

UNBREAKABLE

(FIGHTER)

Fighter
Level

UNFLINCHING

MIND AFFECTING

WILL BONUS

Fighter
Level

+

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(

+ 2

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(Arredonda para Baixo)

Nível **20** **UNBREAKABLE MIND**
Immune to mind-affecting effects.

TREINAMENTO DE ARMADURA

DEX MAX ARMADURA PENALIDADE EM TESTES DE ARMARUDA REDUÇÃO

+

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Nível **19** DR 5/– when wearing armour or using a shield

QUICK RECOVERY

Nível **11** Need only 15 minutes rest or a healing spell to recover from being fatigued.

Nível **15** **UNLIMITED ENDURANCE**
When exhausted, suffer only the effect of fatigued.

STALWART

Nível **13** Take no damage and suffer no partial effect on a successful Fortitude or Will save.

Nível **17** **MIRACULOUS RECOVERY**
Take the better of two rolls to recover from an ongoing effect.

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 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

TEAMWORK FEATS

☐ Allied Spellcaster +2 to overcome spell resistance

☐ Defesa Coordenada +2 para **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 +2 para **CA** Contra 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