

UNARMED FIGHTER

Fighter
Level

HARSH TRAINING

Level

2

+

$$= \left(\text{Fighter Level} + 2 \right) \div 4$$

Saving throw bonus against effects causing exhausted, fatigued or staggered, or temporary ability score penalties.

Level

3

TOUGH GUY

/

—

$$= \text{Fighter Level} \div 2$$

Reduction to non-lethal damage, and damage taken while grappling.

Level

19

SHEER TOUGHNESS

Innume to non-lethal damage and the exhausted, fatigued or staggered conditions.

WEAPON TRAINING

Level

5

+

$$= \left(\text{Fighter Level} - 1 \right) \div 4$$

Bonus to attack and damage with any monk or natural weapon.

Level

7

CLEVER WRESTLER

No **DEX** penalty when grappled, no **AC** penalty when pinned.

Level

8

TRICK THROW

On a successful trip with an unarmed attack, attempt a dirty trick combat manoeuvre immediately.

Level

12

TAKEDOWN

On a successful drag, attempt a trick manoeuvre as a swift action.

Level 15 On a successful grapple, attempt a trick manoeuvre.

Level

13

EYE GOUGE

On confirming a critical, or starting your turn grappled, attempt a dirty trick to blind your opponent.

Level

17

SUCKER PUNCH

On hitting a creature denied its **DEX** bonus to **AC**, or that you have pinned, attempt a dirty trick or trip.

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 critical effect to the 2nd sneak attack

TEAMWORK FEATS

☐ Allied Spellcaster +2to overcome spell resistance

☐ Coordinated Defense +2to **CMD**

☐ Coordinated Maneuvers +2to **CMB**

☐ Duck and Cover Take ally's result on reflex save

☐ Lookout Act in surprise round if ally can act

☐ Shield Wall +1 / +2to **AC**when both using shields

☐ Shielded Caster +4to concentration checks

☐ Swap Places Switch places with an ally

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

☐ Improved Back to Back +2to 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 5ftstep

☐ Seize the Moment AoO when ally confirms critical hit

☐ Shake It Off +1to 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