TACTICIAN Fighter
(FIGHTER)
WEAPON TRAINING Level Weapon type
9
13 □-□
17
ARMOR TRAINING
MAX ARMOR ARMOR CHECK DEX BONUS PENALTY REDUCTION
+ -
<u>-</u>
TACTICAL AWARENESS
INITIATIVE BONUS
$+$ = $\begin{pmatrix} \text{Fighter} \\ \text{Level} + 2 \end{pmatrix} \div 4$ (December 4)
(Round down)
TACTICIAN Teamwork feat
5 SHARING PER DAY Feat Sharing Today
= Fighter ÷ 5
COOPERATIVE COMBATANT
INT additional allies aided.
Allies gain +2 to next attack, or to AC against next attack. BATTLE INSIGHT
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Use 3 + INT per day.
WEAPON MASTERY Weapon type
20 Weapon type
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 □ 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 / +2 to ACwhen both using shields
☐ Shielded Caster +4to concentration checks
Swap Places Switch places with an ally
☐ Back to Back +2to ACagainst 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 DEXbonus 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