

Lutador
Nível



WEAPON TRAINING

Nível	Tipo de arma	
5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
9		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
13		<input type="checkbox"/> <input type="checkbox"/>
17		<input type="checkbox"/>

TREINAMENTO DE ARMADURA

MAX ARMOUR DES BÔNUS	TESTE DE ARMADURA PENALIDADE DE DIFÍCIL
+	-

Nível 19 DR 5/– when wearing armour or using a shield

BRAVURA

FEAR EFFECT
WILL BONUS

+ = $\left(\frac{\text{Lutador Nível}}{\text{Nível}} + 2 \right) \div 4$ (Arredonda para cima)

WEAPON MASTERY

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

(require ☐ Critical Focus)

- ☐ Sangramento Crítico
- ☐ Blinding Critical
- ☐ Crippling Critical
- ☐ Deafening Critical
- ☐ Dispelling Critical
- ☐ Impaling Critical
 - ☐ Improved Impaling Critical
- ☐ Sickening Critical
- ☐ Staggering Critical
 - ☐ Stunning Critical
- ☐ Tiring Critical
 - ☐ Exhausting Critical

<input type="checkbox"/> Critical Mastery	Apply two critical effects at once
<input type="checkbox"/> Sneaking Precision	Apply a critical effect to the second sneak attack in a round

TEAMWORK FEATS

- ☐ Allied Spellcaster +2 to overcome spell resistance
- ☐ Defesa Coordenada +2 para **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 +2 para **CA** Contra flaqueamento
-
- ☐ 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**
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- ☐ 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

BÔNUS DE ATAQUE **DANO** **CRIT**

Base Ataque Bônus		+	+	+	→	/ / /		
Destreza						DES		
Strength rating (composite bow)						FOR		
Penalty for insufficient strength						- 2		
Off-hand weapon (crossbow only)						- 4 / - 8		
<input type="checkbox"/> Two-weapon fighting Reduces penalty to:						- 2 / - 2		
Masterwork Doesn't stack with magic bonus						+ 1		
Weapon Focus:						+ 1		
Greater Weapon Focus						+ 2		
Weapon Specialisation:						+ 2		
Greater Weapon Specialisation						+ 4		
Penetrating Strike Ignore damage reduction up to 5/—								
Greater Penetrating Strike Ignore damage reduction up to 10/—								
Improved Critical / Keen weapon / Keen magical effect						× 2 Threat range		
20 Weapon Mastery Increased critical range and always confirm critical hits						+ 1 Multiplier		

<input type="checkbox"/> M'wk	Arma Base	Base Dano	W%	x
<input type="checkbox"/> +	Special properties	<input type="checkbox"/> +	<input type="checkbox"/> +	Arma Treinamento
<input type="checkbox"/> Weapon Focus	<input type="checkbox"/> Greater	<input type="checkbox"/> Improved Critical or Keen weapon	<input type="checkbox"/> Weapon Mastery	
<input type="checkbox"/> Weapon Specialisation	<input type="checkbox"/> Greater			
<input type="checkbox"/> Penetrating Strike	<input type="checkbox"/> Greater	/ / /	W%	x

<input type="checkbox"/> M'wk	Arma Base	Base Dano	W%	x
<input type="checkbox"/> +	Special properties	<input type="checkbox"/> +	<input type="checkbox"/> +	Arma Treinamento
<input type="checkbox"/> Weapon Focus	(<input type="checkbox"/> Greater)	<input type="checkbox"/> Improved Critical or Keen weapon	<input type="checkbox"/> Weapon Mastery	
<input type="checkbox"/> Weapon Specialisation	(<input type="checkbox"/> Greater)			
<input type="checkbox"/> Penetrating Strike	(<input type="checkbox"/> Greater)	/ / /	W%	x

	Haste	One extra attack at full bonus	+ 1		
BUFFS	Favorecido Inimigo	1			Half of Ranger's Favoured Enemy bonus granted to aliados dentro do m.
		2			
		3			
	Bônus Moral	Inspirar Coragem e Similar	+	+	

<input type="checkbox"/> Hammer the Gap	On a successful attack	+1	per successive hit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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ATAQUE		AÇÕES		EQUIPAMENTO		EQUIPAMENTO	
<input type="checkbox"/>	Point-blank shot	Within 30ft	+1	+1			
<input type="checkbox"/>	Tiro preciso	Sem penalidade para disparo corpo a corpo					
<input type="checkbox"/>	Clustered shots	Group arrows to overcome damage reduction					
<input type="checkbox"/>	Bullseye shot	Line up shot as a move action	+4				
<input type="checkbox"/>	Focused shot	Within 30ft		INT			
<input type="checkbox"/>	Rapid shot	Extra attack at full	-2				
<input type="checkbox"/>	Manyshot	Shoot two arrows simultaneously					
<input type="checkbox"/>	Snap shot	AoO with a ranged weapon within 5ft					
<input type="checkbox"/>	Improved snap shot	AoO with a ranged weapon within 15ft					
<input type="checkbox"/>	Greater snap shot	Damage and critical confirmation bonus		+			
<input type="checkbox"/>	Shot on the run	Attack at any point during your move					
<input type="checkbox"/>	Vital Strike	Extra damage dice	+ 1 die				
<input type="checkbox"/>	Improved Vital Strike		+ 2 dados		+	W%	
<input type="checkbox"/>	Greater Vital Strike		+ 3 dados				
<input type="checkbox"/>	Devastating Strike	+2 per extra die			+		
<input type="checkbox"/>	Improved Devastating Strike	+2 per die		+		to confirm criticals	
<input type="checkbox"/>	Critical Focus		+ 4			to confirm criticals	