



## FIGHTER

*The feats on the following pages provide further options to help fighters size up foes, deflect spells with a slash of their blade, or rend opponents to pieces.*

### FIGHTER FEATS

#### 1ST LEVEL

##### COMBAT ASSESSMENT ◆

FEAT 1

FIGHTER

You make a telegraphed attack to learn about your foe. Make a melee Strike. On a hit, you can immediately attempt a check to Recall Knowledge about the target. On a critical hit, you gain a +2 circumstance bonus to the check to Recall Knowledge. The target is temporarily immune to Combat Assessment for 1 day.

#### 2ND LEVEL

##### DRAWING STRIKE ◆

FEAT 2

FIGHTER PRESS

You aim your weapon to snag a foe's armor, clothing, or flesh to pull them closer. Make a melee Strike. 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 move it 5 feet toward you. When you move the creature, you can move the same distance in the same direction as it, even if you're adjacent to the target. This 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.

##### REBOUNDING TOSS ◆◆

FEAT 2

FIGHTER FLOURISH

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

You bounce your weapon off one foe to strike another. Make a ranged Strike with a thrown weapon. If this Strike hits, the weapon rebounds toward an enemy within 10 feet of the original target. Make an additional Strike against this second target. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both attacks.

#### 4TH LEVEL

##### BARRELING CHARGE ◆◆

FEAT 4

FIGHTER FLOURISH

**Prerequisites** trained in Athletics

You rush forward, moving enemies aside to reach your foe. You Stride, attempting to move through your enemies' spaces, and make a melee Strike. Roll an Athletics check and compare the result to the Fortitude DC of each creature whose space you attempt to move through during your Stride, moving through their space on a success but ending your movement

before entering their space on a failure. You can use Barreling Charge to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

##### PARTING SHOT ◆◆

FEAT 4

FIGHTER

**Requirements** You are wielding a loaded ranged weapon or a ranged weapon with reload 0.

You jump back and fire a quick shot that catches your opponent off guard. You Step and then make a ranged Strike with the required weapon. Your target is flat-footed against the attack.

#### 6TH LEVEL

##### DAZING BLOW ◆

FEAT 6

FIGHTER PRESS

**Requirements** You have a creature grabbed.

You pummel a held foe, hoping to stagger them. Make a melee Strike against a creature you have grabbed. The weapon damage from this Strike is bludgeoning damage. If the Strike hits, the creature must attempt a Fortitude save against your class DC; this is an incapacitation effect.

**Critical Success** The creature is unaffected.

**Success** The creature is stunned 1.

**Failure** The creature is stunned 2.

**Critical Failure** The creature is stunned 3.

##### RICOCET STANCE ◆

FEAT 6

FIGHTER STANCE

You adopt a stance designed to rebound your thrown weapons back toward you. While you are in this stance, any thrown weapons you use as part of a ranged Strike to deal bludgeoning or slashing damage immediately return to your hand, enabling you to use them for additional Strikes. You must be within the weapon's listed range increment and have a hand free to catch the weapon. If you make a ranged Strike with a thrown weapon outside of its listed range increment, it instead flies back toward you a number of feet equal to its listed range increment and then falls to the ground.

#### 8TH LEVEL

##### DISORIENTING OPENING

FEAT 8

FIGHTER

**Prerequisites** Attack of Opportunity

You use your foes' openings to expose even greater weaknesses. When you hit a creature as part of an Attack of Opportunity, that creature becomes flat-footed until the start of your next turn.



## RESOUNDING BRAVERY

FEAT 8

FIGHTER

**Prerequisites** bravery

Even your fears serve as fuel for your fighting spirit. When you critically succeed at a Will save against a foe's ability, you gain a +1 status bonus to saves and a number of temporary Hit Points equal to half your level for 1 minute. These benefits are doubled if you critically succeed against a fear effect.

## 10TH LEVEL

## CUT FROM THE AIR

FEAT 10

FIGHTER

**Trigger** You are the target of a physical ranged Strike.

**Requirements** You're aware of the attack, not flat-footed against it, and either have a hand free or are wielding a melee weapon. You can knock aside ranged attacks. You gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, you knocked or cut it out of the air.

## OVERPOWERING CHARGE

FEAT 10

FIGHTER

**Prerequisites** Barreling Charge

You trample foes as you charge past. When you use Barreling Charge and successfully move through a creature's space, that creature takes bludgeoning damage equal to your Strength modifier. On a critical success, the creature takes double damage and is flat-footed until the end of your next turn.

## 16TH LEVEL

## OVERWHELMING BLOW

FEAT 16

FIGHTER

You throw your weight into a powerful attack that leaves you vulnerable. Make a melee Strike. This counts as three attacks when calculating your multiple attack penalty. If this Strike hits, you get a critical hit. If you roll a critical hit, your attack also gains the deadly d12 trait. Whether or not you hit, you become stunned 1 and are flat-footed until the start of your next turn.

## 18TH LEVEL

## SMASH FROM THE AIR

FEAT 18

FIGHTER

**Prerequisites** Cut From the Air

Your expertise enables you to knock away spells. You can use Cut from the Air against ranged spell attack rolls.

## 20TH LEVEL

## ULTIMATE FLEXIBILITY

FEAT 20

FIGHTER

**Prerequisites** improved flexibility

Your experience keeps you on your toes, making you adaptable to even the most dangerous challenges. When you gain a fighter feat using combat flexibility, you gain three fighter feats instead of two. While the first feat must still be 8th level or lower, the second feat can be up to 14th level, and the third feat can be up to 18th level. You can use the first feat to meet the prerequisites of the second or third feats and the second feat to meet the prerequisites of the third feat. You must meet all feats' prerequisites. In addition, you can adapt to the battlefield's challenges by spending 1 hour to train. If you do, you can reselect the feats chosen with combat flexibility as if you had made your daily preparations. You can't trade out limited-use abilities that you've already used, such as Determination.



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