

# UNARMED FIGHTER

Fighter  
Level

## HARSH TRAINING

Nível

2

+

=

Fighter  
Level

+ 2

÷ 4

Saving throw bonus against effects causing exhausted, fatigued or staggered, or temporary ability score penalties.

Nível

3

### TOUGH GUY

/ —

=

Fighter  
Level

÷ 2

Reduction to non-lethal damage, and damage taken while grappling.

Nível

19

### SHEER TOUGHNESS

Innume to non-lethal damage and the exhausted, fatigued or staggered conditions.

## WEAPON TRAINING

Nível

5

+

=

Fighter  
Level

- 1

÷ 4

Bonus to attack and damage with any monk or natural weapon.

Nível

7

### CLEVER WRESTLER

No **DEX** penalty when grappled, no **AC** penalty when pinned.

Nível

8

### TRICK THROW

On a successful trip with an unarmed attack, attempt a dirty trick combat manoeuvre immediately.

Nível

12

### TAKEDOWN

On a successful drag, attempt a trick manoeuvre as a swift action.

Nível 15 On a successful grapple, attempt a trick manoeuvre.

Nível

13

### EYE GOUGE

On confirming a critical, or starting your turn grappled, attempt a dirty trick to blind your opponent.

Nível

17

### SUCKER PUNCH

On hitting a creature denied its **DEX** bonus to **AC**, or that you have pinned, attempt a dirty trick or trip.

## TALENTOS DE ATAQUE

☐ 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

☐ Sangramento Crítico

☐ 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 critical effect to the 2nd sneak attack

## 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