

TACTICIAN

(FIGHTER)

Fighter Level

WEAPON TRAINING

Level 9

Weapon type

13

17

ARMOUR TRAINING

MAX ARMOUR DEX BONUS

ARMOUR CHECK PENALTY REDUCTION

+

-

Level 19

DR 5/- when wearing armour or using a shield

TACTICAL AWARENESS

INITIATIVE BONUS

+

=

Fighter Level

+ 2

) ÷ 4

(Round down)

TACTICIAN

Teamwork feat

Level 5

SHARING PER DAY

Feat Sharing Today

=

Fighter Level

÷ 5

COOPERATIVE COMBATANT

Level 11

INT additional allies aided.

Allies gain +2 to next attack, or to AC against next attack.

BATTLE INSIGHT

Level 15

INT attack bonus to one ally within line of sight.

Use 3 + INT per day.

WEAPON MASTERY

Level 20

Weapon type

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 outImproved Cleaving Finish

CRITICAL EFFECTS

require

Bleeding Critical

Sickening Critical

Blinding Critical

Staggering Critical

Crippling CriticalStunning CriticalDeafening CriticalTiring CriticalDispelling CriticalExhausting CriticalImpaling CriticalImproved Impaling Critical

Critical Mastery

Apply two critical effects at onceSneaking Precision

TEAMWORK FEATS

Allied Spellcaster

+2 to overcome spell resistance

Coordinated Defence

+2 to CMDCoordinated ManoeuvresDuck and CoverLookoutShield WallShielded CasterSwap PlacesBack to BackImproved Back to BackBroken Wing GambitCavalry FormationCoordinated ChargeEscape RouteFeint PartnerImproved Feint PartnerPack AttackSeize the MomentShake It OffTandem TripTarget of Opportunity