

THUNDERSTRIKER

Fighter
Level

(FIGHTER)

WEAPON TRAINING

Nível

5

Tipo de arma

☐ ☐

9

☐

STRAPPED SHIELD

Nível

3

Take no penalty to attack with both hands while wearing a buckler.

Nível

7

HARDBUCKLER
Make shield bash attacks with a buckler like a light shield.

Nível

11

KNOCKBACK SMASH
When using your buckler to attack, gain its enhancement bonus to attack and damage.

Nível

13

HAMMER AND ANVIL
Take only half penalty for using a buckler as an off-handed weapon.

Nível

15

BUCKLER DEFENCE
Retain +1 shield bonus when using both hands to fight.

Nível

17

BALANCED BASHING
Take no penalty for using a buckler as an off-handed weapon.

Nível

19

IMPROVED BUCKLER DEFENCE
Retain all shield bonuses when using both hands to fight.

FEAR EFFECT

WILL BONUS

Fighter
Level

+

= (+ 2) ÷ 4

(Arredonda para Baixo)

WEAPON MASTERY

Nível

20

Tipo de arma

TALENTOS DE ATAQUE

☐ 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 +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 CAContra 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