

ARMOUR MASTER

Fighter
Level

(FIGHTER)

▶TREINAMENTO DE ARMADURA◀

DEX MAX ARMADURA PÊNALIDADE EM TESTES DE ARMARUDA REDUÇÃO

+

-

▶DEFLECTIVE SHIELD◀

SHIELD TOUCH

Fighter
Level

AC BONUS

+

= (

+ 2

) ÷ 4

(Arredonda para Baixo)

▶ARMOURED DEFENCE◀

		LIGHT	MEDIUM	HEAVY
Nível	5	DR	1/-	2/-
Nível	19	DR	4/-	8/-

▶FORTIFICATION◀

Nível	9	Light fortification:	25%	Chance to negate critical hits and sneak attack
Nível	13	Medium fortification:	50%	

▶INDESTRUCTIBLE◀

Nível 20 Immune to critical hits and sneak attack while wearing armour.

▶TALENTOS DE ATAQUE◀

ATAQUE AÇÃO

☐ 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

☐ Sickening Critical

☐ Staggering Critical

☐ Stunning Critical

☐ Tiring Critical

☐ Exhausting Critical

☐ Sangramento Critico

☐ Blinding Critical

☐ Crippling Critical

☐ Deafening Critical

☐ Dispelling 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

☐ Defesa Coordenada

+2para 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

+2para CAContra 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