

ARMOUR MASTER

Fighter
Level

(FIGHTER)

ARMOUR TRAINING

MAX ARMOUR
DEX BONUS

+

ARMOUR CHECK
PENALTY REDUCTION

-

DEFLECTIVE SHIELD

SHIELD TOUCH
AC BONUS

+

Fighter
Level

= (

+ 2

) ÷ 4

(Round down)

ARMoured DEFENCE

		LIGHT	MEDIUM	HEAVY
Level 5	DR	1/-	2/-	3/-
Level 19	DR	4/-	8/-	12/-

FORTIFICATION

Level 9

Light fortification:

25%

Chance to negate critical hits and sneak attack

Level 13

Medium fortification:

50%

INDESTRUCTIBLE

Level 20

Immune to critical hits and sneak attack while wearing armour.

ATTACK FEATS

ATTACK ACTIONS

- ☐ 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