

TACTICIAN

(FIGHTER)

Fighter Level

WEAPON TRAINING

Level

9

Weapon type

13

17

ARMOR TRAINING

MAX ARMOR DEX BONUS

+

ARMOR CHECK PENALTY REDUCTION

-

Level

19

DR 5/— when wearing armor or using a shield

TACTICAL AWARENESS

INITIATIVE BONUS

+

=  $\left(\text{Fighter Level} + 2\right) \div 4$

(Round down)

TACTICIAN

Teamwork feat

Level

5

SHARING PER DAY

Feat Sharing Today

=

Fighter Level

$\div 5$

COOPERATIVE COMBATANT

Level

11

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

BATTLE INSIGHT

Level

15

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

WEAPON MASTERY

Level

20

Weapon type

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

Sickening Critical

Staggering Critical

Stunning Critical

Tiring Critical

Exhausting Critical

Bleeding Critical

Blinding Critical

Crippling Critical

Deafening Critical

Dispelling Critical

Impaling Critical

Improved Impaling Critical

Critical Mastery

Apply two critical effects at onceSneaking Precision

TEAMWORK FEATS

Allied Spellcaster

+2to overcome spell resistance

Coordinated Defense

+2to CMDCoordinated ManeuversDuck and CoverLookoutShield WallShielded CasterSwap PlacesBack to BackImproved Back to BackBroken Wing GambitCavalry FormationCoordinated ChargeEscape RouteFeint PartnerImproved Feint PartnerPack AttackSeize the MomentShake It OffTandem TripTarget of Opportunity