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ATTACK RETATS ATTACK ACTIONS General Service Service Streak of Space In Service Se	11/	.RY		VI WK							d	+		
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Geract Cleave Any number of extra attacks per round Gerater Greater		S *		Weapon Focus	(🗆 Greater) [Improved	Critical	or Keen wea	pon		□ Wea		-
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Improved Impaling Critical Improved Pack to Back +2 to Oken adjacent to an ally Escape Route Coordinated Charge Charge the same foe as an ally Escape Route Charge the same for a the same for the same for the same for the same		,	FFS	Ener Ener										,
Sneaking Precision Apply a critical effect to the second sneak attack in a round	☐ Improved Impaling Critical		BD										allies	vithin 30ft
Allied Spellcaster +2 to CMD Paired Opportunity Precise Strike When adjacent +4 to attacks of opportunity	☐ Critical Mastery Apply two critical effect	s at once	I	Morale Bonus Ins	pire Courage and sin	nilar		+		+				
Coordinated Manoeuwres								_						
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 Power Attack			X	☐ Outflank V	Vhen flanking				+ 4					
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 Power Attack			Paired Opportunists When adjacent + 4 to at						ttack	s of or	portuni	y		
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 Power Attack	☐ Coordinated Defence +2 to CMD		AMY	☐ Precise Strik	e When flanking						+ 1	d6 per	success	ive hit
Hammer the Gap	☐ Coordinated Manoeuvres +2 to CMB		TE											
Shield Wall *1 / *2 to AC when both using shields Shielded Caster *4 to concentration checks Furious Focus Ignore power attack penalty for first attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Power Attack Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Death or Glory *4 (*1 at levels 11, 16, 20) * against larger foes Death or Gl	☐ Duck and Cover Take ally's result on refle	ex save	SUE	BTOTAL BUFFS	& TEAMWORK	_(/	/						
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 Coordinated Charge Charge through allied mount 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	☐ Lookout Act in surprise round if ally can a	act	SI	☐ Hammer the Gap	On a successful	attack	(+1 per s	ucces	sive h	nit		
Swap Places Switch places with an ally Back to Back	☐ Shield Wall +1/+2 to AC when both usi	ing shields	TION.	☐ Power Attack				_		+				
Swap Places Switch places with an ally Death or Glory +4 (+1 at levels 11, 16, 20) + against larger foes	☐ Shielded Caster +4 to concentration che	ecks	AC	☐ Furious Focu	is Ignore power at	tack p	enalty for f	first atta	ck	_				
Improved Back to Back	☐ Swap Places Switch places with an ally		ACK	☐ Death or Glo	ry +4 (+1 at leve	ls 11,	16, 20)	+		+			against	larger foes
Improved Back to Back	☐ Back to Back +2 to AC against flanking		ATT							,				
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 sft 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	☐ Improved Back to Back +2 to ally's A	AC		Charge -2 to AC fo	or the rest of the roun	nd			+ 2					
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 Improved Vital Strike +2 per extra die Improved Devastating Strike +2 per die Improved Devastating Strike +2 per die Critical Focus + d Improved Vital Strike To confirm criticals Critical Focus Tandem Trip When ally is adjacent, roll twice for trip CMB	☐ Broken Wing Gambit Grant +2/+2, get a	attack of opportunity	-			14		+ 1						
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 Critical Focus +4 Tandem Trip When ally is adjacent, roll twice for trip CMB	☐ Cavalry Formation Share space, charge to	through allied mount	5 -							+		d		
Escape Route Don't provoke AoU when adjacent to an ally Feint Partner When ally feints, enemy loses DEX bonus to AC Improved Feint Partner When ally feints, gain AoO Improved Feint Partner When ally feints, gain AoO Improved Devastating Strike +2 per die +												-CE		
□ Pack Attack Ally's attack allows you to take sft step □ Seize the Moment AoO when ally confirms critical hit □ Critical Focus +4 to confirm criticals □ Shake It Off +1 to all saving throws per adjacent, roll twice for trip CMB				☐ Devastating Strike +2 per extra die						+				
□ Improved Feint Partner When ally feints, gain AoO □ Pack Attack Ally's attack allows you to take sft step □ Seize the Moment AoO when ally confirms critical hit □ Critical Focus +4 to confirm criticals □ Shake It Off +1 to all saving throws per adjacent ally □ Tandem Trip When ally is adjacent, roll twice for trip CMB				Improved Devastating Strike +2 per die										
□ Seize the Moment AoO when ally confirms critical hit □ Critical Focus + 4 to confirm criticals □ Shake It Off +1 to all saving throws per adjacent ally □ Tandem Trip When ally is adjacent, roll twice for trip CMB			-	пиргочец	. Devadating office	- 4	JUL MIC			-10	COMINI	THE CHILIC	110	
☐ Shake It Off +1 to all saving throws per adjacent ally ☐ Tandem Trip When ally is adjacent, roll twice for trip CMB				Pritical Facus					+ ,	4 -	00"5	m oriti		
☐ Tandem Trip When ally is adjacent, roll twice for trip CMB				anucai rocus					T 4	10	CONTIL	TITI CLITICE	115	