

TACTICIAN

(FIGHTER)

Fighter Level

WEAPON TRAINING

Nível

Tipo de arma

9

13

17

TREINAMENTO DE ARMADURA

DEX MAX ARMADURA PÊNALIDADE EM TESTES DE ARMARUDA REDUÇÃO

+

-

Nível

19

DR 5/— when wearing armour or using a shield

TACTICAL AWARENESS

INICIATIVA BÔNUS

+

=

Fighter Level

+ 2

) ÷ 4

(Arredonda para Baixo)

TACTICIAN

Teamwork feat

Nível

5

SHARING PER DAY

Talento partilhado por dia

=

Fighter Level

÷ 5

COOPERATIVE COMBATANT

INT additional allies aided.
Allies gain +2 to next attack, or to AC against next attack.

BATTLE INSIGHT

INT attack bonus to one ally within line of sight.
Use 3 + **INT** per day.

WEAPON MASTERY

Nível 20 Tipo de arma

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 critical effect to the 2nd sneak attack

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