FIGHTER	Fighter Level
WEAPON TRAININ	NG ,
Nível Tipo de arma	0-0-0
9	0-0-0
13	
17	
TREINAMENTO D	E ARMADURA
	EM TESTES DE ARMARUDA REDUÇÃO
+ -	
19 DR 5/– when wearing armour or using a	a shield
BRAVURA	*
FEAR EFFECT Fighter	
+ = (+ 2)	Årredonda para Baixo)
WEAPON MASTER	<u> </u>
Tipo de arma	-
TALENTOS DE A	ATAQUE #
ATAQUE AÇÃO	IIIQUL
☐ Cleave Extra attack if you hit	
☐ Great Cleave Any number of extra attack	ks per round
☐ Cleaving Finish Extra attack if enemy is	knocked out
☐ Improved Cleaving Finish Any number	er per round
☐ Deafening Critical ☐ Tiring C☐ Dispelling Critical ☐ Exha☐ Impaling Critical	ng Critical ing Critical nning Critical
☐ Improved Impaling Critical	
☐ Critical Mastery Apply two critical effects a	A
Checking Precision Apply a critical offect	
☐ Sneaking Precision Apply a critical effect second sneak attack	to the
	to the in a round
second sneak attack TEAMWORK FEA Allied Spellcaster +2 to overcome spell res	to the in a round
second sneak attack TEAMWORK FEAT Allied Spellcaster +2 to overcome spell res Defesa Coordenada +2para DMC	to the in a round
Second sneak attack TEAMWORK FEAT Allied Spellcaster +2 to overcome spell res Defesa Coordenada +2para DMC Coordinated Manoeuvres +2 to CMB	to the in a round TS Sistance
second sneak attack TEAMWORK FEAT Allied Spellcaster +2 to overcome spell res Defesa Coordenada +2para DMC Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflex	to the in a round TS sistance
second sneak attack TEAMWORK FEA Allied Spellcaster +2 to overcome spell res Defesa Coordenada +2para DMC Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflex Lookout Act in surprise round if ally can accept the second sneak attack at the second sneak at the sneak at the second sneak at the snea	to the in a round PS sistance save t
TEAMWORK FEA' Allied Spellcaster +2 to overcome spell res Defesa Coordenada +2para DMC Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflex Lookout Act in surprise round if ally can act	to the in a round TS sistance save t mg shields
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TEAMWORK FEAT Allied Spellcaster +2 to overcome spell reserved Defesa Coordenada +2para DMC Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflex Lookout Act in surprise round if ally can act Shield Wall +1 / +2 to AC when both usin Shielded Caster +4 to concentration check	to the in a round PS sistance save t ng shields
TEAMWORK FEAT Allied Spellcaster +2 to overcome spell rest Defesa Coordenada +2para DMC Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflex Lookout Act in surprise round if ally can act Shield Wall +1 / +2 to AC when both usin Shielded Caster +4 to concentration check Swap Places Switch places with an ally	to the in a round TS sistance save t ng shields ks
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TEAMWORK FEA' Allied Spellcaster +2 to overcome spell res Defesa Coordenada +2para DMC Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflex Lookout Act in surprise round if ally can act Shield Wall +1 / +2 to AC when both usin Shielded Caster +4 to concentration check Swap Places Switch places with an ally Costas com Costas +2para CAContra flat Improved Back to Back +2 to ally's AC Broken Wing Gambit Grant +2 / +2, get a Cavalry Formation Share space, charge thr Coordinated Charge Charge the same foe a Escape Route Don't provoke AoO when adj Feint Partner When ally feints, enemy loses	to the in a round IS Sistance save t ng shields ks nqueamento ttack of opportunity ough allied mount is an ally acent to an ally is DEX bonus to AC
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TEAMWORK FEAT Allied Spellcaster +2 to overcome spell res Defesa Coordenada +2para DMC Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflex Lookout Act in surprise round if ally can act Shield Wall +1 / +2 to AC when both usin Shielded Caster +4 to concentration check Swap Places Switch places with an ally Costas com Costas +2para CAContra flan Improved Back to Back +2 to ally's AC Broken Wing Gambit Grant +2 / +2, get and Cavalry Formation Share space, charge thre Coordinated Charge Charge the same foe and Escape Route Don't provoke AoO when adj Feint Partner When ally feints, enemy loses Improved Feint Partner When ally feints Pack Attack Ally's attack allows you to take	to the in a round IS sistance save t ng shields ks nqueamento ttack of opportunity ough allied mount is an ally acent to an ally
TEAMWORK FEA' Allied Spellcaster +2 to overcome spell res Defesa Coordenada +2para DMC Coordinated Manoeuvres +2 to CMB Duck and Cover Take ally's result on reflex Lookout Act in surprise round if ally can act Shield Wall +1 / +2 to AC when both usin Shielded Caster +4 to concentration check Swap Places Switch places with an ally Costas com Costas +2para CAContra flat Improved Back to Back +2 to ally's ACt Broken Wing Gambit Grant +2 / +2, get att Cavalry Formation Share space, charge thr Coordinated Charge Charge the same foe att Escape Route Don't provoke AoO when adj Feint Partner When ally feints, enemy loses Improved Feint Partner When ally feints	to the in a round IS sistance save t ng shields ks nqueamento ttack of opportunity ough allied mount as an ally accent to an all to accent to an all to accent to

☐ Target of Opportunity Extra attack when ally hits with ranged