

TOWER SHIELD SPECIALIST

(FIGHTER)

Fighter
Level

BURST BARRIER

Level 2 Use a shield to gain a bonus against burst spells and effects.

REFLEX

SAVE BONUS

Fighter

Level

+

= (

+ 2

) ÷ 4

Level 5 **TOWER SHIELD SPECIALIST**
Take no attack penalty for using a tower shield in combat.

Level 9 **TOWER SHIELD DEFENCE**
Shield bonus applies to touch attacks.

Level 11 **IMMEDIATE REPOSITIONING**
Reposition tower shield as an immediate action.

Level 15 **TOWER SHIELD EVASION**
Avoid taking half damage on a successful reflex save.

Level 20 Take only half damage on a failed reflex save.

ARMOUR TRAINING

MAX ARMOUR

DEX BONUS

ARMOUR CHECK

PENALTY REDUCTION

Level 3

+

+ 2

-

- 3

Bonus when using a tower shield.

Level 19 DR 5/- when wearing armour or using a shield

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

☐ 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

☐ Coordinated Defence +2 to CMD

☐ 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

☐ Back to Back +2 to AC against flanking

☐ 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 5ft 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