

Combat Talent Track

Talent	PreReq	Description	Tags
Adrenaline Rush		<i>Repeatable.</i> Gain the Adrenaline Rush ability. Each time you take this talent again, increase the number of times you can use this ability by 1. You cannot use this ability again while it is already active. Adrenaline Rush (1/Rest): Reduce the APC of your melee weapon attacks by 1 (min 2) for 1 minute.	Combat, Repeatable
Arterial Precision		When making a weapon attack, you may choose to suffer a -8 penalty to the attack roll. If you hit, the creature also suffers Bleeding 1d6.	
Bull Rush		If you move 10 ft or more on your turn in a straight line and then hit a creature with a melee attack, you may make a secondary attack: +STR vs FORT. Hit: Knock the creature Prone if it is no more than two Sizes larger than you.	Combat
Deliberative		Suffer a -6 penalty to Initiative rolls. If you act last on the first round of combat, you gain +2 AP on your first turn of that combat.	Combat
Exploitative		You gain the ability to Exploit. Exploit (X AP): When a creature within your melee weapon's reach does one of the following actions, you may spend Reactive AP to make an attack against that creature immediately. The amount of Reactive AP equals the normal AP you would spend to make an attack on your turn. You can Exploit when a creature: - Moves out of your melee weapon's reach - Administers a potion (themselves or another) - Makes a ranged attack while within your melee weapon's reach	Combat
Giant Slayer		Gain +1 TA against creatures that are one or more Sizes larger than you and are at least Large.	Combat
Gutter Fighter		When you have 0 HP, you gain +1 AP at the start of each of your turns, can use the Exploit maneuver, and your unarmed damage increases by one die size (e.g., 1d4 → 1d6, max 1d12). If your unarmed attacks previously had no damage die, they now deal 1d4 while Gutter Fighter is active.	Combat
Opportunist	Exploitative	You gain +2 to hit on basic and advanced maneuvers that require attack rolls.	
Ready Up		Gain the Ready Up ability. Ready Up (1/Round): You may spend the AP you would normally spend to make a weapon attack or ability, but instead specify a triggering event (e.g., "A hostile creature moves within line of sight"). Once the triggering event occurs before your next turn, immediately complete the action. If the triggering event does not occur, expendable abilities are wasted.	Combat
Trick Technique		Gain +2 Sleight of Hand. You can use AWR when calculating attack and damage bonuses for any melee or thrown weapon that normally uses DEX.	Combat