

SPEAR TRAINING

Nível

5

SPEAR BONUS

Fighter Level

= (

- 1) ÷ 4

TREINAMENTO DE ARMADURA

DEX MAX ARMADURA PENALIDADE EM TESTES DE ARMARUDA REDUÇÃO

+

-

Nível

19

DR 5/- when wearing armour or using a shield

BRAVURA

FEAR EFFECT

WILL BONUS

Fighter Level

+

= (

+ 2) ÷ 4

(Arredonda para Baixo)

SPINNING LANCE

Nível

7

Make alternate attacks against adjacent foes at full bonus.

PIERCING LANCE

Nível

11

As a standard action, attack both mount and rider.
The difficulty to negate the hit with a ride check is 4 higher.

LEAPING LANCE

Nível

15

No ACP on Acrobatics when mounted.
Leap at a target from charging mount to gain double charge bonus and mounted attack bonuses.

BANNER

Nível

9

+

Bônus de AtaqueSaving Throw Bonus

+

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