

# BRAWLER

(FIGHTER)

Fighter  
Level

## BRAVERY

### FEAR EFFECT WILL BONUS

Fighter  
Level

+

=

(

+ 2

)

÷ 4

(Round down)

## CLOSE CONTROL

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

## MENACING STANCE

Level 7

PENALTY

-

=

(

- 3

)

÷ 4

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

### NO ESCAPE

Level 9 Taking a 5-foot step or withdrawing from the area of menacing stance provokes an attack of opportunity.

## WEAPON MASTERY

Weapon type

Level 20

## ATTACK FEATS

### ATTACK ACTIONS

☐ 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

☐ Bleeding Critical

☐ 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

☐ Coordinated Defence    +2 to **CMD**

☐ 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

☐ Back to Back    +2 to **AC** against flanking

☐ 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 **5ft** 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