

STR   STR   STR     DEX   DEX   DEX     CON   CON   CON     INT   INT     WIS   WIS     CHA   CHA	XP					
Score     Bonus     Modifier     Score     Modifier       STR	×		ABI	LITIES		
DEX DEX DEX CON DEX CON CON INT INT WIS CHA CHA						Temp Modifier
CON CON CON CON INT INT WIS CHA CHA	STR			STR		STR
INT INT INT WIS CHA CHA	DEX			DEX		DEX
WIS WIS CHA	CON			CON		CON
CHA CHA CHA	INT			INT		INT
	WIS			WIS		WIS
	СНА			CHA		CHA
Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)	Ability Mo	odifier = (To	tal Ability So	core - 10) ÷ 2	(Round do	wn)

TR _						Race				Size		ŧ.	Si Modif
FR _						CLASSES				Skill Ranl	ks Hit Die	Level	Level
FR _						<u>ا 1</u>					d		Adjustm
FR _						2					d		
FR _		ABI	LITIES			□ 3					d		Effecti
EX	Ability Score	ltem Bonus	Ability Modifier	Temp Score	Temp Modifier	□ 4					d		Charac
EX _			STR		STR	<u> </u>					d		
-						Favored class +1 per level		hp	rks	+ INT per level	+ CON per level		
) NT			DEX		DEX	Ĭx.		SK	ILLS	2			
/IN			CON		CON			Skill				cial, ats Misc	Arm Che
т			INT		INT	Annahadian	Untrained	Bonus	DEV	+3			Pena
			WIS		WIS	Acrobatics Appraise			DEX INT				
						Bluff			CHA	-			_
IA _			CHA		CHA	Climb			STR				- !
			core - 10) ÷ 2			Diplomacy			CHA	-			_
H	FEATS	& SPE	CIAL AB	ILITIE	S 🖡	Disable Device	_		DEX				
						Disguise			CHA				
						Escape Artist			DEX				-
						Fly			DEX				-
						Handle Animal			CHA				_
						Heal			WIS				_
						Intimidate			CHA				±4 <sup>if la</sup>
						Linguistics			INT				_
						Perception	-		WIS				
						Ride	-		DEX				
						Sense Motive Sleight of Hand			WIS DEX				
						Spellcraft			INT				!
						Stealth			DEX				-:
						Survival	-		WIS	-			_ i
						Swim			STR				-:
						Use Magic Device			CHA				- '
						Knowledge (arcana)			INT				
						Knowledge (dungeoneering)			INT				
						Knowledge (engineering)			INT				_
						Knowledge (geography)			INT				
						Knowledge (history)			INT				_
						Knowledge (local)			INT	-			_
						Knowledge (martial) Knowledge (nature)			INT INT				
						Knowledge (nature)			INT	-			
						Knowledge (planes)			INT				-
						Knowledge (psionics)			INT				_
						Knowledge (religion)			INT				
												_	-
													_
													-
										-			_

	INITIATIVE							ATTACKS		<b>x</b>
INITIATIVE BONUS		Training Misc								
INIT = DEX	+ +	+								
			Range			Туре		Attack Bonus	Damage	Critical
	SPEED	Town Crossed		ft	sq				d	×
SPEED	Speed with Armor	Temp Speed	Ammo				#	Special Ammo	)	#
ft sq	ft sq	ft sq								
Swim Speed	Fly Speed	Climb Speed								
ft sq	ft sq	ft sq	Range			Туре		Attack Bonus	Damage	Critical
	BASE ATTAC	K I	5	ft	sq	,,			d	×
BASE	MELEE	RANGED			94					
ATTACK BONUS	ATTACK	ATTACK								
	J		Range			Туре		Attack Bonus	Damage	Critical
Temp Attack Morale	e	Power		ft	sq				d	×
Bonus Bonus	s Buffs	Nerfs Attack								
+ =	+							- Attack Damas	Demons	0-11-1
Temp Damage Moral		Power	Range			Туре		Attack Bonus	Damage	Critical
Bonus Bonus	s Buffs	Nerfs Attack		ft	sq				d	X
L+=	+	+								
Conditional Modifiers			Range			Туре		Attack Bonus	Damage	Critical
			nanye	4		туре			d	×
				ft	sq					
	BAT MANEU		Ammo					Special Ammo	)	#
COMBAT MANEUVE BONUS	ER Base Attack Bonus	Size Modifier Misc	<u> </u>							
CMB = STR	+ <b>BAB</b> -	• <b>#</b> +	Ammo				#	Special Ammo	)	#
COMBAT MANEUVE	ER	Dodge Defle		Base		Size			VES	, i
DEFENSE		Modifier Mod	lifier A	Attack Bonu	is `\	Modifie	r Misc	FORTITUDE SAVE Base	Racial	Misc Temp
<b>CMD</b> = 10 +	STR + DE	<u>X + +</u>	+	BAB	j -		+	FORT = CON +	+ +	+
FLAT-FOOTED CMD		Defle		Base		Size		REFLEX SAVE		
$\overline{\qquad}$		Mod	í	Attack Bonu	is `}	Modifie	r Misc	REF = DEX +	+ +	+
<b>CMD</b> = 10 +	STR /	/ +	+	<b>BAB</b>	] -		••	WILL SAVE		
Temp CMB Temp	CMD Conditiona	al Modifiers						WILL = WIS +	+ +	+
+ CMB + C	MD								] Endurance	□ Trap
								Evasion Conditional Modifiers		Sense
		HEALTH		hable '	la	ath -1 >		l		
HIT POINTS Wounds	•	☐ Dying	口 St		νυΠ-Ι	eunai 厂	[ Unconscious			
hp				hp			hp			
K		ARMOR CLASS	8				<b>"</b> (	EFI	ECTS	<b>"</b> (
ARMOR CLASS		odge Deflection difier Modifier Arr	mor AC	Shield AC	2	Natural Armor	Size Modifier			
	+ DEX +	+ +	4		+	- *	+			
		·	••••••		- •					
$\frac{\mathbf{FLAT} - \mathbf{FOOTED} \mathbf{ARI}}{\mathbf{AC}} = 10$	MOR CLASS	/ + +	+	L	т					
	1	· · · · · · · · · · · · · · · · · · ·	۳				· "			
AC = 10	ass + DEX +	+	/	/		/	+			
Temp AC Spell Re	esistance Condition	nal Modifiers	-	-	_					
+ AC										
Damage Reduction										
1										
Notes										

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	INVENTORY Value Weight	ARMOR ARMOR EQU	VIPMENT
	value weight	Properties Properties	
		Type Max Speed Max AC DEX	
		Check Penalty Weight Spell Failure Armor AC	
		Ib % AC Properties	
		Even	
		Properties Eyes Properties	
		Check Penalty Weight Spell Failure Shield AC	
		lb % AC	
		Properties	
	· ·		
		Shoulders	
		Properties	
		· · · · · · · · · · · · · · · · · · ·	
		Chest	
		Properties	
	# 000 000 000	Belts	
		Properties	
	# 000 000 000		
		Hands Clothes / Body	
Light Load	Carried Items Ib	Properties Properties	
lb	Weapons, Ammo		
Medium Load	Armor, Shield Ib	Ring Arms / Wrists	
lb Heavy Load	Worn Items Ib Scrolls, Potions,	Properties Properties	
lb	Wands, Components Ib Total Weight Ib		
	MONEY	Ring Feet	
Copper	,     )cp	Properties Properties	
Silver	,     ,     ) sp		
Gold		SCROLLS PO	DTIONS
Platinum	<b>)</b> pp		# 8888
Total			# 8888
X	WANDS		# 888
CHARGES			
CHARGES			
CHARGES			

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	UNARMED	Fighter Level	<u> </u>	ATTACK BON	US		N DI	MG 🗸	CRIT
	FIGHTER	22	Base Attack	+ + + >	[ /	/ /			
	HARSH TRAIN	IING	Bonus	apon Finesse Use DEXfor melee attack	STR	/ DEX	S	TR	
	+ = ( Fighter Level	+ 2) ÷ 4		anded weapon		/		1 <sup>1</sup> /2	
2	Saving throw bonus against effects	•		nd weapon (2less for a light weapon)	- 6	) / - 10		1/2 1/2	
	fatigued or staggered, or temporary			Two-weapon fighting Reduces penalty to		- / - 4			
_	TOUGH GUY	Reduction to non-lethal		Double Slice No damage penalty	- 4	. / _ 4			
3	/- = Fighter ÷ 2	, damage, and damage	M	asterwork Doesn't stack with magic bon					
		taken while grappling.				+1			
<b>19</b>	SHEER TOUGHNESS Innume to non-lethal damage and t	he exhausted, fatiqued or	S	eapon Focus:		+1			
	staggered conditions.		USE	Greater Weapon Focus		+ 2			
	WEAPON TRAI	NING	BONU	Weapon Specialization:				+ 2	
	+ = ( Fighter Level	-1)÷4		Greater Weapon Specialization			+	+ 4	
5		•		netrating Strike Ignore damage reductio	n up to 5/—	-			
	Bonus to attack and damage with a	iny monk or natural weapon.	WEA	Greater Penetrating Strike Ignore dama	ge reduction u	ip to 10/—			
7	CLEVER WRESTLER No DEX penalty when grappled, no	AC penalty when pinned.	Im	proved Critical / Keen weapon / Keen mag	ical effect				× 2 Threat ran
	TRICK THROW		Leve	20 Weapon Mastery Increased critica	l range and alv	ways confirm critic	al hits		+ 1 Multiplier
8	On a successful trip with an unarme			Base Weapon		Basic		+	×
	trick combat manoeuvre immediate	ely		Special properties		Damage	► d	т —	
12	TAKEDOWN On a successful drag, attempt a tric	ck manoeuvre as a swift actio	<b>+</b>	opeoidi properties		+	+		Weapon Training
	툴 <b>15</b> On a successful grapple, at		🗆 We		Improved C	Critical or Keen wea	apon	🗆 Wea	apon Mastery
		tempt a trick manoeuvre.		apon Specialization (				+	×
13	EYE GOUGE On confirming a critical, or starting	your turn grappled		netrating Strike ( 🗆 Greater )		1 1	d	т	
<u>ر - 1</u>	attempt a dirty trick to blind your op		- M'	Wk Base Weapon		Basic	≻ d	+	×
5	SUCKER PUNCH		I	Special properties		Damage			,Weapon
17	On hitting a creature denied its <b>DE</b> have pinned, attempt a dirty trick or		+			+	+		Training
	ATTACK FEA			,	Improved C	Critical or Keen wea	apon	🗆 Wea	apon Mastery
⊃ □ Cle	eave Extra attack if you hit	.15 2		apon Specialization (		/ /	d	+	×
	Great Cleave Any number of extra a	attacks per round	<u> </u>			· ·			
	Cleaving Finish Extra attack if enen	ny is knocked out	Ha	ste One extra attack at full bonus		+1			
	Improved Cleaving Finish Any n	umber per round	g	<u>ک</u>		[]			Half of Ranger's
CRITI	TCAL EFFECTS require	Critical Focus	<b>FFS</b> Favored	Ener 2					Favored Enemy
	•	kening Critical	BUFFS _ Favor	ι <u>3</u>					allies within 3
	-	ggering Critical Stunning Critical		rale Bonus Inspire Courage and similar		+	+		1
		ng Critical				(+	-		]
🗆 Dis	spelling Critical	Exhausting Critical							
<b>—</b> ·				Outflank When flanking		+ 4			
	paling Critical		K			' 4			
	Improved Impaling Critical	ets at once	VORK TS	Paired Opportunists When adjacent		+4 +4 to at	ttacks of	opportuni	ity
Crit	Improved Impaling Critical itical Mastery Apply two critical effe		AMWORK	J					ity r successive hit
Crit	Improved Impaling Critical itical Mastery Apply two critical effe neaking Precision Apply critical effe	ect to the 2nd sneak attack	TEAMWORK FEATS	Paired Opportunists     When adjacent					
Crit	Improved Impaling Critical itical Mastery Apply two critical effe	ect to the 2nd sneak attack	TE	Paired Opportunists When adjacent Precise Strike When flanking					
Crit	Improved Impaling Critical itical Mastery Apply two critical effe meaking Precision Apply critical effe TEAMWORK FI	ect to the 2nd sneak attack	TE	Paired Opportunists     When adjacent					
Crit	Improved Impaling Critical itical Mastery Apply two critical effe eaking Precision Apply critical effe TEANWORK FI lied Spellcaster +2to overcome spel	ect to the 2nd sneak attack	E SUBT	Paired Opportunists When adjacent Precise Strike When flanking			+	1 <b>d6</b> per	
Crit     Sne     Alli     Coo	Improved Impaling Critical itical Mastery Apply two critical effe teaking Precision Apply critical effe <b>TEANWORK FI</b> lied Spellcaster +2to overcome spel pordinated Defense +2to CMD	ect to the 2nd sneak attack EATS		Paired Opportunists When adjacent Precise Strike When flanking OTAL BUFFS & TEAMWORK		+ 4 to at	+	1 <b>d6</b> per	r successive hit
Crit     Sne     Alli     Coo     Coo     Duo	Improved Impaling Critical itical Mastery Apply two critical effe neaking Precision Apply critical effe <b>TEAMWORK FI</b> lied Spellcaster +2to overcome spel pordinated Defense +2to CMD pordinated Maneuvers +2to CMB	ect to the 2nd sneak attack EATS Il resistance eflex save		Paired Opportunists When adjacent Precise Strike When flanking OTAL BUFFS & TEAMWORK Hammer the Gap On a successful attac Power Attack	/	+ 4 to at	+	1 <b>d6</b> per	r successive hit
Crit     Sne     Sne     Coo     Coo     Coo     Duo     Loo	Improved Impaling Critical itical Mastery Apply two critical effe neaking Precision Apply critical effe <b>TEANWORK FI</b> lied Spellcaster +2to overcome spel ordinated Defense +2to CMD ordinated Maneuvers +2to CMB ick and Cover Take ally's result on re	ect to the 2nd sneak attack EATS Il resistance effex save an act		Paired Opportunists When adjacent     Precise Strike When flanking  OTAL BUFFS & TEAMWORK Hammer the Gap On a successful attact Power Attack     Furious Focus Ignore power attack	k penalty for firs	+ 4 to at	+ successiv	1 <b>d6</b> per	
Crit     Sne     Sne     Coo     Coo     Coo     Duo     Loo     Shi	Improved Impaling Critical itical Mastery Apply two critical effe neaking Precision Apply critical effe <b>TEANWORK FI</b> lied Spellcaster +2to overcome spel cordinated Defense +2to CMD pordinated Maneuvers +2to CMB ick and Cover Take ally's result on re cokout Act in surprise round if ally ca	ect to the 2nd sneak attack EATS Il resistance eflex save an act using shields	K ACTIONS	Paired Opportunists When adjacent Precise Strike When flanking OTAL BUFFS & TEAMWORK Hammer the Gap On a successful attac Power Attack	k penalty for firs	+ 4 to at	+	1 <b>d6</b> per	
Crit     Sne     Sne     Cool     Sni     Sni     Sni     Sni     Sni	Improved Impaling Critical itical Mastery Apply two critical effe teaking Precision Apply critical effe <b>TEANWORK FI</b> lied Spellcaster +2to overcome spel ordinated Defense +2to CMD ordinated Maneuvers +2to CMB tok and Cover Take ally's result on re- tokout Act in surprise round if ally ca- tield Wall +1 / +2to ACwhen both u- tielded Caster +4to concentration c vap Places Switch places with an all	ect to the 2nd sneak attack EATS Il resistance eflex save an act using shields hecks y	ACK ACTIONS	Paired Opportunists When adjacent     Precise Strike When flanking  OTAL BUFFS & TEAMWORK Hammer the Gap On a successful attact Power Attack     Furious Focus Ignore power attack	k penalty for firs	+ 4 to at	+ successiv	1 <b>d6</b> per	r successive hit
Corrit Snee Allii Coor Coor Coor Loco Shi Shi Shi Swi Swi	Improved Impaling Critical itical Mastery Apply two critical effe neaking Precision Apply critical effe <b>TEANWORK FI</b> lied Spellcaster +2to overcome spel ordinated Defense +2to CMD ordinated Maneuvers +2to CMB ick and Cover Take ally's result on re- rokout Act in surprise round if ally ca- nield Wall +1 / +2to ACwhen both u- nielded Caster +4to concentration critical vap Places Switch places with an all ick to Back +2to ACagainst flanking	ect to the 2nd sneak attack EATS Il resistance effex save an act using shields hecks y ng	K ACTIONS	Paired Opportunists When adjacent     Precise Strike When flanking  OTAL BUFFS & TEAMWORK Hammer the Gap On a successful attack Power Attack I Furious Focus Ignore power attack Death or Glory +4 (+1at levels 11, 1)	k penalty for firs	+ 4 to at	+ successiv	1 <b>d6</b> per	
Critical Control Contr	Improved Impaling Critical itical Mastery Apply two critical effe teaking Precision Apply critical effe <b>TEANWORK FI</b> lied Spellcaster +2to overcome spel ordinated Defense +2to <b>CMD</b> ordinated Maneuvers +2to <b>CMB</b> ick and Cover Take ally's result on re- okout Act in surprise round if ally ca- ield Wall +1 / +2to ACwhen both u- ielded Caster +4to concentration c vap Places Switch places with an all ick to Back +2to ACagainst flankin Improved Back to Back +2to ally's	ect to the 2nd sneak attack EATS Il resistance effex save an act using shields hecks y ng AC	ATTACK ACTIONS TE	Paired Opportunists When adjacent     Precise Strike When flanking  OTAL BUFFS & TEAMWORK Hammer the Gap On a successful attack Power Attack     Furious Focus Ignore power attack     Death or Glory +4 (+1at levels 11, 1) Combat Expertise ACbonus	k penalty for firs	+ 4 to at + 4 to at + 1 per s 	+ successiv	1 <b>d6</b> per	
Critical Critical Control Cont	Improved Impaling Critical itical Mastery Apply two critical effe teaking Precision Apply critical effe <b>TEANWORK FI</b> itied Spellcaster +2to overcome spel bordinated Defense +2to <b>CMD</b> ordinated Maneuvers +2to <b>CMB</b> ick and Cover Take ally's result on re- tookout Act in surprise round if ally ca- tield Wall +1 / +2to ACwhen both u- tielded Caster +4to concentration c vap Places Switch places with an all ick to Back +2to ACagainst flankin Improved Back to Back +2to ally's oken Wing Gambit Grant +2 / +2, g	ect to the 2nd sneak attack EATS Il resistance effex save an act using shields hecks y Ig AC get attack of opportunity	TE ATTACK ACTIONS TE ATTACK ACTIONS TE	Paired Opportunists When adjacent Precise Strike When flanking  OTAL BUFFS & TEAMWORK Hammer the Gap On a successful attact Power Attack Furious Focus Ignore power attack Death or Glory +4 (+1at levels 11, 1 Combat Expertise ACbonus  arge -2to ACfor the rest of the round	k penalty for firs	+ 4 to at + 4 to at + 1 per s 	+ successiv	1 <b>d6</b> per	
Critical Critical Control Cont	Improved Impaling Critical itical Mastery Apply two critical effe teaking Precision Apply critical effe <b>TEANWORK FI</b> lied Spellcaster +2to overcome spel bordinated Defense +2to <b>CMD</b> ordinated Maneuvers +2to <b>CMB</b> tok and Cover Take ally's result on re- bokout Act in surprise round if ally ca- tield Wall +1 / +2to ACwhen both the ided Caster +4to concentration co- vap Places Switch places with an all tok to Back +2to ACagainst flankin Improved Back to Back +2to ally's oken Wing Gambit Grant +2 / +2, g walry Formation Share space, charge	ect to the 2nd sneak attack EATS Il resistance effex save an act using shields hecks y y rg AC pet attack of opportunity e through allied mount	TE ATTACK ACTIONS TE ATTACK ACTIONS TE	Paired Opportunists When adjacent     Precise Strike When flanking  OTAL BUFFS & TEAMWORK Hammer the Gap On a successful attace Power Attack     Furious Focus Ignore power attack     Death or Glory +4 (+1at levels 11, 1 Combat Expertise ACbonus  arge -2to ACfor the rest of the round Vital Strike Extra damage dice	k penalty for firs	+ 4 to at + 4 to at + 1 pers - t attack + - + 2 + 1 die	+ successiv + + + + + + + + + + + + + + + + + + +	re hit	
Critical Critical Control Cont	Improved Impaling Critical itical Mastery Apply two critical effe teaking Precision Apply critical effe <b>TEANWORK FI</b> lied Spellcaster +2to overcome spel bordinated Defense +2to <b>CMD</b> ordinated Maneuvers +2to <b>CMB</b> tok and Cover Take ally's result on re- tokout Act in surprise round if ally ca- bield Wall +1 / +2to ACwhen both u- bielded Caster +4to concentration c vap Places Switch places with an all tok to Back +2to ACagainst flankin Improved Back to Back +2to ally's oken Wing Gambit Grant +2 / +2, g walry Formation Share space, charge bordinated Charge Charge the same	ect to the 2nd sneak attack EATS Il resistance eflex save an act using shields hecks y ng AC yet attack of opportunity e through allied mount foe as an ally	TACK ACTIONS <b>ATTACK</b> ACTIONS <b>TE</b>	Paired Opportunists When adjacent     Precise Strike When flanking  OTAL BUFFS & TEAMWORK  Hammer the Gap On a successful attack Power Attack I Furious Focus Ignore power attack Death or Glory +4 (+1at levels 11, 1) Combat Expertise ACbonus  arge -2to ACfor the rest of the round Vital Strike Extra damage dice I Improved Vital Strike	k penalty for firs	+ 4 to at + 4 to at + 1 per s - t attack + - + 2 + 2 dice	+ successiv	1 <b>d6</b> per	
Critical Critical Critical Critical Content of Content	Improved Impaling Critical itical Mastery Apply two critical effe teaking Precision Apply critical effe <b>TEANWORK FI</b> lied Spellcaster +2to overcome spel ordinated Defense +2to <b>CMD</b> ordinated Maneuvers +2to <b>CMB</b> tok and Cover Take ally's result on re- tokout Act in surprise round if ally ca- tield Wall +1 / +2to ACwhen both to itielded Caster +4to concentration c vap Places Switch places with an all tok to Back +2to ACagainst flankin Improved Back to Back +2to ally's oken Wing Gambit Grant +2 / +2, g walry Formation Share space, charge tordinated Charge Charge the same cape Route Don't provoke AoO when	ect to the 2nd sneak attack EATS Il resistance eflex save an act using shields hecks y  fg AC let attack of opportunity e through allied mount foe as an ally n adjacent to an ally	ATTACK ACTIONS ATTACK ACTIONS TE	Paired Opportunists When adjacent Precise Strike When flanking OTAL BUFFS & TEAMWORK Hammer the Gap On a successful attact Power Attack Power Attack Furious Focus Ignore power attack I Death or Glory +4 (+1at levels 11, 1) Combat Expertise ACbonus arge -2to ACfor the rest of the round Vital Strike Extra damage dice Improved Vital Strike Greater Vital Strike	k penalty for firs	+ 4 to at + 4 to at + 1 pers - t attack + - + 2 + 1 die	+ successiv + + + + + + + + + + + + + + + + + + +	re hit	
Criti	Improved Impaling Critical itical Mastery Apply two critical effe teaking Precision Apply critical effe <b>TEANWORK FI</b> lied Spellcaster +2to overcome spel bordinated Defense +2to <b>CMD</b> ordinated Maneuvers +2to <b>CMB</b> tok and Cover Take ally's result on re- tokout Act in surprise round if ally ca- bield Wall +1 / +2to ACwhen both u- bielded Caster +4to concentration c vap Places Switch places with an all tok to Back +2to ACagainst flankin Improved Back to Back +2to ally's oken Wing Gambit Grant +2 / +2, g walry Formation Share space, charge bordinated Charge Charge the same	ect to the 2nd sneak attack EATS Il resistance effex save an act using shields hecks y rg AC ret attack of opportunity e through allied mount foe as an ally n adjacent to an ally loses DEXbonus to AC	ATTACK ACTIONS ATTACK ACTIONS TE	Paired Opportunists When adjacent     Precise Strike When flanking  OTAL BUFFS & TEAMWORK  Hammer the Gap On a successful attack Power Attack I Furious Focus Ignore power attack Death or Glory +4 (+1at levels 11, 1) Combat Expertise ACbonus  arge -2to ACfor the rest of the round Vital Strike Extra damage dice I Improved Vital Strike	k penalty for firs	+ 4 to at + 4 to at + 1 per s - t attack + - + 2 + 2 dice	+ successiv + + + + + + + + + + + + + + + + + + +	re hit	
Criti	Improved Impaling Critical itical Mastery Apply two critical effe teaking Precision Apply critical effe <b>TEANWORK FI</b> lied Spellcaster +2to overcome spel ordinated Defense +2to <b>CMD</b> ordinated Maneuvers +2to <b>CMB</b> tok and Cover Take ally's result on re- tokout Act in surprise round if ally ca- tield Wall +1 / +2to ACwhen both u- tielded Caster +4to concentration c vap Places Switch places with an all tok to Back +2to ACagainst flankin Improved Back to Back +2to ally's oken Wing Gambit Grant +2 / +2, g varly Formation Share space, charge to app Route Don't provoke AoO wher int Partner When ally feints, enemy 1	ect to the 2nd sneak attack EATS Il resistance effex save an act using shields hecks y ig AC pet attack of opportunity e through allied mount foe as an ally n adjacent to an ally loses DEXbonus to AC eints, gain AoO	TACK ACTIONS <b>ATTACK</b> ACTIONS <b>TE</b>	Paired Opportunists When adjacent Precise Strike When flanking OTAL BUFFS & TEAMWORK Hammer the Gap On a successful attact Power Attack Power Attack Furious Focus Ignore power attack I Death or Glory +4 (+1at levels 11, 1) Combat Expertise ACbonus arge -2to ACfor the rest of the round Vital Strike Extra damage dice Improved Vital Strike Greater Vital Strike	k penalty for firs 6, 20)	+ 4 to at + 4 to at + 1 per s - t attack + - + 2 + 2 dice	+	re hit	against larger fo
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Critti Control	Improved Impaling Critical itical Mastery Apply two critical effe teaking Precision Apply critical effe <b>TEANWORK FI</b> lied Spellcaster +2to overcome spel ordinated Defense +2to <b>CMD</b> ordinated Maneuvers +2to <b>CMB</b> tok and Cover Take ally's result on re- tokout Act in surprise round if ally ca- tield Wall +1 / +2to AC when both u- tielded Caster +4to concentration c vap Places Switch places with an all tok to Back +2to ACagainst flankin Improved Back to Back +2to ally's oken Wing Gambit Grant +2 / +2, g walry Formation Share space, charge to apple Route Don't provoke AoO where int Partner When ally feints, enemy I Improved Feint Partner When ally for tok Attack Ally's attack allows you to tok Attack Ally's attack allows you to to the tok attack allows you to to the tok Attack Ally's attack allows you to to the tok Attack Ally to the tok Attack allows you to to the tok Attack Ally's attack allows you to to the tok Attack Ally to the tok Attack	ect to the 2nd sneak attack EATS Il resistance effex save an act using shields hecks y ng AC yet attack of opportunity through allied mount foe as an ally n adjacent to an ally loses DEXbonus to AC eints, gain AoO to take 5ftstep irms critical hit	SINGLE ATTACK     ATTACK ACTIONS     TE       I     I     I     I	Paired Opportunists When adjacent      Precise Strike When flanking  OTAL BUFFS & TEAMWORK  Hammer the Gap On a successful attact Power Attack      Furious Focus Ignore power attack      Death or Glory +4 (+1at levels 11, 1  Combat Expertise ACbonus  arge -2to ACfor the rest of the round Vital Strike Extra damage dice      Improved Vital Strike      Greater Vital Strike      Devastating Strike +2per extra die	k penalty for firs 6, 20)	+ 4 to at + 4 to at + 1 per s - t attack + - + 2 + 1 die + 2 dice + 3 dice	+  successiv  +  +  +  +  to con	1d6 per // / / / / / / / / / / / / / / / / / /	against larger fo

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