS

Fighter
Level

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(Round down)

Level **20** **UNBREAKABLE MIND**
Immune to mind-affecting effects.

ARMOUR TRAINING

MAX ARMOUR
DEX BONUS

ARMOUR CHECK
PENALTY REDUCTION

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Level **19** DR 5/– when wearing armour or using a shield

QUICK RECOVERY

Level **11** Need only 15 minutes rest or a healing spell to recover from being fatigued.

Level **15** **UNLIMITED ENDURANCE**
When exhausted, suffer only the effect of fatigued.

STALWART

Level **13** Take no damage and suffer no partial effect on a successful Fortitude or Will save.

Level **17** **MIRACULOUS RECOVERY**
Take the better of two rolls to recover from an ongoing effect.

ATTACK FEATS

- ☐ 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