

DRAGOON

(FIGHTER)

Fighter Level

SPEAR TRAINING

Level

5

SPEAR BONUS

Fighter Level

= (- 1) ÷ 4

ARMOUR TRAINING

MAX ARMOUR DEX BONUS

ARMOUR CHECK PENALTY REDUCTION

+

-

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

BRAVERY

FEAR EFFECT WILL BONUS

Fighter Level

+

= (+ 2) ÷ 4 (Round down)

SPINNING LANCE

Level 7

Make alternate attacks against adjacent foes at full bonus.

Level 11

PIERCING LANCE

As a standard action, attack both mount and rider. The difficulty to negate the hit with a ride check is 4 higher.

Level 15

LEAPING LANCE

No ACP on Acrobatics when mounted. Leap at a target from charging mount to gain double charge bonus and mounted attack bonuses.

BANNER

Level 9

+

Attack Bonus

Saving Throw Bonus

+

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

☐ 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