TACTICIAN Fighter
(FIGHTER) Level
WEAPON TRAINING
Level Weapon type
13
-
17
ARMOUR TRAINING
MAX ARMOUR ARMOUR CHECK DEX BONUS PENALTY REDUCTION
+ -
19 DR 5/— when wearing armour or using a shield
TACTICAL AWARENESS INITIATIVE BONUS
( Fighter _ )
$+$ = $\begin{pmatrix} L_{\text{evel}} + 2 \end{pmatrix} \div 4$ (Round down)
TACTICIAN
Teamwork feat
SHARING PER DAY Feat Sharing
= Fighter ÷ 5 Today
COOPERATIVE COMBATANT
INT additional allies aided.
- Ailles gaill +2 to flext attack, of to Ac against flext attack.
BATTLE INSIGHT  INT attack bonus to one ally within line of sight.
Use 3 + INT per day.
WEAPON MASTERY
ଞ୍ଚି <b>20</b> 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 out
☐ Improved Cleaving Finish Any number per round
CRITICAL EFFECTS require □ Critical Focus
☐ Bleeding Critical ☐ Sickening Critical ☐ Staggering Critical
☐ Blinding Critical ☐ Staggering 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 critical effect to the 2nd sneak attack
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 Ao0
☐ 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