

# UNBREAKABLE

(FIGHTER)

Fighter  
Level

## UNFLINCHING

MIND AFFECTING  
WILL BONUS

Fighter  
Level

+

= (

+ 2

) ÷ 4

(Round down)

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

## ARMOUR TRAINING

MAX ARMOUR  
DEX BONUS

ARMOUR CHECK  
PENALTY REDUCTION

+

-

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

## QUICK RECOVERY

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

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

## STALWART

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

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

## 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