(DIGITALD)	Fighter Level
(FIGHTER)	1
WEAPON TRAIN	IING
Nível Tipo de arma	0-0-0
9	
13	
TREINAMENTO DE AI	
	DE EM TESTES DE ARMARUDA REDU
DEA WAX ARWADOKA BENABIDAD	
+ _	
₹ 19 DR 5/— when wearing armour or usi	□ ng a shield
FAME	*
■ 2 Begin performance combat with 1 ex	xtra victory point.
Begin performance combat with 2 ex	
WEAPON MAST Tipo de arma	ERY
20 Hpo de anna	
TALENTOS DE AT	'AQUE
ATAQUE AÇÃO	
☐ Cleave Extra attack if you hit	
☐ Great Cleave Any number of extra at	tacks per round
☐ Cleaving Finish Extra attack if enem	y is knocked out
☐ Improved Cleaving Finish Any nu	mber per round
CRITICAL EFFECTS require □ 0	Critical Focus
	ening Critical
5	gering Critical Stunning Critical
11 3	g Critical
☐ Dispelling Critical ☐ E	
	xhausting Critical
☐ Impaling Critical	xhausting Critical
☐ Impaling Critical ☐ Improved Impaling Critical	
☐ Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effect	ts at once
☐ Impaling Critical ☐ Improved Impaling Critical	ts at once ect to the
☐ Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effect ☐ Sneaking Precision Apply a critical eff	ts at once ect to the ock in a round
☐ Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effect ☐ Sneaking Precision Apply a critical effect second sneak atta	ts at once fect to the tick in a round
☐ Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effect ☐ Sneaking Precision Apply a critical effect second sneak atta	ts at once fect to the tick in a round
☐ Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effect ☐ Sneaking Precision Apply a critical effect second sneak atta ☐ TEAMWORK FE ☐ Allied Spellcaster +2 to overcome spell	ts at once fect to the tick in a round
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☐ Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effect ☐ Sneaking Precision Apply a critical effect second sneak atta ☐ TEAMWORK FE ☐ Allied Spellcaster +2 to overcome spell ☐ Defesa Coordenada +2para DMC ☐ Coordinated Manoeuvres +2 to CMB ☐ Duck and Cover Take ally's result on ref	ts at once fect to the lock in a round ATS I resistance lex save h act using shields
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☐ Impaling Critical ☐ Improved Impaling Critical ☐ Critical Mastery Apply two critical effect ☐ Sneaking Precision Apply a critical effect second sneak atta ☐ TEAMWORK FE ☐ Allied Spellcaster +2 to overcome spell ☐ Defesa Coordenada +2para DMC ☐ Coordinated Manoeuvres +2 to CMB ☐ Duck and Cover Take ally's result on ref ☐ Lookout Act in surprise round if ally car ☐ Shield Wall +1 / +2 to AC when both	ts at once fect to the fick in a round ATS I resistance flex save in act using shields necks
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Impaling Critical Improved Imp	ts at once feet to the feet to the feet in a round ATS I resistance flex save flex save flanqueamento AC flanqueamento AC flantack of opportunity flantack of opportunity flandach de as an ally flandach to an ally flandach to an ally
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Impaling Critical Improved Import Improved Impaling Critical Improved Import Improved Impaling Critical Improved I	ts at once feet to the lock in a round ATS I resistance Ilex save a act using shields necks flanqueamento AC et attack of opportunity through allied mount be as an ally adjacent to an ally oses DEX bonus to AC ints, gain AoO
Impaling Critical Improved Implementation Improved I	ts at once feet to the lock in a round ATS I resistance lex save n act using shields necks flanqueamento AC et attack of opportunity through allied mount be as an ally adjacent to an ally sees DEX bonus to AC ints, gain AoO take 1.5m step

 $\ \ \square$ Tandem Trip When ally is adjacent, roll twice for trip \mathbf{CMB} ☐ Target of Opportunity Extra attack when ally hits with ranged