

# TOWER SHIELD SPECIALIST

Fighter  
Level

(FIGHTER)

## BURST BARRIER

Nível 2 Use a shield to gain a bonus against burst spells and effects.

REFLEX

SAVE BONUS

Fighter

Level

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+ 2

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Nível 5 **TOWER SHIELD SPECIALIST**  
Take no attack penalty for using a tower shield in combat.

Nível 9 **TOWER SHIELD DEFENCE**  
Shield bonus applies to touch attacks.

Nível 11 **IMMEDIATE REPOSITIONING**  
Reposition tower shield as an immediate action.

Nível 15 **TOWER SHIELD EVASION**  
Avoid taking half damage on a successful reflex save.

Nível 20 Take only half damage on a failed reflex save.

## TREINAMENTO DE ARMADURA

DEX MAX ARMADURA Bônus PENALIDADE EM TESTES DE ARMADURA REDUÇÃO

Nível 3

+

+ 2

-

- 3

Bonus when using a tower shield.

Nível 19 DR 5/- when wearing armour or using a shield

## 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 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