

BRVURA

FEAR EFFECT

WILL BONUS

Fighter  
Level

+

=

(

+ 2

)

÷ 4

(Arredonda para Baixo)

CLOSE CONTROL

Add your bravery bonus to CMB and CMD checks for bull rush, drag and reposition.

MENACING STANCE

Nível 7

PENALIDADE

Fighter  
Level

-

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(

- 3

)

÷ 4

Penalty to enemies' attack rolls and concentration checks when adjacent..

Nível 9

NO ESCAPE

Taking a 5-foot step or withdrawing from the area of meneacing stance provokes an attack of opportunity.

WEAPON MASTERY

Nível 20

Tipo de arma

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
- ☐ Sangramento Critico    ☐ 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    +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