

# VIKING

(FIGHTER)

Lutador  
Nível

## FEARSOME

- Nível **2** Make an Intimidate check as a Move Action
- Nível **10** Make an Intimidate check as a Swift Action
- Nível **18** Make an Intimidate check as a Free Action

## SHIELD DEFENCE

SHIELD BONUS  
TO AC

Lutador  
Nível

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(Arredonda para Baixo)

## BERSERKER

FÚRIA DURAÇÃO  
POR DIA

Viking  
Level

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CON

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Every bonus feat after level 6 can be a RAGE power

## WEAPON MASTERY

Tipo de arma

Nível **20**

## TALENTOS DE ATAQUE

ATAQUE AÇÕES

- ☐ 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

CRÍTICO EFEITOS

(require ☐ Critical Focus )

- ☐ Sangramento Crítico
- ☐ Blinding Critical
- ☐ Crippling Critical
- ☐ Deafening Critical
- ☐ Dispelling Critical
- ☐ Impaling Critical
- ☐ Improved Impaling Critical
- ☐ Sickening Critical
- ☐ Staggering Critical
- ☐ Stunning Critical
- ☐ Tiring Critical
- ☐ Exhausting 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    +2para **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    +2para **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