

ARMOUR MASTER

Fighter
Level

(FIGHTER)

▶

TREINAMENTO DE ARMADURA

▶

DEX MAX ARMADURA PENALIDADE EM TESTES DE ARMARUDA REDUÇÃO

+

-

▶

DEFLECTIVE SHIELD

▶

SHIELD TOUCH

Fighter
Level

AC BONUS

+

= (

+ 2

) ÷ 4

(Arredonda para Baixo)

▶

ARMOURED DEFENCE

▶

		LIGHT	MEDIUM	HEAVY
Nível	5	DR	1/-	2/-
Nível	19	DR	4/-	8/-

▶

FORTIFICATION

▶

Nível	9	Light fortification:	25%	Chance to negate critical hits and sneak attack
Nível	13	Medium fortification:	50%	

▶

INDESTRUCTIBLE

▶

Nível	20	Immune to critical hits and sneak attack while wearing armour.
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TALENTOS DE ATAQUE

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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 Critico

☐ 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

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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