

AGGRESSIVE BLOCK ♦ FIGHTER

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.

SHIELD BLOCK ↷ FIGHTER

Trigger: While you have your shield raised, you would take damage from a physical attack.

You snap your shield into place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take the remaining damage, possibly breaking or destroying the shield.

DOUBLE SLICE ♦♦ 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 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 ♦ 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 ♦ 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, gain a +2 circumstance bonus to damage rolls on attacks against targets within the weapon's first range increment.

POWER ATTACK ♦♦ FIGHTER FLOURISH

You unleash a particularly powerful attack that clobbers your foe but leaves you unsteady. Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, 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.

REACTIVE SHIELD ↷ FIGHTER

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 ♦ FIGHTER

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

You combine an attack with a quick grappling move to throw an enemy off balance as long as it stays in your reach. Make a melee 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 reach of your hand, whichever comes first.

SUDDEN CHARGE ♦♦ FIGHTER

FLOURISH OPEN

With a quick 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 Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

AGGRESSIVE BLOCK ♦

FIGHTER

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

You push back as you block the attack, knocking your opponent away of off balance. You use your shield to push the triggering creature, either automatically Shoving it 5 feet or causing it to be Flat-footed until the start of your next turn. The triggering creature choose whether to be moved or become Flat-footed. 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 square, it must become Flat-footed instead of being moved.

ASSISTING SHOT ♦

FIGHTER

With a quick shot, you interfere with a foe in combat. You can use the Aid action with a ranged weapon you wield. Instead of being within reach of the target, you must be withing maximum range of the target. An Assisting Shot uses ammunition and incurs penalties just like any other attack.

BRUTISH SHOVE ♦

FIGHTER

Requirements: You are wielding a two-handed melee weapon.

Throwing your weight behind your attack, you hit your 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 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 ♦

FIGHTER

PRESS

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

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

DUELING PARRY ♦

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 free 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 ♦♦

FIGHTER

FEAR

FLOURISH

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 ↷

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 melee 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 Strike.

DOUBLE SHOT ♦♦

FIGHTER

FLOURISH

Requirements: You are wielding a ranged weapon with reload 0.

You shoot twice in blindingly fast succession. Make two Strikes, each at 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 ♦

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 during the Strike in order to make the attack with two hands. If the weapon doesn't normally have the two-handed trait, increase its weapon damage die by one step for this attack (see 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 have one hand free.

Knockdown ♦♦

FIGHTER

Trigger: Trained in Athletics.

You make an attack to knock a foe off balance, then follow up immediately with a sweep to topple him. Make a melee Strike. If it hits and deals damage, you can attempt a 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 doesn't increase until after you've made both of them.

Quick Reversal ♦

FIGHTER

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 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.

Swipe ♦♦

FIGHTER

FLOURISH

You make a wide, arcing swing. Make a melee Strike and compare the attack roll to the AC of up to two of your 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 of your attacks for your multiple attack penalty.

If you're using a weapon with the Sweep trait, it's modifier applies to all of your Swipe attacks.

Twin Parry ♦

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 of your weapons has the Parry trait. You lose this circumstance bonus if you no longer meet the feat's requirement.

Advantageous Assault ♦

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 +2 circumstance 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 type as the weapon.

Disarming Stance ♦

FIGHTER

STANCE

Prerequisites: Trained in Athletics.

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

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.

Guardian's Deflection ◀

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.

Revealing Stab ♦♦

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 have to succeed at a DC 5 flat check to reveal a hidden creature. If you hit and deal damage, you drive the required weapon into the 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 only at a DC 5 flat check. If the target is Invisible, the weapon remains visible while lodged in it. The creatures need to be able to see your weapon to gain these benefits, and the target can't become undetected to anyone who can see the weapon. 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 ♦

FIGHTER

PRESS

Requirements: A frightened creature is within 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 a Strike, it can't reduce its Frightened value below 1 until the start of your turn.

DUELING RIPOSTE ↷

FIGHTER

Prerequisites: Dueling Parry

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

Requirements: You are benefitting from a Dueling Parry.

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

FELLING STRIKE ⬠⬠

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 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 ⬠⬠

FIGHTER

CONCENTRATE

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

MOBILE SHOT STANCE ⬠

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 an 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 do to so.

POSITIONING ASSAULT ⬠⬠

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 (CRB 475).

SUDDEN LEAP ⬠⬠

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 Sudden Leap, determine the DC using the Long Jump DCs, and increase your maximum distance to double your Speed.

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

CERTAIN STRIKE ⬠

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 the damage dice. (This removes damage dice from weapon runes, spells, and special abilities, in addition to weapon damage dice.)

DEBILITATING SHOT ⬠⬠

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 turn.

DISARMING TWIST ⬠

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 the 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 ♦

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 Concentration action, in addition to Manipulate and move actions. Furthermore, you disrupt a triggering Concentrate or Manipulate action if your Strike hits (not only if it's a critical hit).

MIRROR SHIELD ↻

FIGHTER

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

Requirements: You are flanked by at least two enemies.

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 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 as a critical success).

TWIN RIPOSTE ♦♦

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 th triggering opponent.

BRUTAL FINISH ♦

FIGHTER

PRESS

Requirements: You are wielding a melee weapon with 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 ♦

FIGHTER

STANCE

Prerequisites: Duel 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.

INCREDIBLE RICHOCHET ♦

FIGHTER

CONCENTRATE

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 range weapon Strike. You ignore the target's concealed condition and cover.

LUNGING STANCE ♦

FIGHTER

STANCE

Prerequisites: Attack of Opportunity, Lunge

Requirement: 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 ♦

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.

SPRING ATTACK ♦

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 single 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.

DESPERATE FINISHER ↷

FIGHTER

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

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 the Desperate Finisher. You forgo the ability to use reactions until the start of your next turn.

DETERMINATION ♦

FIGHTER

CONCENTRATE

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 choose a condition, its effects end on you. If you choose a spell, attempt to counteract the spell (your level is the counteract level, and you attempt a Will save as your 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 effecting 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 Flank). 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 ♦♦

FIGHTER

PRESS

Requirements: You are wielding only a single one-handed 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 single Strike with the required weapon. If the Strike hits, you can move the target up to 10 feet into a space within your reach. You can move the target through your space during this movement. This follows the force movement rules (CRB 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 only move the target 5 feet.

STANCE SAVANT ♦

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 ♦

FIGHTER

FLOURISH

PRESS

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

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

WHIRLWIND STRIKE ♦♦♦

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.

GRACEFUL POISE ♦

FIGHTER

STANCE

Prerequisites: Double Slice

With the right positioning, your off-hand weapon can strike like a scorpion's stinger. While 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.

MULTISHOT STANCE ♦

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 ♦

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.

IMPOSSIBLE VOLLEY ♦♦

FIGHTER

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 a 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 does not increase your penalty until you have made all your attacks.