**1st Circle - StanceEX:** You gain access to two stances, which you can switch between as a swift action.

* *Offensive Stance:* Add 1 + half your number of circles in this track as an item bonus to your KOM.
* *Defensive Stance:* Add 1 + half your number of circles in this track as an item bonus to your KDM.

Whenever you switch stance you may choose to move 10ft without provoking attacks of opportunity, and/or draw a weapon. If you possess the Swashbuckler track then this movement triggers the Once More! ability.

**2nd Circle - ReadyEX:** As a move action, specify an action which you could accomplish with a standard action, and a condition which would trigger it. If that condition is met within 1 [Round], you may immediately perform that standard action. This readied action is considered to finish before the condition which triggered it, which may prevent the condition from coming to pass (eg. if you readied an action in response to an attack, and your action killed the attacker). All conditions of the readied action are set at the time it is readied, apart from the target (which becomes whatever met the condition); thus you could not prepare to cast *cure light wounds* on the first creature to come through a door, then reverse it to *inflict light wounds* if it's an enemy. You may choose not to perform a readied action when the condition is met, but doing so forfeits your ability to perform it at a later opportunity.

Your condition must have one of the following forms; you may set conditions outside of these, but these require a standard action to Ready rather than a move action.

* (Any creature/a specific creature) enters the selected square.
* (Any creature/a specific creature) attacks (any creature/a specific creature).

A successful Perception check allows viewers to determine the condition you have set - the DC is 10 + your level + your KOM if you are in Offensive Stance, or 10 + your level + your KDM if you are in Defensive Stance.

**3rd Circle - Combat VersatilityEX:** You gain one [Weapon] feat for which you meet the prerequisites as a bonus feat. You may benefit from up to two [Weapon] feats at a time.

**4th Circle - Improved StanceEX:** While in Offensive Stance add your level to damage rolls. While in Defensive Stance you gain [Damage Reduction] equal to your level. Whenever you perform a successful readied action or attack of opportunity, you may change your stance as an immediate action.

**5th Circle - OpportunistEX:** You can make one additional attack of opportunity per [Round].

**6th Circle - InterruptEX:** Twice per [Encounter], when you deal damage to an enemy or succeed on a combat maneuver against them, you may choose to render them [Dazed] for 1 [Round]. A Reflex save negates this effect, DC = 10 + half your level + your KOM if you are in Offensive Stance, or 10 + half your level + your KDM if you are in Defensive Stance.

**7th Circle - Always ReadyEX:** You may use Ready as a free action on your turn. You may still only use Ready once per [Round].