

FIGHTER

CORPO A CORPO

Lutador

Nível

WEAPON TRAINING

Nível

Tipo de arma

5

9

13

17

TREINAMENTO DE ARMADURA

MAX ARMOUR

DES BÔNUS

TESTE DE ARMADURA

PENALIDADE

Nível

19

DR 5/— when wearing armour or using a shield

BRAVURA

FEAR EFFECT

WILL BONUS

Lutador

Nível

= (

+ 2

) ÷ 4

(Arredonda para Baixo)

WEAPON MASTERY

Nível

Tipo de arma

TALENTOS DE ATAQUE

ATAQUE AÇÕES

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

CRÍTICO EFEITOS

(require ☐ Critical Focus )

Sangramento Crítico

Blinding Critical

Crippling Critical

Deafening Critical

Dispelling Critical

Impaling Critical

Sickening Critical

Staggering Critical

Stunning Critical

Tiring Critical

Exhausting 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

Defesa Coordenada

+2 para DMC

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

Costas com Costas

+2 para CA Contra flanqueamento

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 1.5m 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

BÔNUS DE ATAQUE

Base

Ataque

Bônus

+

+

+

/

/

/

☐ Acuidade com Arma

Use DES para ataques corpo a corpo

FOR / DES

Two-handed weapon

× 1 1/2

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

- 6 / - 10

× 1/2

☐ 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

Nível

20

Weapon Mastery

Increased critical range and always confirm critical hits

+ 1 Multiplier

Arma Base

☐ M'wk

Base

Dano

d

+

×

Special properties

+

Arma Treinamento

☐ Weapon Focus

(☐ Greater )

☐ Improved Critical or Keen weapon

☐ Weapon Mastery

☐ Weapon Specialisation

(☐ Greater )

d

+

×

☐ Penetrating Strike

(☐ Greater )

Arma Base

☐ M'wk

Base

Dano

d

+

×

Special properties

+

Arma Treinamento

☐ Weapon Focus

(☐ Greater )

☐ Improved Critical or Keen weapon

☐ Weapon Mastery

☐ Weapon Specialisation

(☐ Greater )

d

+

×

☐ Penetrating Strike

(☐ Greater )

Haste

One extra attack at full bonus

+ 1

Favorecido Inimigo

1

2

3

Bônus Moral

Inspirar Coragem e Similar

+

+

Outflank

When flanking

+ 4

Paired Opportunists

When adjacent

+ 4 para ataques de oportunidade

Precise Strike

When flanking

+ 1d6 per successive hit

SUBTOTAL BUFFS & TEAMWORK

/

/

/

☐ Hammer the Gap

On a successful attack

+1 per successive hit

☐

☐

☐

☐

☐ Poder de Ataque

-

+

☐ Focus de Fúria

Ignora a penalidade no primeiro poder de ataque

+

against larger foes

☐ Death or Glory

+4 (+1 at levels 11, 16, 20)

+

+

☐ Combat Expertise

AC bonus

-

Charge

-2 to AC for the rest of the round

+ 2

☐ Vital Strike

Extra damage dice

+ 1 die

☐ Improved Vital Strike

+ 2 dados

+

d

☐ Greater Vital Strike

+ 3 dados

☐ Devastating Strike

+2 per extra die

+

☐ Improved Devastating Strike

+2 per die

+

to confirm criticals

☐ Critical Focus

+ 4 to confirm criticals