FIGHTER

Fighter Level [____]

WEAPON TRAINING

Nível	Tipo de arma		
5		☐—☐—☐—☐
9		☐—☐—☐
13		☐—☐
17		☐

TREINAMENTO DE ARMADURA

DEX MAX ARMADURA PÊNALIDADE **EM TESTES DE ARMARUDA** REDUÇÃO

[+]   [–]

Nível **19** DR 5/− when wearing armour or using a shield

BRAVURA

FEAR EFFECT
WILL BONUS

Fighter Level

$$[+ \underline{}] = \left(\underline{} + 2 \right) \div 4$$
(Arredonda para Baixo)

WEAPON MASTERY

Nível **20** Tipo de arma

TALENTOS DE ATAQUE

ATAQUE AÇÃO

☐ 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

☐ Sangramento Crítico   ☐ 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

☐ Defesa Coordenada   +2 para DMC

☐ 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

☐ Costas com Costas   +2 para CA Contra flanqueamento

☐ 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 1.5m 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