

TOWER SHIELD SPECIALIST

Fighter
Level

(FIGHTER)

BURST BARRIER

Level 2

Use a shield to gain a bonus against burst spells and effects.

REFLEX
SAVE BONUS

Fighter
Level

+ = (+ 2) ÷ 4

Level 5

TOWER SHIELD SPECIALIST
Take no attack penalty for using a tower shield in combat.

Level 9

TOWER SHIELD DEFENCE
Shield bonus applies to touch attacks.

Level 11

IMMEDIATE REPOSITIONING
Reposition tower shield as an immediate action.

Level 15

TOWER SHIELD EVASION
Avoid taking half damage on a successful reflex save.

Level 20

Take only half damage on a failed reflex save.

ARMOUR TRAINING

Level 3

**MAX ARMOUR
DEX BONUS**

+

+ 2

**ARMOUR CHECK
PENALTY REDUCTION**

-

- 3

Bonus when using a tower shield.

Level 19

DR 5/- when wearing armour or using a shield

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