

TACTICIAN  
(FIGHTER)

Fighter  
Level

WEAPON TRAINING

Nível

9

Tipo de arma

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

Nível

11

INT additional allies aided.

Allies gain +2 to next attack, or to AC against next attack.

BATTLE INSIGHT

Nível

15

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

☐

Sanguento 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