

## Fighting Style Specialisation

Characters can specialise in different methods of fighting by spending a weapon proficiency slot. The exact effects of style specialisation vary from style to style.

Characters can specialise in as many styles as they like, as long as they have the proficiency slots available. Rangers receive two free fighting style specialisations at first level. Each style has a number of options; each costs one weapon proficiency slot.

### Arena Combat Fighting Style

This fighting style makes use of various trick, feints, and deceptions to gain an advantage.

- **Dirty Tricks:** A successful Wisdom check grants you a  $-1$  bonus on initiative, a  $+1$  to hit, or  $+1$  damage, or imposes an equivalent penalty on an enemy's rolls. You can use this ability once per opponent of Average or lower Intelligence.
- **Feign Weakness:** A successful Charisma check feigns a weakness. If an enemy acts on this apparent weakness, your next attack against them receives a  $+3$  to hit and damage. You can use this ability once per opponent.
- **Tactics:** Spend a round studying up to four opponents to gain  $-1$  initiative or  $+1$  to hit against them for one combat. You can spend a second slot to specialise in opponents of a particular race, increasing the bonus to  $-2$  initiative or  $+2$  to hit (or  $-1$  initiative *and*  $+1$  to hit).
- **Weakness Identification:** A successful Wisdom check reveals an enemy's weakness. A called shot against them will then inflict double damage. You can use this ability once per opponent.

### Blind Fighting Style

This fighting style reduces penalties and disadvantages for combat in darkness.

- **Darkness Combatant:** You only suffer a  $-1$  penalty to hit in total darkness (no penalty in poor lighting) and no Armour Class penalties.
- **Invisible Efficacy:** You only suffer a  $-2$  attack penalty when fighting invisible creatures.
- **Retain Abilities:** You retain all special abilities normally lost during combat in darkness.
- **Shadow Balance:** You can move at full speed in darkness without needing to make a Dexterity check to avoid falling over.

### Combat Manoeuvre Fighting Style

This fighting style applies when your character is using their CMB or CMD.

- **Agile Manoeuvre:** Replace your Strength To Hit Bonus with your Dexterity Reaction Adjustment when determining your CMB and CMD.
- **Powerful Defender:** Your CMD equals 10 plus a your attack bonus, plus twice your Strength To Hit bonus, plus a size adjustment.
- **Skilled Defender:** Increase your CMD by  $+2$ .
- **Skilled Manoeuvre:** Gain a  $+2$  to CMB when using a melee weapon.

### Finesse Fighting Style

This fighting style applies when your character is using size  $S$  weapons and missile weapons.

- **Accurate Blow:** You apply your Reaction Adjustment from Dexterity to melee attack rolls with size  $S$  weapons instead of your To Hit bonus from Strength.
- **Piercing Blow:** You apply your Reaction Adjustment from Dexterity to damage rolls with size  $S$  melee weapons instead of your Damage bonus from Strength.
- **Piercing Shot:** You apply your Reaction Adjustment from Dexterity to damage rolls with fired missile weapons instead of your Damage bonus from Strength.
- **Piercing Throw:** You apply your Reaction Adjustment from Dexterity to damage rolls with thrown size  $S$  weapons instead of your Damage bonus from Strength.

### Martial Arts Fighting Style

This fighting style applies when your character is fighting with martial arts (see **Campaign Options** for rules on using martial arts).

- **Agile Sparring:** Apply your Dexterity Reaction Adjustment to damage dealt with martial arts, instead of your Strength Damage Bonus.
- **Defensive Sparring:** Gain a  $+1$  bonus to Armour Class while using martial arts.
- **Lethal Sparring:** You can choose to deal lethal damage when using martial arts.
- **Skilled Sparring:** Gain a  $+1$  table bonus when using martial arts.

### Missile Fighting Style

This fighting style applies when your character is using all types of missile weapon – fired, projectile, thrown or otherwise.

- **Long Shot:** You gain an extra range category – extreme, or “X”, at 1/3 above the long range. The to hit penalty for firing a weapon at extreme range is -10. If you already have extreme range from high mastery, the penalty for extreme range is reduced to -5.
- **Maintain Ammunition:** Your missiles never break when fired.
- **Rapid Fire:** You can move at your combat movement rate and attack with your full rate of fire, or move at your full movement rate and attack at half your rate of fire.
- **Swift Shot:** Reduce the speed factor of one type of missile weapon by three.

### Mounted Fighting Style

This fighting style applies to all forms of mounted combat – your character must be riding a mount for this fighting style to be effective.

- **Acrobatic Rider:** You gain a +2 to ability checks and the riding non-weapon proficiency during mounted combat.
- **Agile Charge:** Your mount can change direction when charging.
- **Expert Rider:** You suffer no penalties for fighting when mounted.
- **Fast Pace:** Your mount’s base movement rate increases by 20% (round down).

### Natural Weapons Fighting Style

This fighting style applies when your character is attacking with natural weapons – it does not apply to attacks made using unarmed combat.

- **Accurate Assault:** Gain a +1 bonus to all attack rolls made with natural weapons.
- **Brutal Assault:** Gain a +1 bonus to all damage rolls made with natural weapons.
- **Overwhelming Assault:** Gain a +2 bonus to CMB checks with natural weapons.
- **Swift Assault:** Reduce the speed factor of all attacks with natural weapons by 3.

### Polearm Fighting Style

This fighting style applies to all polearms.

- **Guardian Strike:** When standing behind an ally, gain one free attack per round against an enemy who attacks that ally in melee combat.
- **Haft Strike:** You can strike with the butt of your polearm, gaining one extra attack for 1d6 damage in addition to your normal attacks this round. Treat this as fighting with two weapons.
- **Phalanx:** You and two adjacent allies specialised in this fighting style can force enemies attacking you from the front to move back 10 feet. If the enemy chooses not to move, you and your adjacent allies gain one free attack each against them.
- **Threaten Area:** Sacrifice one primary attack to force a foe with a size S or M weapon to sacrifice one of their primary attacks when they close to melee with you. If they do not, you receive a free attack against them.

### Precision Combat Fighting Style

This fighting style allows your character to turn disadvantages into superior results against the enemy at precisely the right time.

- **Accept Attack:** Allow an enemy to hit you with a melee attack. You deal maximum damage on your next successful hit against them.
- **Counterstrike:** If an enemy takes a free attack against you when you flee combat, you gain one against them. You may do this once per round.
- **Perfect Parry:** Sacrifice a primary melee attack to automatically block an enemy’s melee attack.
- **Perfect Strike:** Sacrifice all multiple primary melee attacks in a round. Instead, attack once and deal maximum damage on a hit. You can only do this if you have multiple primary attacks available.

### Ranged Mastery Fighting Style

This fighting style enhances skill with missile weapons.

- **Perfect Shot:** Sacrifice all multiple primary missile attacks in a round. Instead, attack once and deal maximum damage on a hit. You can only do this if you have multiple primary attacks available.
- **Ranged Backstab:** Halve your rate of fire to backstab with a missile weapon.

- **Ranged Critical:** Score a critical hit with a missile weapon on a 19 or 20.
- **Rapid Reload:** Forfeit all movement in the round to fire once per round with a heavy crossbow.

### Rapid Reaction Fighting Style

This fighting style applies when your character is in close melee combat with the enemy, relying on their ability to react swiftly to the changing battle environment.

- **Combat Reflexes:** You can make two free attacks against a foe who is fleeing combat instead of just one.
- **Flanking Defender:** When fighting alongside an ally, suffer -2 to hit to grant the ally a +2 Armour Class bonus.
- **Flanking Distraction:** When you and an ally flank an enemy, the ally gains +1 to hit against that enemy.
- **Rear Strike:** You gain an additional +1 to hit when attacking an enemy from behind.

### Shield Master Fighting Style

This fighting style applies when your character is using a shield.

- **Defensive Posture:** Add +2 to your Parry total when fighting with a shield.
- **Powerful Bash:** Whenever you perform a shield bash, you may also make a free Knockdown attempt against the target of the shield bash.
- **Skilled Intercept:** You can apply your shield Armour Class bonus against touch attacks.
- **Stalwart Brace:** Sacrifice all movement in the round to negate the effects of a charge carried out against you by one opponent.

### Siege Engine Fighting Style

This fighting style applies to attacks made with siege engines.

- **Danger Close:** Halve the minimum range for siege engines you command.
- **Efficient Crew:** Siege engines you command can be crewed by half as many people.
- **Maintain Engines:** Siege engines you command have 50% more structural hit points (round down).
- **Rapid Crew:** Siege engines you command have their reload times reduced by one third (round down).

### Single Weapon Fighting Style

This fighting style applies when your character is wielding a melee weapon in one hand and wielding nothing in the other.

- **Acrobatic Fighter:** Gain a +2 to all Dexterity checks during combat when you are wielding a single weapon.
- **Agile Fighter:** Gain a +1 Armour Class bonus when you are wielding a single weapon.
- **Cunning Disarm:** Gain a +2 bonus to all Disarm attempts when you are wielding a single weapon.
- **Precision Blow:** Gain a +1 to hit on called shots with a single weapon.

### Skirmisher Fighting Style

This fighting style applies to characters who favour a rapid skirmish approach to combat. It applies to melee combatants and those using missile weapons, as appropriate.

- **Moving Target:** You gain a +1 bonus to Armour Class if you move at least thirty feet during the round.
- **Rapid Combatant:** You can move your full movement rate and still attack at your full melee attack rate.
- **Rapid Retreat:** Opponents do not get a free attack against you when you flee combat, so long as you are wearing light or no armour.
- **Swift Strike:** Reduce the speed factor of one type of one-handed melee weapon by three.

### Sniper Fighting Style

This fighting style applies when your character is using missile weapons. It is used by characters who focus on precision fire.

- **Deep Cover:** Forfeit all movement in the round in order to gain a +2 Armour Class bonus when firing a missile weapon from cover.
- **Pin-point Accuracy:** You never risk hitting allies when firing into melee.
- **Precision Shot:** Gain a +1 to hit on called shots with a missile weapon.
- **Steady Aim:** Fire last in the round and receive +1 to hit with a missile weapon.

### Two Weapon Fighting Style

This fighting style applies when your character engages in melee combat with two weapons – one wielded in each hand.

- **Deft Parry:** Gain a +2 bonus to your Parry total when parrying with two weapons.
- **Improved Balance:** Your off-hand weapon does not need to be smaller than your main weapon when fighting with two weapons.
- **Improved Coordination:** Reduce the penalties for fighting with two weapons from -2 with your main hand and -4 with your off-hand to 0 with your main hand and -2 with your off-hand.
- **Wall of Blades:** Gain a +1 Armour Class bonus when wielding two weapons.

### Two-Handed Weapon Fighting Style

This fighting style applies when your character engages in melee combat with weapons that require two hands to wield.

- **Mighty Knockdown:** You gain a +2 bonus on Knockdown checks made when wielding a two-handed weapon.
- **Mighty Smash:** You gain a +2 bonus on all Sunder checks when wielding a two-handed weapon.
- **Powerful Blow:** You gain +1 damage bonus when wielding a single-handed weapon with two hands.
- **Swift Smash:** Reduce the speed factor of all two-handed weapons by three.

### Unarmed Fighting Style

This fighting style applies when fighting without weapons. This does not include attacks with natural weapons.

- **Agile Brawler:** Gain a +1 bonus to Armour Class while in unarmed combat.
- **Fearless Brawler:** Armed opponents do not automatically attack first or get +4 to hit and damage against you when you are unarmed.
- **Lethal Brawler:** You can choose to deal lethal damage in unarmed combat.
- **Skilled Brawler:** Gain +2 bonus to CMB and CMD in unarmed combat.

### Weapon and Shield Fighting Style

This fighting style covers fighting with a weapon in one hand and a shield in the other.

- **Grip Weapon:** Wield a Small weapon in your shield hand without losing the shield's AC bonus. This only works with small shields and bucklers.
- **Improved Cover:** Hide behind your shield to gain cover against missile attacks. When doing so, you can either move and hide or attack and hide – you cannot move and attack in the same round when hiding. You receive 25% cover with a small shield, 50% with a medium shield, and 75% with a body shield; opponents receive a -2, -4, or -7 penalty respectively on their attack rolls.
- **Shield Bash:** You can perform shield bash without losing the shield's AC bonus. The shield bash is at -2 to hit but you suffer no penalties to attacks made with your weapon hand.
- **Shield Wall:** You and any adjacent allies also specialised in this fighting style gain +1 AC.

