## **ANCESTRIES**

## **DWARF**

## ELF

## **GNOME**

## **GOBLIN**

## HALFLING

## HUMAN



Dwarves are a short, stocky people who are often stubborn. fierce, and devoted.



Elves are a tall, slender, long-lived people with a strong tradition of art and magic.



Gnomes are short and hardy folk, with an unquenchable curiosity and eccentric habits.



Goblins are a short, scrappy, energetic people who have spent millennia maligned and feared.



Halflings are a short, adaptable people who exhibit remarkable curiosity and humor.



Humans are incredibly diverse. Some, such as half-elves and half-orcs, even have non-human ancestors.

### **ABILITY BOOSTS**

Constitution, Wisdom, free

Dexterity, Intelligence, free

Constitution, Charisma, free

Dexterity, Charisma, free

Dexterity, Wisdom, free Two free ability boosts

**ABILITY FLAW** 

Charisma Constitution Strength

BARBARIAN

Wisdom

Strength

## **CLASSES**

# **BARD**





The alchemist throws alchemical bombs and drinks concoctions of their own making.



The barbarian flies into a rage on the battlefield, smashing foes with abandon.



Skilled performances and secrets of the occult enable the bard to distract foes and inspire allies.



A warrior dedicated to a deity, the champion uses divine power to enhance their abilities and protect allies.

## **KEY ABILITY SCORE\***

Intelligence Strength Charisma

Strength or Dexterity

**SECONDARY ABILITY SCORES** 

Constitution, Dexterity

Constitution, Dexterity

Constitution, Dexterity

Charisma, Constitution

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<sup>\*</sup> A character receives an ability boost to their class's key ability score.

# **CHAPTER 3: CLASSES**

*Just as your character's ancestry plays a key role in expressing their identity and worldview,* their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combatoriented character, a stealthy character, and someone with command over magic—so you may wish to discuss options with your group before deciding.

The rules within each class allow you to bring a wealth of character concepts to life. Perhaps you want to create a brilliant but scatterbrained alchemist who can rattle off complex formulas for alchemical items but has trouble remembering his best friend's birthday. Or perhaps you want your character to be a muscle-bound swordswoman who becomes as immovable as a mountain when she hoists a shield. Maybe they'll be a hot-tempered sorcerer whose gesticulating fingers pulse with light from an angelic ancestor. The choices you make for your character within their class—such as a cleric's choice of deity, a fighter's choice of weapon, or a sorcerer's bloodline—bring these visions to life within the context of the rules and the world.

The entries on the pages that follow describe the 12 core classes in Pathfinder. Each entry contains the information you need to play a character of that class, as well as to advance them from their humble beginnings at 1st level to the dizzying heights of power at 20th level. In addition to the class entries, you might need to reference the following sections, which detail additional character options and how to advance your character in level.

- · Leveling Up on page 31 tells you how to make your character stronger when you get enough Experience Points to reach a new level.
- Animal Companions and Familiars on page 214 provides rules to create an animal companion or a familiar to share your adventures with. You must have a class feature or feat that grants you a companion or familiar to use these rules.
- · Archetypes on page 219 gives you thematic options that allow you to further customize your character's abilities. Though these rules are not recommended for beginners, the archetypes in this book allow you to gain abilities from other classes starting at 2nd level.

## **READING CLASS ENTRIES**

Every class entry includes information about typical members of the class, plus suggestions for roleplaying characters of that class and playing these characters in the game's various modes. Each class provides your character with an ability boost to a key ability score; a number of Hit Points they receive at each level; proficiency ranks for various abilities, equipment, and skills; special abilities from their class features; and more. Your character's class entry also provides the information needed when they gain levels, so it will be a vital reference throughout the course of your campaign.

### PLAYING THE CLASS

The first section of each class describes the interests and tendencies typical of that class, as well as information on how others view them. This can help inspire you as you determine your character's actions and define their personality, but you aren't obligated to play your character as this section describes.

## **KEY ABILITY**

This is the ability score that a member of your class cares about the most. Many of your most useful and powerful abilities are tied to this ability in some way.

For instance, this is the ability score you'll use to determine the Difficulty Class (DC) associated with your character's class features and feats. This is called your class DC. If your character is a member of a spellcasting class, this key ability is used to calculate spell DCs and similar values.

Most classes are associated with one key ability score, but some allow you to choose from two options. For instance, if you're a fighter, you can choose either Strength or Dexterity as your key ability. A fighter who chooses Strength will excel in hand-to-hand combat, while those who choose Dexterity prefer ranged or finesse weapons.

Additionally, when you choose your character's class, they gain an ability boost to their key ability score, increasing that ability score by 2. For more about ability boosts, see page 20.

## HIT POINTS

This section tells you how many Hit Points your character gains from their class at each level. To determine your character's starting Hit Points, add together the Hit Points they got when you chose their ancestry and the amount listed in this entry, which equals your Constitution modifier plus a fixed number. Classes that intend for characters to rush into battle with weapons bared gain a higher number of Hit Points

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each level, while those for characters who cast spells or engage in trickery gain fewer.

Each time your character gains a level, they increase their maximum Hit Points by the amount listed in this entry. For more about calculating your character's Constitution modifier and determining their Hit Points, see page 26.

## **INITIAL PROFICIENCIES**

When you choose your character's class, they gain a set of initial proficiencies. Proficiencies measure your character's ability to perform tasks, use abilities, and succeed at checks. Proficiency ranks range from trained to legendary. For instance, a character who is trained with a longbow can use it effectively, while a person who is legendary with the weapon might be able to split an arrow from 100 paces away!

Each class entry specifies your character's initial proficiency rank in Perception, saving throws, attacks, defenses, and either spells or class DC. You gain the trained proficiency rank in several skills—the exact number depends on your class, and some classes specify certain additional skills that you're trained in. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.

A proficiency rank can unlock various feats and class features, and it also helps determine the modifier for any check you roll or DC you calculate related to that statistic. If your character is trained in Perception, a saving throw, or another statistic, they gain a proficiency bonus equal to their level + 2, while if they have expert proficiency, they gain a proficiency bonus equal to their level + 4. For more about proficiency ranks, see page 13.

Spellcasting classes grant a proficiency rank for spell attacks and DCs, which are further detailed in each class's entry.

If something isn't listed in your character's class entry, their proficiency rank in that statistic is untrained unless they gain training from another source. If your character is untrained in something, you add a proficiency bonus of +0 when attempting a check or calculating a DC related to that statistic.

## ADVANCEMENT TABLE

This table summarizes the feats, skill increases, ability boosts, and other benefits your character gains as they advance in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when they reach that level. The 1st-level entry includes a reminder to select your ancestry and background.

#### **CLASS FEATURES**

This section presents all the abilities the class grants your character. An ability gained at a higher level lists the required level next to the ability's name. All classes include the class features detailed below, and each class also gets special class features specific to it. Many class

features require you to choose between options. Unless the specific ability states otherwise, such decisions can't be changed without retraining (as explained on page 481).

#### CLASS FEATS

This section specifies the levels at which your character gains class feats—special feats that only members of that class can access. Class feats are granted beginning at 1st or 2nd level, depending on the class. Specific class feats are detailed at the end of each class entry.

## SKILL FEATS

This section specifies the levels at which your character gains feats with the skill trait, called skill feats. Skill feats can be found in Chapter 5: Feats, beginning on page 254. At 2nd level and every 2 levels thereafter, most classes gain a skill feat, though rogues gain them earlier and more often. Your character must be trained in the corresponding skill to take a skill feat.

#### GENERAL FEATS

This section specifies the levels at which your character gains general feats. Most classes grant a general feat at 3rd level and every 4 levels thereafter. At each of these levels, you can select any general feat (including skill feats) as long as your character qualifies for it. More information can be found in Chapter 5: Feats (page 254).

#### SKILL INCREASES

This section specifies the levels at which your character can increase their proficiency rank in a skill. At 3rd level and every 2 levels thereafter, most classes grant a skill increase, though rogues gain them earlier and more often. Your character can use a skill increase to either become trained in one skill in which they're untrained or become an expert in one skill in which they're already trained.

If your character is at least 7th level, they can use a skill increase to become a master of a skill in which they're already an expert. If they're at least 15th level, they can use an increase to become legendary in a skill of which they're already a master.

#### **ABILITY BOOSTS**

At 5th level and every 5 levels thereafter, your character boosts four different ability scores. Your character can use these ability boosts to increase their ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18. For more about ability boosts and applying them during character creation, see page 20.

#### ANCESTRY FEATS

This section serves as a reminder of the ancestry feats your character gains at 5th, 9th, 13th, and 17th levels. Ancestry feats are detailed in each ancestry entry in Chapter 2, which begins on page 32.

**PAGE 154** 

**PAGE 166** 

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#### **ALCHEMIST** PAGE 70

The alchemist uses their skill at crafting to create alchemical items-such as bombs, elixirs, and poisons-that they use to defeat foes and aid allies. Smart and resourceful, an alchemist often has just the right tool for the job and esoteric knowledge to help their friends get out of a jam.

**PAGE 140** FIGHTER With calculated daring and fearless

determination, the fighter tracks down and confronts their enemies while defending allies from harm. A master of the battlefield, the fighter is quick to exploit opportunities and strike any who stumble within reach of their sword or bow.

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BARBARIAN **PAGE 82** 

The barbarian is a fearsome embodiment of rage, focusing the deadly power of their anger against anyone who stands in their way. A barbarian is guick to enter battle and, once their fury has been unleashed, is immensely strong, often unpredictable, and nearly unstoppable.

RANGER

The monk seeks perfection in all things, and that includes transforming their body into the perfect weapon. They can be walking with calm purpose and contemplating the subtleties of existence in one minute and then transform into a blur of deadly blows in the next.

BARD PAGE 94

An artist and a scholar, the bard uses performance and esoteric learning to bolster their companions and foil their enemies. Sometimes sneaky and quite often charming, the bard adventures with pizzazz and talent backed up by an impressive repertoire of occult magic.

Resourceful and cunning, the ranger is a hunter, tracker, and warrior who preserves the natural world and protects civilization from its ravages. Whether they use a bow, crossbow, a pair of weapons, or snares, the ranger is a fearsome enemy and great ally in the wild.

**PAGE 104** 

A defender of good who straps on armor and wields a righteous weapon, the champion protects the innocent and vanguishes evil. Steadfast in their beliefs, and devoted to both a deity and an aspect of good, they follow a strict code as they fight to make the world a better place.

Cunning and quick, the rogue brings skill and expertise few of their comrades can match. In battle, they excel at sneak attacks and ambushes. Their racket gives them the tools they need to get the job done, and their wide array of skill choices lets them specialize as they see fit.

**PAGE 116** 

The cleric is dedicated to the worship of a single deity and draws divine magic from this devotion. Clerics can be vastly different depending on who they worship, and whether they're cloistered clerics who pursue one of their deity's domains or war priests who serve as the sword arm of their god.

SORCERER **PAGE 190** The intense magic the sorcerer commands comes from neither study nor worship-it comes from their blood. Their magical abilities depend on whether they have the blood of dragons, angels, fey, aberrant creatures, or some other being flowing through their veins and powering their spells.

**PAGE 128** 

The druid walks the wild, primordial places of the world without fear, harnessing the primal magic of nature and controlling it with calm purpose. A devotee of the wilderness, the druid finds nourishment in its power, allies among its creatures, and strength in its fury. WIZARD

PAGE 202 The wizard is the arcane master of spellcasting, plucking incredible power from reality through complicated spell formulas. They stride with confidence, without a need for armor or weapons, enacting their will upon the world and bringing woe upon their enemies.

# FIGHTER

Fighting for honor, greed, loyalty, or simply the thrill of battle, you are an undisputed master of weaponry and combat techniques. You combine your actions through clever combinations of opening moves, finishing strikes, and

counterattacks whenever your foes are unwise enough to drop their guard. Whether you are a knight, mercenary, sharpshooter, or blade master, you have honed your martial skills into an art form and perform devastating critical attacks on your enemies.



## **KEY ABILITY**

#### STRENGTH OR DEXTERITY

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

## HIT POINTS

10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## DURING COMBAT ENCOUNTERS...

You strike with unmatched accuracy and use specialized combat techniques. A melee fighter stands between allies and enemies, attacking foes who try to get past. A ranged fighter delivers precise shots from a distance.

### **DURING SOCIAL ENCOUNTERS...**

You can be an intimidating presence. This can be useful when negotiating with enemies, but is sometimes a liability in more genteel interactions.

#### WHILE EXPLORING...

You keep up your defenses in preparation for combat, and keep an eye out for hidden threats. You also overcome physical challenges in your way, breaking down doors, lifting obstacles, climbing adeptly, and leaping across pits.

### IN DOWNTIME...

You might perform manual labor or craft and repair armaments. If you know techniques you no longer favor, you might train yourself in new ones. If you've established your reputation, you might build an organization or a stronghold of your own.

## YOU MIGHT ...

- Know the purpose and quality of every weapon and piece of armor you own.
- Recognize that the danger of an adventurer's life must be balanced out with great revelry or ambitious works.
- Have little patience for puzzles or problems that require detailed logic or study.

### OTHERS PROBABLY...

- Find you intimidating until they get to know you—and maybe even after they get to know you.
- · Expect you're all brawn and no brains.
- Respect your expertise in the art of warfare and value your opinion on the quality of armaments.

## **INITIAL PROFICIENCIES**

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

### PERCEPTION

Expert in Perception

### **SAVING THROWS**

Expert in Fortitude Expert in Reflex Trained in Will

## **SKILLS**

Trained in your choice of
Acrobatics or Athletics
Trained in a number of
additional skills equal to 3 plus
your Intelligence modifier

#### **ATTACKS**

Expert in simple weapons
Expert in martial weapons
Trained in advanced weapons
Expert in unarmed attacks

#### DEFENSES

Trained in all armor
Trained in unarmored defense

## CLASS DC

Trained in fighter class DC

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#### **TABLE 3-12: FIGHTER ADVANCEMENT**

Class Features
Ancestry and background, initial proficiencies,
attack of opportunity, fighter feat, shield block
Fighter feat, skill feat
Bravery, general feat, skill increase
Fighter feat, skill feat
Ability boosts, ancestry feat, fighter weapon
mastery, skill increase
Fighter feat, skill feat
Battlefield surveyor, general feat, skill increase,
weapon specialization
Fighter feat, skill feat
Ancestry feat, combat flexibility, juggernaut,
skill increase
Ability boosts, fighter feat, skill feat
Armor expertise, fighter expertise, general feat,
skill increase
Fighter feat, skill feat
Ancestry feat, skill increase, weapon legend
Fighter feat, skill feat
Ability boosts, evasion, general feat, greater weapon
specialization, improved flexibility, skill increase
Fighter feat, skill feat
Ancestry feat, armor mastery, skill increase
Fighter feat, skill feat
General feat, skill increase, versatile legend
Ability boosts, fighter feat, skill feat

## **CLASS FEATURES**

You gain these abilities as a fighter. Abilities gained at higher levels list the level at which you gain them next to the features' names.

#### ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

#### **INITIAL PROFICIENCIES**

At 1st level you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

#### ATTACK OF OPPORTUNITY

Ever watchful for weaknesses, you can quickly attack foes that leave an opening in their defenses. You gain the Attack of Opportunity reaction.

## ATTACK OF OPPORTUNITY

**Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike

against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

#### FIGHTER FEATS

At 1st level and every even-numbered level thereafter, you gain a fighter class feat. Fighter class feats are described beginning on page 144.

#### SHIELD BLOCK

You gain the Shield Block general feat (found on page 266), a reaction that lets you reduce damage with your shield.

#### SKILL FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

### BRAVERY 3RD

Having faced countless foes and the chaos of battle, you have learned how to stand strong in the face of fear and keep on fighting. Your proficiency rank for Will saves increases to expert. When you roll a success at a Will save against a fear effect, you get a critical success instead. In addition, anytime you gain the frightened condition, reduce its value by 1.

## GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

### SKILL INCREASES 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

## ABILITY BOOSTS STH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

## ANCESTRY FEATS

STH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

## FIGHTER WEAPON MASTERY STH

Hours spent training with your preferred weapons, learning and developing new combat techniques, have made you particularly effective with your weapons of choice. Choose one weapon group. Your proficiency rank increases to master with the simple weapons, martial weapons, and unarmed attacks in that group, and to expert with the advanced weapons in that group. You gain access to the critical specialization effects (page 283) of all weapons and unarmed attacks for which you have master proficiency.

## BATTLEFIELD SURVEYOR 7TH

Whether taking stock of an enemy army or simply standing guard, you excel at observing your foes. Your proficiency rank for Perception increases to master. In addition, you gain a +2 circumstance bonus to Perception checks for initiative, making you faster to react during combat.

## WEAPON SPECIALIZATION 7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

## COMBAT FLEXIBILITY 9TH

Through your experience in battle, you can prepare your tactics to suit different situations. When you make your daily preparations, you gain one fighter feat of 8th level or lower that you don't already have. You can use that feat until your next daily preparations. You must meet all of the feat's other prerequisites.

### JUGGERNAUT 9TH

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

### ARMOR EXPERTISE 11TH

You have spent so much time wearing armor that you know how to make the most of its protection. Your proficiency rank for light, medium, and heavy armor, as well as for unarmored defense, increase to expert. You gain the armor specialization effects of medium and heavy armor.

#### FIGHTER EXPERTISE 11TH

Your practiced techniques are hard to resist. Your proficiency rank for your fighter class DC increases to expert.

### WEAPON LEGEND 13TH

You've learned fighting techniques that apply to all armaments, and you've developed unparalleled skill with

#### **KEY TERMS**

You'll see the following key terms in many fighter class features.

**Flourish:** Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

**Open:** These maneuvers work only as the first salvo in the attacks you make on your turn. You can use an action with the open trait only if you haven't used an action with the attack or open trait yet this turn.

**Press:** Actions with this trait allow you to follow up earlier attacks. An action with the press trait can be used only if you are currently affected by a multiple attack penalty. You can't use a press action when it's not your turn, even if you use the Ready activity.

Some actions with the press trait also grant an effect on a failure. The effects that are added on a failure don't apply on a critical failure. If your press action succeeds, you can choose to apply the failure effect instead. (For example, you may wish to do this when an attack deals no damage due to resistance.)

**Stance:** A stance is a general combat strategy that you enter by using an action with the stance trait, and you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you take an action with the stance trait, you can't take another one for 1 round. You can enter or be in a stance only in encounter mode.

your favorite weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master. Your proficiency rank for advanced weapons increases to expert.

You can select one weapon group and increase your proficiency ranks to legendary for all simple weapons, martial weapons, and unarmed attacks in that weapon group, and to master for all advanced weapons in that weapon group.

### EVASION 15TH

You've learned to move quickly to avoid explosions, a dragon's breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

#### GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

### IMPROVED FLEXIBILITY 15TH

Your extensive experience gives you even greater ability

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## **FIGHTER FEATS**

If you need to look up a fighter feat by name instead of by level, use this table.

	use this table.
Feat	Level
Advanced Weapo	
Advantageous As	
Aggressive Block	2
Agile Grace	10 2
Assisting Shot Blind-Fight	8
Boundless Reprise	
Brutal Finish	12
Brutish Shove	2
Certain Strike	10
Combat Grab	2
Combat Reflexes	10
Debilitating Shot	10
Desperate Finishe Determination	er 14 14
Disarming Stance	6
Disarming Twist	10
Disruptive Stance	
Double Shot	4
Double Slice	1
Dual-Handed Ass	
Dueling Dance	12
Dueling Parry	2
Dueling Riposte	8
Exacting Strike Fearsome Brute	10
Felling Strike	8
Flinging Shove	12
Furious Focus	6
Graceful Poise	16
Guardian's Deflect	tion 6
Guiding Finish	14
Guiding Riposte	14
Impossible Volley	18 D: 12
Improved Dueling Improved Knockd	
Improved Reflexiv	
Improved Twin Ri	
Incredible Aim	8
Incredible Ricoch	et 12
Intimidating Strik	
Knockdown	4
Lunge	2
Lunging Stance	12 10
Mirror Shield Mobile Shot Stand	
Multishot Stance	16
Paragon's Guard	12
Point-Blank Shot	1
Positioning Assau	
Power Attack	1
Powerful Shove	4
Quick Reversal	4
Quick Shield Bloc	k 8
Reactive Shield Reflexive Shield	6
Revealing Stab	6
Savage Critical	18
Shatter Defenses	6
Shield Warden	6
Shielded Stride	4

to adapt to each day's challenges. When you use combat flexibility, you can gain two fighter feats instead of one. While the first feat must still be 8th level or lower, the second feat can be up to 14th level, and you can use the first feat to meet the prerequisites of the second feat. You must meet all of the feats' prerequisites.

ARMOR MASTERY 17TH

Your skill with armor improves, increasing your ability to prevent blows. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to master.

VERSATILE LEGEND 19TH

You are nigh-unmatched with any weapon. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to legendary, and your proficiency rank for advanced weapons increases to master. Your proficiency rank for your fighter class DC increases to master.

### **FIGHTER FEATS**

At each level that you gain a fighter feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

## **IST LEVEL**

## **DOUBLE SLICE**

FEAT1

#### FIGHTER

Requirements You are wielding two melee weapons, each in a different hand.

You lash out at your foe with both weapons. Make two Strikes, one with each of your two melee weapons, each using your current multiple attack penalty. Both Strikes must have the same target. If the second Strike is made with a weapon that doesn't have the agile trait, it takes a -2 penalty.

If both attacks hit, combine their damage, and then add any other applicable effects from both weapons. You add any precision damage only once, to the attack of your choice. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

## **EXACTING STRIKE**

FEAT 1

#### FIGHTER PRESS

You make a controlled attack, fully accounting for your momentum. Make a Strike. The Strike gains the following failure effect.

Failure This attack does not count toward your multiple attack penalty.

## POINT-BLANK SHOT •>

FEAT 1

## FIGHTER OPEN STANCE

**Requirements** You are wielding a ranged weapon.

You take aim to pick off nearby enemies quickly. When using a ranged volley weapon while you are in this stance, you don't take the penalty to your attack rolls from the volley trait. When using a ranged weapon that doesn't have the volley trait, you gain a +2 circumstance bonus to damage rolls on attacks against targets within the weapon's first range increment.

## POWER ATTACK \*\*\*

FEAT 1

#### FIGHTER FLOURISH

You unleash a particularly powerful attack that clobbers your foe but leaves you a bit unsteady. Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal an extra die of weapon damage. If you're at least 10th level, increase this to two extra dice, and if you're at least 18th level, increase it to three extra dice.

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## REACTIVE SHIELD ?

FEAT1

Trigger An enemy hits you with a melee Strike.

Requirements You are wielding a shield.

You can snap your shield into place just as you would take a blow, avoiding the hit at the last second. You immediately use the Raise a Shield action and gain your shield's bonus to AC. The circumstance bonus from the shield applies to your AC when you're determining the outcome of the triggering attack.

## **SNAGGING STRIKE**

FEAT 1

FEAT 1

FEAT 2

FIGHTER

Requirements You have one hand free, and your target is within reach of that hand.

You combine an attack with quick grappling moves to throw an enemy off balance as long as it stays in your reach. Make a Strike while keeping one hand free. If this Strike hits, the target is flat-footed until the start of your next turn or until it's no longer within the reach of your hand, whichever comes first.

SUDDEN CHARGE \*>>

FIGHTER FLOURISH OPEN

With a guick sprint, you dash up to your foe and swing. Stride twice. If you

end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding

movement type.

SND LEVEL

## AGGRESSIVE BLOCK ◆

FIGHTER

Trigger You use the Shield Block reaction, and the opponent that triggered Shield Block is adjacent to you and is your size or smaller.

You push back as you block, knocking your foe away or off balance. You use your shield to push the triggering creature, either automatically Shoving it 5 feet or causing it to become flat-footed until the start of your next turn. The triggering creature chooses whether to be moved or become flatfooted. If it chooses to be moved, you choose the direction. If the Shove would cause it to hit a solid object, enter a square of difficult terrain, or enter another creature's space, it must become flat-footed instead of being moved.

## **ASSISTING SHOT**

FEAT 2

FIGHTER PRESS

Requirements You are wielding a ranged weapon.

With a guick shot, you interfere with a foe in combat. Make a Strike with a ranged weapon. If the Strike hits, the next creature other than you to attack the same target before the start of your next turn gains a +1 circumstance bonus to their roll, or a +2 circumstance bonus if your Strike was a critical hit.

## BRUTISH SHOVE •>

FEAT 2

FIGHTER PRESS

Requirements You are wielding a two-handed melee weapon. Throwing your weight behind your attack, you hit your Feat (cont.) Level Snagging Strike Spring Attack 12 14 Stance Savant Sudden Charge 1 8 Sudden Leap Swipe 4 Triple Shot 6 Twinned Defense 16 Twin Parry 4 10 Twin Riposte Two-Weapon Flurry 14 Weapon Supremacy 20 14 Whirlwind Strike





opponent hard enough to make it stumble back. Make a Strike with a two-handed melee weapon. If you hit a target that is your size or smaller, that creature is flat-footed until the end of your current turn, and you can automatically Shove it, with the same benefits as the Shove action (including the critical success effect, if your Strike was a critical hit). If you move to follow the target, your movement doesn't trigger reactions.

This Strike has the following failure effect.

**Failure** The target becomes flat-footed until the end of your current turn.

## **COMBAT GRAB**

FEAT 2

FIGHTER PRESS

**Requirements** You have one hand free, and your target is within reach of that hand.

You swipe at your opponent and grab at them. Make a melee Strike while keeping one hand free. If the Strike hits, you grab the target using your free hand. The creature remains grabbed until the end of your next turn or until it Escapes, whichever comes first.

## **DUELING PARRY**

FEAT 2

#### FIGHTER

**Requirements** You are wielding only a single one-handed melee weapon and have your other hand or hands free.

You can parry attacks against you with your one-handed weapon. You gain a +2 circumstance bonus to AC until the start of your next turn as long as you continue to meet the requirements.

## INTIMIDATING STRIKE \*>>

FEAT 2

#### EMOTION FEAR FIGHTER MENTAL

Your blow not only wounds creatures but also shatters their confidence. Make a melee Strike. If you hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

## LUNGE •>

FEAT 2

#### FIGHTER

Requirements You are wielding a melee weapon.

Extending your body to its limits, you attack an enemy that would normally be beyond your reach. Make a Strike with a melee weapon, increasing your reach by 5 feet for that Strike. If the weapon has the disarm, shove, or trip trait, you can use the corresponding action instead of a Strike.

## 4TH LEVEL

## DOUBLE SHOT \*\*

FEAT 4

### FIGHTER FLOURISH

Requirements You are wielding a ranged weapon with reload 0. You shoot twice in blindingly fast succession. Make two Strikes, each against a separate target and with a -2 penalty. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

## **DUAL-HANDED ASSAULT**

FEAT 4

#### FIGHTER FLOURISH

**Requirements** You are wielding a one-handed melee weapon and have a free hand.

You snap your free hand over to grip your weapon just long enough to add momentum and deliver a more powerful blow to your opponent. Make a Strike with the required weapon. You quickly switch your grip during the Strike in order to make the attack with two hands. If the weapon doesn't normally have the two-hand trait, increase its weapon damage die by one step for this attack. (Rules on increasing die size appear on page 279.) If the weapon has the two-hand trait, you gain the benefit of that trait and a circumstance bonus to damage equal to the weapon's number of damage dice. When the Strike is complete, you resume gripping the weapon with only one hand. This action doesn't end any stance or fighter feat effect that requires you to have one hand free.

## KNOCKDOWN \*\*

FEAT 4

#### FIGHTER FLOURISH

**Prerequisites** trained in Athletics

You make an attack to knock a foe off balance, then follow up immediately with a sweep to topple them. Make a melee Strike. If it hits and deals damage, you can attempt an Athletics check to Trip the creature you hit. If you're wielding a two-handed melee weapon, you can ignore Trip's requirement that you have a hand free. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

#### POWERFUL SHOVE

FEAT 4

#### FIGHTE

**Prerequisites** Aggressive Block or Brutish Shove

You can push larger foes around with your attack. You can use Aggressive Block or Brutish Shove against a creature up to two sizes larger than you.

When a creature you Shove has to stop moving because it would hit an object, it takes damage equal to your Strength modifier (minimum 1). This happens regardless of how you Shoved the creature.

## QUICK REVERSAL •

FEAT 4

#### FIGHTER FLOURISH PRESS

Requirements You are flanked by at least two enemies.

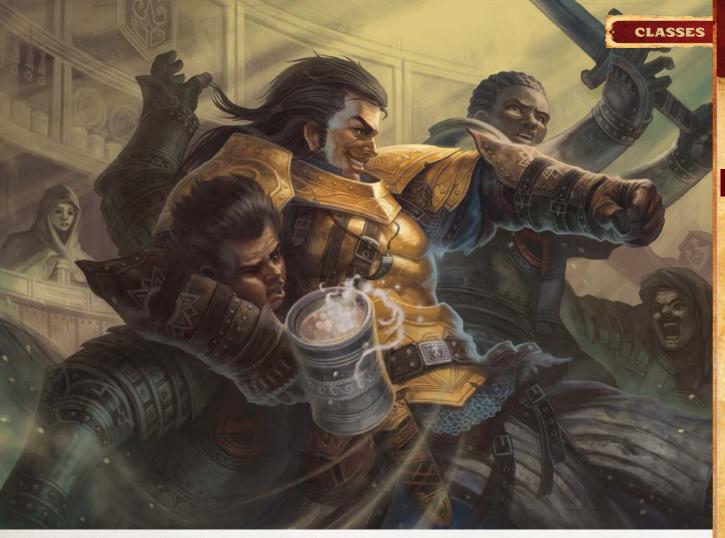
You turn your foes' flanking against them with a quick reverse. Make a melee Strike against one of the flanking enemies and make a second Strike with the same weapon or unarmed attack against a different enemy that is flanking you. This second Strike has the same multiple attack penalty of the initial attack and doesn't count toward your multiple attack penalty.

#### SHIELDED STRIDE

FEAT 4

#### FIGHTE

When your shield is up, your enemies' blows can't touch you.



When you have your shield raised, you can Stride to move half your Speed without triggering reactions that are triggered by your movement (such as Attacks of Opportunity). You can use Shielded Stride while Flying or Swimming instead of Striding if you have the corresponding movement type.

SWIPE \*\*

FEAT 4

#### FIGHTER FLOURISH

You make a wide, arcing swing. Make a melee Strike and compare the attack roll result to the AC of up to two foes, each of whom must be within your melee reach and adjacent to each other. Roll damage only once and apply it to each creature you hit. A Swipe counts as two attacks for your multiple attack penalty.

If you're using a weapon with the sweep trait, its modifier applies to all your Swipe attacks.

TWIN PARRY ->

FEAT 4

#### **FIGHTER**

**Requirements** You are wielding two melee weapons, one in each hand.

You use your two weapons to parry attacks. You gain a +1 circumstance bonus to AC until the start of your next turn, or a +2 circumstance bonus if either weapon has the parry trait. You lose this circumstance bonus if you no longer meet this feat's requirement.

## **6TH LEVEL**

## **ADVANCED WEAPON TRAINING**

FEAT 6

#### FIGHTER

You've studied the art of wielding an advanced weapon. Choose a weapon group. You gain proficiency with all advanced weapons in that group as if they were martial weapons of their weapon group.

## ADVANTAGEOUS ASSAULT •

FEAT 6

#### FIGHTER PRESS

When an enemy's movement is compromised, you deliver a more deadly blow. Make a Strike against a creature that is grabbed, prone, or restrained. You gain a circumstance bonus to damage on this Strike equal to the number of weapon damage dice, or that number + 2 if you're wielding the weapon in two hands. The Strike gains the following failure effect.

**Failure** You deal damage to the target equal to the number of weapon damage dice, or that number + 2 if you're wielding the weapon in two hands. This damage has the same damage type as the weapon.

## DISARMING STANCE \*

FEAT 6

## FIGHTER STANCE

**Prerequisites** trained in Athletics

**Requirements** You are wielding only a single one-handed melee weapon and have your other hand or hands free.

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#### SAMPLE FIGHTER



# BULLY

Using a two-handed weapon, you push your foes about the battlefield and deal grievous wounds. You excel at taking down the biggest enemy standing in your way.

#### **ABILITY SCORES**

Prioritizing Strength, Constitution, and Wisdom helps with survivability and increases your damage, and Dexterity allows extra maneuverability.

#### **SKILLS**

Athletics, Crafting, Intimidation, Medicine

### **STARTING FEAT**

Power Attack

## **HIGHER-LEVEL FEATS**

Knockdown (4th), Furious Focus (6th), Positioning Assault (8th), Brutal Finish (12th), Savage Critical (18th)

You adopt a fencing stance that improves your control over your weapon. While you are in this stance, you gain a +1 circumstance bonus to Athletics checks to Disarm and a +2 circumstance bonus to your Reflex DC when defending against checks to Disarm you. In addition, you can attempt to Disarm creatures up to two sizes larger than you.

#### **FURIOUS FOCUS**

FEAT 6

#### FIGHTER

#### **Prerequisites** Power Attack

You've learned to maintain your balance even when swinging furiously. When you make a Power Attack with a melee weapon you're wielding in two hands, it counts as one attack toward your multiple attack penalty instead of two.

## **GUARDIAN'S DEFLECTION**

FEAT 6

#### FIGHTER

Trigger An ally within your melee reach is hit by an attack, you can see the attacker, and the ally gaining a +2 circumstance bonus to AC would turn the critical hit into a hit or the hit into a miss.

**Requirements** You are wielding a single one-handed melee weapon and have your other hand or hands free.

You use your weapon to deflect the attack against your ally, granting a +2 circumstance bonus to their Armor Class against the triggering attack. This turns the triggering critical hit into a hit, or the triggering hit into a miss.

#### **REFLEXIVE SHIELD**

FEAT 6

#### FIGHTER

You can use your shield to fend off the worst of area effects and other damage. When you Raise your Shield, you gain your shield's circumstance bonus to Reflex saves. If you have the Shield Block reaction, damage you take as a result of a Reflex save can trigger that reaction, even if the damage isn't physical damage.

## REVEALING STAB \*\*\*

FEAT 6

#### FIGHTER

**Requirements** You are wielding a melee weapon that deals piercing damage.

You drive your piercing weapon into an imperceptible foe, revealing its location to your allies. Make a Strike with the required melee weapon. You don't have to attempt a flat check to hit a concealed creature, and you have to succeed at only a DC 5 flat check to target a hidden creature. If you hit and deal damage, you can drive the required weapon into a corporeal target, revealing its current position. You Release the weapon, and it becomes lodged in the target. If the target is concealed, other creatures don't need to succeed at a flat check to hit it. If the target is hidden, other creatures have to succeed at only a DC 5 flat check to target it. The creatures need to be able to see your weapon to gain any of these benefits, and the target can't become undetected to anyone who sees your weapon. If the target is invisible, the weapon remains visible while lodged in it.

This benefit lasts until the weapon is removed from the creature. An adjacent creature or the target can remove the weapon with 2 Interact actions.

SHATTER DEFENSES \*>

FEAT 6

FIGHTER PRESS

**Requirements** A frightened creature is in your melee reach.

Your offense exploits your enemy's fear. Make a melee Strike against a frightened creature. If you hit and deal damage, the target becomes flat-footed until its frightened condition ends. If the target was already flat-footed to you when you damaged it with this Strike, it can't reduce its frightened value below 1 until the start of your next turn.

SHIELD WARDEN

FEAT 6

FIGHTER

Prerequisites shield block

You use your shield to protect your allies. When you have a shield raised, you can use your Shield Block reaction when an attack is made against an ally adjacent to you. If you do, the shield prevents that ally from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.

TRIPLE SHOT

FEAT 6

FIGHTER

**Prerequisites** Double Shot

You can quickly fire multiple shots with greater control. When you use Double Shot, you can make the attacks against the same target. You can add an additional action to Double Shot to make three ranged Strikes instead of two. If you do, the penalty is -4. All attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made all of them.

## 8TH LEVEL

**BLIND-FIGHT** 

FEAT 8

FIGHTER

Prerequisites master in Perception

Your battle instincts make you more aware of concealed and invisible opponents. You don't need to succeed at a flat check to target concealed creatures. You're not flat-footed to creatures that are hidden from you (unless you're flat-footed to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature.

While you're adjacent to an undetected creature of your level or lower, it is instead only hidden from you.

DUELING RIPOSTE ?

FEAT 8

FIGHTER

**Prerequisites** Dueling Parry

**Trigger** A creature within your reach critically fails a Strike against you.

Requirements You are benefiting from Dueling Parry.

You riposte against your flailing enemy. Make a melee Strike against or attempt to Disarm the triggering creature.

## FELLING STRIKE \*\*

FEAT 8

FIGHTER

Your attack can ground an airborne foe. Make a Strike. If it hits and deals damage to a flying target, the target falls up to 120 feet. The fall is gradual enough that if it causes the target to hit the ground, the target takes no damage from the fall. If the attack is a critical hit, the target can't Fly, Leap, levitate, or otherwise leave the ground until the end of your next turn.

## INCREDIBLE AIM •>>

FEAT 8

CONCENTRATE FIGHTER

By spending a moment to focus, you can ensure your attack strikes true. Make a ranged weapon Strike. On this Strike, you gain a +2 circumstance bonus to the attack roll and ignore the target's concealed condition.

## MOBILE SHOT STANCE •

FEAT 8

FIGHTER STANCE

Your shots become nimble and deadly. While you're in this stance, your ranged Strikes don't trigger Attacks of Opportunity or other reactions that are triggered by a ranged attack.

If you have Attack of Opportunity, you can use it with a loaded ranged weapon you're wielding. The triggering creature must be within 5 feet of you for you to do so.

## POSITIONING ASSAULT \*\*

FEAT 8

FIGHTER FLOURISH

**Requirements** You are wielding a two-handed melee weapon and your target is within your reach.

With punishing blows, you force your opponent into position. Make a Strike with the required weapon. If you hit, you move the target 5 feet into a space in your reach. This follows the forced movement rules found on page 475.

## **QUICK SHIELD BLOCK**

FEAT 8

FIGHTER

Prerequisites shield block, Reactive Shield

You can bring your shield into place with hardly a thought. At the start of each of your turns, you gain an additional reaction that you can use only to Shield Block.

## SUDDEN LEAP \*>>

FEAT 8

FIGHTER

You make an impressive leap and swing while you soar. Make a Leap, High Jump, or Long Jump and attempt one melee Strike at any point during your jump. Immediately after the Strike, you fall to the ground if you're in the air, even if you haven't reached the maximum distance of your jump. If the distance you fall is no more than the height of your jump, you take no damage and land upright.

When attempting a High Jump or Long Jump during a Sudden Leap, determine the DC using the Long Jump DCs, and increase your maximum distance to double your Speed.

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With one hand free and a blade in the others, you are adept at foiling your opponents by way of misdirection, disarming strikes, and by always being ready for their clumsy attacks.

#### **ABILITY SCORES**

Prioritize Strength. Dexterity and Wisdom help with survivability and versatility, and Constitution grants some extra toughness.

#### **SKILLS**

Acrobatics, Athletics, Deception, Medicine

#### **STARTING FEAT**

Snagging Strike

#### **HIGHER-LEVEL FEATS**

Dueling Parry (2nd), Guardian's Deflection (6th), Dueling Riposte (8th), Dueling Dance (12th), Stance Savant (14th)

**Special** If you have Felling Strike, you can spend 3 actions to make a Sudden Leap and use Felling Strike instead of a normal Strike.

## **10TH LEVEL**

## **AGILE GRACE**

FEAT 10

#### FIGHTER

Your graceful moves with agile weapons are beyond compare. Your multiple attack penalty with agile weapons and agile unarmed attacks becomes -3 for your second attack and -6 for subsequent attacks (rather than -4 and -8).

## CERTAIN STRIKE •>

FEAT 10

#### FIGHTER PRESS

Even when you don't hit squarely, you can still score a glancing blow. Make a melee Strike. It gains the following failure effect. **Failure** Your attack deals any damage it would have dealt on a hit, excluding all damage dice. (This removes damage dice from weapon runes, spells, and special abilities, in addition to weapon damage dice.)

## **COMBAT REFLEXES**

FEAT 10

#### FIGHTER

You are particularly swift at punishing foes who leave you openings. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to make an Attack of Opportunity.

## **DEBILITATING SHOT**

FEAT 10

### FIGHTER FLOURISH

Aiming for a weak point, you impede your foe with a precise shot. Make a ranged weapon Strike. If it hits and deals damage, the target is slowed 1 until the end of its next turn.

## **DISARMING TWIST**

FEAT 10

#### FIGHTER PRESS

**Prerequisites** trained in Athletics

**Requirements** You are wielding only a single one-handed melee weapon and have your other hand or hands free.

After your initial attack redirects your foe's defenses, your follow-up wrests their weapon from their grasp. Make a melee Strike with the required weapon. In addition to its other effects, this Strike gains the success and critical success effects of the Disarm action. The Strike also has the following failure effect.

**Failure** The target is flat-footed until the end of your current turn.

## DISRUPTIVE STANCE •

FEAT 10

#### FIGHTER STANCE

The slightest distraction can provoke your wrath, and you're prepared to foil enemies' actions. As long as you are in this stance, you can use Attack of Opportunity when a creature within your reach uses a concentrate action, in addition to manipulate and move actions. Furthermore, you disrupt a

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triggering concentrate or manipulate action if your Strike hits (not only if it's a critical hit).

FEARSOME BRUTE

FEAT 10

FIGHTER

Fear makes your foes weak and more vulnerable to your attacks. You gain a circumstance bonus to damage rolls for Strikes against frightened creatures. The bonus is equal to double the target's frightened value.

If you have master proficiency in Intimidation, increase the bonus to triple the target's frightened value.

IMPROVED KNOCKDOWN

FEAT 10

FIGHTER

Prerequisites Knockdown

You can dash your foe to the ground with a single blow. When you use Knockdown, instead of making a Strike followed by a Trip, you can attempt a single Strike. If you do and your Strike hits, you also apply the critical success effect of a Trip. If you used a two-handed melee weapon for the Strike, you can use the weapon's damage die size instead of the regular die size for the damage from a critical Trip.

MIRROR SHIELD ?

FEAT 10

FIGHTER

**Trigger** An opponent casting a spell that targets you critically fails a spell attack roll against your AC.

Requirements You have a shield raised.

You reflect the spell back against the triggering opponent. Make a ranged attack against the triggering creature using your highest proficiency with a ranged weapon. If you can cast spells, you can make a spell attack roll instead. If you succeed, your opponent takes the effects of a successful spell attack roll for their own spell (or the effects of a critical success if your attack roll was a critical success).

TWIN RIPOSTE ?

FEAT 10

FIGHTER

**Trigger** A creature within your reach critically fails a Strike against you.

Requirements You are benefiting from Twin Parry.

A clever parry with one weapon leaves your opponent open to an attack with the other weapon. Make a melee Strike or use a Disarm action against the triggering opponent.

1914 LEVEL

BRUTAL FINISH •

FEAT 12

FIGHTER PRESS

Requirements You are wielding a melee weapon in two hands. Your final blow can make an impact even if it rebounds off a foe's defenses. Make a Strike with the required weapon. After the Strike, your turn ends. The Strike deals one extra weapon damage die, or two extra weapon damage dice if you're at least 18th level. The Strike also gains the following failure effect.

Failure You deal damage equal to one weapon damage die of

the required weapon. Increase this to two dice if you're at least 18th level.

## **DUELING DANCE**

FEAT 12

FIGHTER STANCE

**Prerequisites** Dueling Parry

**Requirements** You are wielding only a single one-handed melee weapon and have your other hand or hands free.

Using your free hand as pivot and balance, you both attack and defend with your weapon. While you are in this stance, you constantly have the benefits of Dueling Parry.

#### **FLINGING SHOVE**

FEAT 12

FIGHTER

Prerequisites Aggressive Block or Brutish Shove

Increase the distance you Shove your opponent with Aggressive Block or Brutish Shove to 10 feet on a success or 20 feet on a critical success. When you use Aggressive Block, you can choose whether the target is flat-footed or Shoved. When you make a Brutish Shove, you also Shove the target 5 feet on a failure.

## IMPROVED DUELING RIPOSTE

FEAT 12

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FIGHTER

**Prerequisites** Dueling Riposte

Your weapon whirls and darts, striking foes whenever the opportunity presents itself. At the start of each of your turns, you gain an additional reaction that you can use only to make a Dueling Riposte. You can use this extra reaction even if you are not benefiting from Dueling Parry.

## INCREDIBLE RICOCHET •

FEAT 12

CONCENTRATE FIGHTER PRESS

Prerequisites Incredible Aim

After your first shot singles out your opponent's position, you direct another that ricochets around obstacles and strikes unerringly. Make a ranged weapon Strike against a creature you previously attacked this turn. You ignore the target's concealed condition and all cover.

## LUNGING STANCE •

FEAT 12

FIGHTER STANCE

Prerequisites attack of opportunity, Lunge

**Requirements** You are wielding a melee weapon.

Your body coiled to strike, you can lash out at distant enemies. While you are in this stance, you can use Attack of Opportunity against a creature that is outside your reach but within the reach you would have with a Lunge. If you do, you increase your range with the Strike by 5 feet.

## PARAGON'S GUARD •

FEAT 12

FIGHTER STANCE

Requirements You are wielding a shield.

Once you've had a moment to set your stance, you always have your shield ready without a thought. While you are in this stance, you constantly have your shield raised as if you'd used the Raise a Shield action, as long as you meet that action's requirements.



ranged weapons, and you excel at dispatching flying or other hard-to-reach enemies.

#### **ABILITY SCORES**

Prioritize Dexterity. Constitution and Wisdom helps with survivability, and Strength adds damage with propulsive weapons.

#### **SKILLS**

Acrobatics, Medicine, Stealth, Thievery

#### STARTING FEAT

Point-Blank Shot

## **HIGHER-LEVEL FEATS**

Double Shot (4th), Triple Shot (6th), Debilitating Shot (10th), Multishot Stance (16th), Impossible Volley (18th)

## SPRING ATTACK •

FEAT 12

FIGHTER PRESS

Requirements You are adjacent to an enemy.

Springing away from one foe, you Strike at another. Stride up to your Speed, but you must end that movement within melee reach of a different enemy. At the end of your movement, make a melee Strike against an enemy now within reach. You can use Spring Attack while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

## 14TH LEVEL

## DESPERATE FINISHER ?

FIGHTER

Trigger You complete the last action on your turn, and your turn has not ended yet.

Requirements You meet the requirements to use an action with the press trait.

You throw everything into one last press. Use a single action that you know with the press trait as part of Desperate Finisher. You forgo the ability to use reactions until the start of your next turn.

## **DETERMINATION**

FEAT 14

CONCENTRATE FIGHTER

Frequency once per day

Your training allows you to shrug off your foes' spells and conditions when the need is dire. Choose a single nonpermanent spell or condition that is affecting you. If you chose a condition, its effect on you ends. If you chose a spell, attempt to counteract the spell (your counteract level is equal to half your level, rounded up, and you attempt a Will save as vour counteract check).

This doesn't remove any Hit Point damage normally dealt by the spell or condition, and it doesn't prevent the spell or debilitating effect from affecting other allies or the environment around you. It can't remove an ongoing affliction or prevent such an affliction from inflicting conditions on you later. It can't remove conditions from the situation (such as prone or flanked). If the effect comes from a creature, hazard, or item of 20th level or higher, Determination can't remove its effect on you.

## **GUIDING FINISH \***

FEAT 14

Requirements You are wielding only a single one-handed melee weapon and have your other hand or hands free.

Using your weapon as a lever, you force your opponent to end up right where you want them. Make a Strike with the required weapon. If the Strike hits, you can move the target up to 10 feet into a space in your reach. You can move the target through your space during this movement. This follows the forced movement rules found on page 475. Your Strike gains the following failure effect.

Failure You can force the creature to move as you would on a success, but you can move the target only 5 feet.

## **GUIDING RIPOSTE**

## FEAT 14

#### FIGHTER

#### **Prerequisites** Dueling Riposte

By shifting your weight and angling your weapon, you guide your opponent to a more favorable position. When you use Dueling Riposte to Strike and you hit, you can move the target up to 10 feet into a space in your reach. This follows the forced movement rules found on page 475.

## IMPROVED TWIN RIPOSTE

FEAT 14

#### FIGHTER

#### **Prerequisites** Twin Riposte

Your weapons are a blur, blocking and biting at your foes. At the start of each of your turns, you gain an additional reaction that you can use only to perform a Twin Riposte. You can use this extra reaction even if you are not benefiting from Twin Parry.

## STANCE SAVANT �

FEAT 14

#### FIGHTER

#### Trigger You roll initiative.

When there's imminent danger, you drop into a stance with a mere thought. Use an action that has the stance trait.

## TWO-WEAPON FLURRY •>

FEAT 14

#### FIGHTER FLOURISH PRESS

Requirements You are wielding two weapons, each in a different hand.

You lash out with both your weapons in a sudden frenzy. Strike twice, once with each weapon.

## WHIRLWIND STRIKE \*>>>

FEAT 14

#### FIGHTER FLOURISH OPEN

You attack all nearby adversaries. Make a melee Strike against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

## 16TH LEVEL

## **GRACEFUL POISE**

FEAT 16

## FIGHTER STANCE

**Prerequisites** Double Slice

With the right positioning, your off-hand weapon can strike like a scorpion's stinger. While you are in this stance, if you make your second Strike from Double Slice with an agile weapon, Double Slice counts as one attack when calculating your multiple attack penalty.

## IMPROVED REFLEXIVE SHIELD

FEAT 16

#### FIGHTER

#### **Prerequisites** Reflexive Shield

Your shield can help save nearby allies. When you use Shield Block against damage resulting from a Reflex save, adjacent allies who would take damage due to Reflex saves against the same effect also benefit from the damage reduction.

## MULTISHOT STANCE •

FEAT 16

#### FIGHTER STANCE

**Prerequisites** Triple Shot

Requirements You are wielding a ranged weapon with reload 0.

You lock yourself in a stable position so you can fire swiftly and accurately. While you are in this stance, your penalty for Double Shot is reduced to -1, or -2 if you add the extra action to make three Strikes. If you move from your position, this stance ends.

## TWINNED DEFENSE •>

FEAT 16

#### FIGHTER STANCE

**Prerequisites** Twin Parry

Requirements You are wielding two melee weapons, one in each hand.

You're always ready to use your off-hand weapon to interfere with attacks against you. While you are in this stance, you constantly gain the benefits of the Twin Parry action.

## **18TH LEVEL**

## IMPOSSIBLE VOLLEY \*>>>

FEAT 18

## FIGHTER FLOURISH OPEN

Requirements You are wielding a ranged weapon with the volley trait and reload 0.

You fire a volley at all foes in an area. Make one Strike with a -2 penalty against each enemy within a 10-foot-radius burst centered at or beyond your weapon's volley range. Roll the damage only once for all targets.

Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all vour attacks.

### SAVAGE CRITICAL

FEAT 18

## FIGHTER

The wounds you inflict are grievous. When you Strike with a weapon or unarmed attack for which you have legendary proficiency, you critically succeed if you roll a 19 on the die as long as that result is a success. This has no effect on a 19 if the result would be a failure.

## SOTH LEVEL

## **BOUNDLESS REPRISALS**

FEAT 20

## FIGHTER

With a sixth sense for the flow of combat, you can quickly react to any situation as required. At the start of each enemy's turn, you gain a reaction you can use only during that turn.

#### WEAPON SUPREMACY

FEAT 20

Your skill with weapons lets you attack swiftly at all times. You're permanently quickened. You can use your extra action only to Strike.

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