

# CAD

Fighter  
Level

## DIRTY MANOEUVRES

Level **2** **MANOEUVRE BONUS**  $\text{+ } \boxed{\phantom{00}} = \left( \phantom{00} + 2 \right) \div 4$

Bonus to CMB and CMD for disarm, dirty trick and steal.

Level **7** **DEADLY SURPRISE**  
When you hit an enemy who's denied their DEX bonus to AC, attempt a dirty trick immediately.

Level **11** **CRAVEN COMBATANT**  
When fight defensively, using total defence or Combat Expertise, cannot be flanked except by a Rogue 4 levels higher.

Level **13** **SWEEPING PRANK**  
As a standard action, use dirty trick on two adjacent enemies.

Level **17** As a full action, use dirty trick on 2 + DEX enemies.

## CATCH OFF GUARD

Level **3** Use improvises weapons with no penalty.  
Unarmed opponents are flat-footed against them.

Level **9** **RAZOR-SHARP CHAIR LEG**  
Change improvised weapon to budgeoning, piercing or slashing.  
Critical threat range is 19-20/x2.

## PAYBACK

Level **5** **BONUS**  $\text{+ } \boxed{\phantom{00}} = \left( \phantom{00} - 1 \right) \div 4$

Bonus to attack and damage against a foe who attacked you this turn.

Level **9** **ULTIMATE PAYBACK**  
Always confirm criticals against a foe who attacked you.

## TREACHEROUS BLOW

Level **15** On confirming a critical, attempt a dirty trick immediately.

## 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 +2to overcome spell resistance

☐ Coordinated Defense +2to CMD

☐ Coordinated Maneuvers +2to CMB

☐ Duck and Cover Take ally's result on reflex save

☐ Lookout Act in surprise round if ally can act

☐ Shield Wall +1 / +2to ACwhen both using shields

☐ Shielded Caster +4to concentration checks

☐ Swap Places Switch places with an ally

☐ Back to Back +2to ACagainst flanking

☐ Improved Back to Back +2to 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 DEXbonus to AC

☐ Improved Feint Partner When ally feints, gain AoO

☐ Pack Attack Ally's attack allows you to take 5ftstep

☐ Seize the Moment AoO when ally confirms critical hit

☐ Shake It Off +1to 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