

# CAD

Fighter  
Level

## DIRTY MANOEUVRES

Level **2** **MANOEUVRE BONUS**  $\text{+ } \boxed{\phantom{00}} = \left( \phantom{00} + 2 \right) \div 4$

Bonus to CMB and CMD for disarm, dirty trick and steal.

Level **7** **DEADLY SURPRISE**  
When you hit an enemy who's denied their DEX bonus to AC, attempt a dirty trick immediately.

Level **11** **CRAVEN COMBATANT**  
When fight defensively, using total defence or Combat Expertise, cannot be flanked except by a Rogue 4 levels higher.

Level **13** **SWEEPING PRANK**  
As a standard action, use dirty trick on two adjacent enemies.

Level **17** As a full action, use dirty trick on 2 + DEX enemies.

## CATCH OFF GUARD

Level **3** Use improvises weapons with no penalty.  
Unarmed opponents are flat-footed against them.

Level **9** **RAZOR-SHARP CHAIR LEG**  
Change improvised weapon to budgeoning, piercing or slashing.  
Critical threat range is 19-20/x2.

## PAYBACK

Level **5** **BONUS**  $\text{+ } \boxed{\phantom{00}} = \left( \phantom{00} - 1 \right) \div 4$

Bonus to attack and damage against a foe who attacked you this turn.

Level **9** **ULTIMATE PAYBACK**  
Always confirm criticals against a foe who attacked you.

## TREACHEROUS BLOW

Level **15** On confirming a critical, attempt a dirty trick immediately.

## ATTACK FEATS

- ☐ 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
- ☐ Blinding Critical
- ☐ Crippling Critical
- ☐ Deafening Critical
- ☐ Dispelling Critical
- ☐ Impaling Critical
- ☐ Improved Impaling Critical
- ☐ Sickening Critical
- ☐ Staggering Critical
- ☐ Stunning Critical
- ☐ Tiring Critical
- ☐ Exhausting 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