

Bull Rush

A bull rush is a rapid assault designed to force an enemy out of your way or into an exposed position. As a standard action, you can advance into an adjacent opponent's space (provoking an attack of opportunity), then attempt to push the opponent 5 ft in any direction. The opponent can make either a Fortitude or Reflex save to resist. A successful save means that your opponent remains in place and you return to the space in which you started. A failed save means that you successfully push your opponent 5 ft, and take the space that your opponent started in.

If you have not used your move action, you may continue to push your opponent up to half of your normal move distance, in addition to the initial 5 ft.

A creature being pushed does not provoke attacks of opportunity. You provoke attacks of opportunity when you move into your opponent's square to initiate a bull rush, but do not provoke attacks of opportunity for distance moved while pushing your opponent.

Charge

A charge is a straight-line movement ending in a melee attack. As a standard action, you may move up to your speed (but at least 10 ft) in a straight line and make a single melee attack (you gain no additional attacks from high Base Attack Bonus or effects that grant additional attacks). Any obstruction in a straight-line path prevents you from charging (although you could maneuver to a straight-line path, if one exists, with your move action). Your charge attack, and any other attacks for 1 [Round] (such as attacks of opportunity), gain a +2 bonus to attack rolls. However, charging inflicts a -2 penalty to Armor class for 1 [Round].

You can combine this maneuver with the Power Attack combat maneuver.

Choke

As a move action, you may deal damage equal to your level to a creature [Pinned] by you and cause that creature to remain [Pinned] by you until the end of your next turn or until you are no longer adjacent to that creature. You may use this combat maneuver only once per [Round].

Deadly Aim

As a free action, before using a standard action to attack on your turn, you may apply a penalty equal to or less than your Base Attack Bonus on all ranged attack rolls that you make for 1 [Round], and apply that number as a bonus to all ranged damage rolls that you make for 1 [Round].

Defensive Fighting

As a move action, you can fight defensively, gaining a +2 bonus to Armor Class for one [Round]. You may not fight defensively and charge on the same turn.

Disarm

As a standard action, make a single melee attack. The attack does normal damage. In addition, on a successful roll, your opponent must make a Reflex save or drop any items that it is currently holding (such as weapons, wands, or grenades). If you still have a move action, you could use it to pick up a single item, as usual.

Drag

As a move action, you can move up to half your move speed and cause either target adjacent ally or target creature that is [Grappled] or [Pinned] by you to move an equal distance in the same direction. Before this movement, you may remove the [Swimming] or [Flying] condition from both yourself and your target. Alternatively, you may inflict the [Swimming] condition on both yourself and your target, or you may inflict the [Flying] condition on both yourself and your target if you possess the Fly movement mode. If you inflict the [Flying] condition on your target and it lacks the Fly movement mode and is not [Grappled] by you, it loses the [Flying] condition and falls at the end of your next turn unless you use the Drag combat maneuver on it during your next turn.

A successful Fortitude save negates all effects of the Drag combat maneuver, including movement. (This includes effects on the creature activating the maneuver.) A [Pinned] creature cannot make this save, and a willing ally may choose not to make the save.

You cannot use the Drag combat maneuver if your target is [Grappled] or [Pinned] by any other creatures, or if you are [Grappled] by any creatures other than your target. A creature can only be targeted by the Drag combat maneuver once per [Round].

Grapple

As a standard action, make a single melee attack for normal damage. If you hit, you may either move your opponent adjacent to you or move adjacent to your opponent and your opponent becomes [Grappled] by you until you are no longer adjacent to that opponent. This movement does not provoke attacks of opportunity. A successful Reflex save negates the [Grappled] condition.

Knowledge Skill	Identifies Creature Type
Arcana	[Dragon], [Outsider]
Engineering	[Construct]
Geography	[Elemental]
History	[Legendary]
Medicine	[Humanoid], [Undead]
Nature	[Animal], [Magical Beast], [Plant]

Pin

As a standard action, make a single melee attack for normal damage against an adjacent [Grappled] opponent that is not [Pinned]. A hit causes you to become [Grappled] by the target, and your target to become [Pinned] by you until the end of your next turn or until you are no longer adjacent to that opponent. A successful Fortitude save negates the [Pinned] condition.

Precise Strike

As a free action, before using a standard action to attack on your turn, you may apply a penalty less than or equal to your Base Attack Bonus to the damage of all attacks that you make for 1 [Round]. For every 3 points of penalty, you gain a +1 bonus to attack rolls and your attacks each ignore a total of 2 points of [Damage reduction] and [Resistance] for 1 [Round].

You may not use Precise Striking in the same [Round] as you use Deadly Aim, Fight Defensively or Power Attack.

Power Attack

As a free action, before using a standard action to attack on your turn, you may apply a penalty equal to or less than your Base Attack Bonus on all melee attack rolls that you make for 1 [Round], and apply twice that number as a bonus to all melee damage rolls that you make for 1 [Round].

You may not use Power Attack and Defensive Fighting or Precise Strike in the same [Round].

Trip

As a standard action, make a single melee attack. The attack does normal damage. In addition, on a successful attack roll, your opponent must make a Reflex save or become [Prone].

Run

As a standard action, you can move up to your speed without provoking an attack of opportunity. This does not preclude using your move action to move again (for a total of twice your normal move speed).

Archetype	HP	Features
Scout	Low	[Close] range. 1d6 damage + 2 damage per level. Movement speed 40 ft + 5 ft per 4 levels. Gains Fly or Swim movement mode at 8th level.
Grunt	High	[Melee]. 1d6 damage + 2 damage per level. Movement speed 30 ft + 5 ft per 4 levels. Gains +1 Deflection bonus to AC that increases to +2 at 11th level.
Striker	Low	[Melee]. 1d6 damage + 3 damage per level. Movement speed 40 ft + 5 ft per 3 levels. Gains Fly or Swim movement mode at 8th level.
Turret	Low	[Close] range. 1d6 damage + 3 damage per level. Movement speed 20 ft + 5 ft per 5 levels.
Minion	N/A	Combine benefits of any two above archetypes.
Expert	High	[Melee] or [Close] range. 1d6 damage + 1 damage per level. +1 to UAM. Movement speed 30 ft + 5 ft per 3 levels. Gains Fly or Swim mode at level 8. Gains track in Fast progression. Uses ability array 20-18-10-8-8-8 from 8th to 14th levels and 24-20-10-8-8-8 from 15th level onwards.
Elite	High	As Expert with second track in Medium progression.
Ace	High	As Elite with third track in Slow progression.
Miniboss	High	As Ace with fourth track in Medium progression.
Operative	High	As Expert, Elite, Ace, or Miniboss with +1 to UAM, + 1/6 level to saves. Gains 2 non-[Iconic] feats available at operative's EL. Gains magic items: Level 1-4: 1 Lesser item Level 5-9: 1 Lesser item, 1 Greater item Level 10-14: 1 Greater item, 1 Relic Level 15-20: 1 Relic, 1 Artifact



GM Screen

Level	Low HP	High HP	Saves	Attack	AC	Attacks	DCs	3 Skills	UAM
1	20	24	2	+4	13	1	13	2	+2
2	31	39	3	+5	14	1	14	3	+2
3	41	53	4	+7	16	1	15	4	+3
4	53	69	4	+8	17	1	17	5	+3
5	64	84	5	+9	18	1	17	7	+3
6	77	101	5	+11	20	1	18	8	+4
7	89	117	6	+12	21	1	18	9	+4
8	103	135	7	+13	21	2	19	11	+4
9	116	152	7	+15	23	2	20	12	+5
10	131	171	8	+17	25	2	20	13	+5
11	145	189	8	+18	26	2	21	14	+5
12	161	209	9	+20	28	2	21	16	+6
13	176	228	10	+22	30	2	23	17	+6
14	193	249	10	+24	32	2	23	18	+6
15	209	269	11	+26	33	3	24	19	+7
16	227	291	11	+28	35	3	25	21	+7
17	244	312	12	+30	37	3	26	22	+7
18	263	335	13	+32	39	3	27	23	+8
19	281	357	13	+34	41	3	28	24	+8
20	300	380	14	+35	42	3	30	25	+8

Myriad

As Scout or Grunt. +4 HP per level. Unarmed.

Maximum bodies 7 + 1/4 EL. Gains 1 body at start of turn. The new body may appear in [Close] range of any other body. Anything that affects one body affects the entire myriad. Bodies die instantly when hit, the myriad dies only when its HP reaches 0.

If the myriad moves normally, each body may move. If the myriad takes a 5 foot step, only one body may take a 5 foot step.

When attacking, the entire myriad Flails against up to 1 opponent per undamaged body at once. Flail deals 1d6 damage + 1 damage per level. Increases to 2d6 damage + 2 damage per level at 8th level. If the myriad benefits from an ability that triggers when an attack hits, it may make an attack roll against one creature to trigger the ability.

Condition	Severity	Increase
Cowering	10	-
Panicked	5	+5
Frightened	3	+3
Shaken	1	+2

Action	Provokes AoO
Cast a spell	Usually yes
Draw a weapon	No
Use consumable	Yes
Pick up a downed weapon	Yes
Use combat maneuver	See description
Use EX ability	Usually no
Use item	Usually no
Use skill	Usually no
Use SLA	Usually yes
Use SU ability	Usually no

Experience	Leveled To
0	1
6	2
13	3
22	4
33	5
46	6
63	7
78	8
98	9
122	10
150	11
180	12
210	13
240	14
270	15
300	16
340	17
380	18
420	19
465	20

Experience per Encounter				
EL-2	EL-1	EL-0	EL+1	EL+2
1 XP	2 XP	3 XP	5 XP	7 XP

Skill	DC	Benefit
Acrobatics	*	Safely move through threatened area.
	AC	Render an opponent [Flat footed].
Ride	*	Safely move through threatened area.
	15	Climb onto or off of a mount as part of a move action that does not provoke an attack of opportunity instead of as a move action that provokes.
	20	As a swift action, increase mount's speed by 20 feet on next movement this [Round]. +5 feet per 5 over DC.
Medicine	15	Revive [Unconscious] creature.
	20	Stabilize [Dying] creature.
Bluff	**	Render an opponent [Flat footed] for one [Round].
Diplomacy	**	Inflict a -2 penalty to an opponent's attack rolls for one [Round].
Intimidate	**	Inflict a -1 penalty to an opponent's AC and saves for one [Round].
Perception	**	Inflict a -2 penalty to an opponent's saves for one [Round].
Vigor	15	Gain 5 temporary HP.
	20	Gain 10 temporary HP.
	25	Gain 10 temporary HP and [Fast healing] 5 for one [Round].
	30	Gain 15 temporary HP and [Fast healing] 5 for 2 [Rounds].
	35	Gain 15 temporary HP, [Fast healing] 10 for 2 [Rounds], and delay any 1 condition that is currently affecting you for 1 [Round].
	40	Gain 15 temporary HP, [Fast healing] 10 for 3 [Rounds], and delay any 1 condition that is currently affecting you for 1 [Round].
45	As DC 40, and remove 1 of: [Battered], [Bleeding], [Blinded], [Confused], [Dazzled], [Deafened], [Energy drained], [Exhausted], [Fatigued], [Nauseated], [Burning], [Shaken], [Sickened], or [Slowed].	

* 10 + Opponent's KOM + Opponent's BAB ** Opponent's relevant social defense

Arcane weapons range from mystic tomes and staves to the swords of war-wizards, empowering the magical abilities of their wielders. If an Arcane weapon has an item bonus to attack rolls, that bonus applies to attack rolls made for spells, spell-like abilities, and supernatural abilities, but not to attack rolls made using the weapon. Additionally, if an Arcane weapon has any enchantments that trigger when the wielder hits with an attack made using a weapon, they trigger when the wielder hits with an attack made for a spell, spell-like ability, or supernatural ability instead.

This property never counts towards the number of weapon properties chosen for a weapon.

Barbed weapons can be made to stick in a target on a hit, inflicting a -1 penalty to all saves against combat maneuvers. You cease to wield a weapon stuck in a target this way. The creature hit, or an adjacent creature, may spend a move action to remove the weapon, eliminating this penalty. Doing so inflicts 3 points of damage, plus 2 damage per ten levels of the original attacker, to the creature from which the weapon is removed. The creature that removes the weapon may choose to drop the weapon or to hold it, but must switch to the weapon in order to wield it if it is already wielding a weapon.

Brutal weapons deal 1 extra damage, plus 1 damage per six levels of the wielder. This property can be chosen up to three times. The second time it is chosen, the damage increases to 2 extra damage, plus 1 damage per three levels of the wielder. The third time it is chosen, the damage increases to 3 extra damage, plus 1 damage per two levels of the wielder. If a Brutal weapon also has the Arcane weapon property, the extra damage instead applies to spells, spell-like abilities, and supernatural abilities that deal damage.

Deft weapons increase the initiative results of their wielders by 2. (If a creature ceases to wield a Deft weapon, that creature's initiative result decreases by 2, but that creature does not act again on its new initiative until the next [Round].)

Devastating weapons double the distance of any successful push made by their wielders as a result of the Bull Rush combat maneuver. Only Melee weapons can gain the Devastating weapon property.

Disarming weapons grant their wielders a +1 bonus to the DC of any Disarm combat maneuver they activate. Only Melee weapons can gain the Disarming weapon property.

Distant weapons increase their range by 1 category when used as Ranged weapons. This property can be chosen multiple times. Only Ranged weapons or weapons with the Thrown weapon property can gain the Distant weapon property.

Elemental weapons deal all damage as [Acid], [Cold], [Fire], or [Electricity] damage, determined when the weapon is created.

Guardian weapons provide a +1 deflection bonus to AC, which stacks with other deflection bonuses to AC.

Hold-out weapons are automatically concealed on your person from anything but a hand search, and you can make a Larceny check at no penalty to conceal them from a hand search.

Magnum weapons allow their wielders to treat an opponent's [Damage reduction] or [Resistance] as being 2 lower than it is when making attacks using these weapons. This increases by 1 per 4 levels of the wielder.

Parrying weapons can be used as an immediate action to reduce the damage taken from a single attack by their wielders' KDM.

Point-blank weapons deal 1d4 extra damage, plus 1d4 damage per seven levels of the wielder, at [Close] range. Only weapons with at least [Close] range can gain the Point-Blank weapon property.

Reach weapons increase their wielders' [Melee] range by 5 ft.

Reacting weapons allow you to make a 5 ft step even during a turn when you use your move action to move.

Quick-draw weapons can be drawn or stowed as a free action instead of as a swift action or part of a move action. You may also switch to a Quick-draw weapon from another Quick-draw weapon as a free action. This does not affect switching to weapons without the Quick-draw weapon property.

Scything weapons allow their wielders to target two adjacent opponents within range with each attack. When using a Scything weapon this way, you make two separate attack rolls, and both rolls suffer a -5 penalty.

Thrown weapons can alternatively be used as Ranged weapons with [Close] range. Only Melee weapons can gain the Thrown weapon property.

Traumatizing weapons inflict [Bleeding] on a critical hit.

Tripping weapons grant their wielders a +1 bonus to the DC of any Trip combat maneuver they activate. Only Melee weapons can gain the Tripping weapon property.

Unbalancing weapons inflict [Flat-footed] on a critical hit.

Battered: Creature no longer benefits from any healing effect unless that effect removes [Battered]. Expires at end of encounter.

Bleeding: Creature suffers 1d4 points of [HP reduction] each [Round] at the beginning of its turn plus an additional 1d4 [HP reduction] for each round spent [Bleeding]. Lasts 3 rounds. Duration resets every time effect would inflict [Bleeding]. Creature can spend a move action to stop [Bleeding], but this provokes attacks of opportunity.

Blinded: Creature takes -2 penalty to AC, loses KDM bonus to AC, moves at half speed, and takes a -4 penalty to all physical and Perception skill checks. Creature treats all opponents as [Fully Concealed].

Blown Away: Creature is [Knocked Down] and pushed back 1d4 x 10 feet. If flying, increase to 2d6 x 10 feet.

Burning: Creature suffers 1d4 points of damage each [Round] at the beginning of its turn plus an additional 1d4 damage for each round spent [Burning]. Lasts 3 rounds. Duration resets every time effect would inflict [Burning]. Creature can spend a move action to stop [Burning], but this provokes attacks of opportunity.

Checked: Creature is unable to move in one or more directions. If [Flying], creature blown back 1d6 x 10 ft if possible. [Binding] effect.

Concealed: Attack rolls against creature have a 20% miss chance.

Confused: Roll d% at start of affected creature's turn. 0-10: Attack source of condition, or move towards it if attack not possible. 11-20: Act normally. 21-50: Babble incoherently. 50-70: Flee source of condition at top speed. 70-100: Move towards and (if possible) attack the nearest creature. If creature cannot perform the indicated action, they do nothing but babble incoherently.

If an opponent takes an offensive action against confused creature, that creature must take an offensive action against it next turn and moves toward it as necessary if still confused. Confused creature may leave harmful area of effect unless this prevents offensive actions against opponent that has just attempted to harm confused creature. The creature not make attacks of opportunity except against opponent it is already devoted to attacking.

Cowering: Creature can take no actions, takes a -2 penalty to AC, and loses KDM bonus to AC. [Fear] effect. Expires at end of encounter.

Dazed: Creature can do nothing except take one 5-foot step per [Round]. Lasts 1 [Round].

Dazzled: Creature takes -1 to attack rolls and Perception checks.

Deafened: Creature takes a -4 penalty to Initiative rolls and a -5 penalty to Perception checks.

Energy Drained: Creature takes a -1 penalty to all d20 rolls and to AC. Whenever a creature inflicts [Energy drained], the penalty from it stacks with any other penalties from [Energy drained], up to a maximum of the inflicting creature's highest circle. Unless otherwise noted, energy drained expires at the end of the [Scene].

Entangled: Creature moves at half speed, cannot [Run] or [Charge], and takes a -2 penalty to attack rolls. [Binding] effect.

Exhausted: Creature moves at half speed, cannot [Run] or [Charge], and takes a -2 penalty to all d20 rolls.

Fatigued: Creature cannot [Run] or [Charge] and takes a -1 penalty to all d20 rolls. Doing anything that would normally cause fatigue while fatigued instead causes the creature to become [Exhausted]. Lasts until end of [Scene] unless otherwise noted.

Flat-Footed: Creature takes -3 penalty to AC and may not make attacks of opportunity or take immediate actions.

Frightened: Creature takes a -2 penalty to all d20 rolls, must flee if possible. [Fear] effect. Lasts until end of encounter.

Fully Concealed: Attack rolls against creature have a 50% miss chance.

Grappled: Creature can only move under its own power with [Teleport] or [Warp] effects and can only make attack actions or combat maneuvers against creatures that are grappling it. Creature may remove the [Grappled] condition with a successful Reflex save made as a move or standard action, or use an extraordinary, spell-like, or supernatural ability or a spell with a successful Will save. It still uses the action required for that ability on a failed save.

Greater Resistance: Damage from particular type reduced by twice the level of the resistance's source.

Helpless: Creature loses KDM bonus to AC and cannot take any actions or use any abilities. [Prone] unless held upright, but ranged attacks against it suffer no penalty.

Invisible: Creature gets +5 to Stealth checks and ignores enemy's KDM bonus to AC.

Lesser resistance: Damage from particular type reduced by half the level of the resistance's source.

Nauseated: Creature can do nothing but take one move or standard action on turn. Lasts 1 [Round].

Panicked: Creature takes a -2 penalty to all d20 rolls and must drop everything currently held and flee in a random direction at top speed. If creature cannot flee, they become [Cowering]. [Fear] effect. Expires at end of encounter.

Paralyzed: Creature is [Helpless]. A square occupied by a [Paralyzed] creature is difficult terrain. [Binding] effect.

Petrified: Creature is turned to stone and [Helpless]. [Binding] effect. When effect ends, creature is left [Energy drained].

Pinned: Creature is immobilized by an opponent, taking a -5 penalty to AC. It can only take one kind of action: as a move or standard action, it can remove the [Pinned] condition and become [Grappled] by the opponent by which it was [Pinned] instead with a successful Fortitude save. It may make this action even though it is [Grappled]. [Pinned] is a [Binding] effect.

Prone: Creature may only move 5 feet per [Round], takes a -4 penalty to melee attack rolls, gains a +4 bonus to AC vs. ranged attacks, and takes a -4 penalty to AC vs. melee attacks. Standing up is a move action that provokes attack of opportunity.

Resistance: Damage from particular type reduced by the level of the resistance's source.

Revealed: No longer [Concealed]. If [Fully concealed], treat as [Concealed]. Lasts 1 round.

Shaken: -2 to all d20 rolls. [Fear] effect. Expires at end of encounter.

Sickened: -2 to all d20 rolls. Expires at end of encounter.

Slowed: Creature must skip either standard or move action each turn. Expires at end of encounter.

Stunned: Creature drops everything currently held, takes a -2 penalty to AC, and loses their KDM bonus to AC.

Unconscious: [Helpless]. Lasts until end of scene unless otherwise noted.

Vulnerability: Whenever creature would take damage from a particular element, creature takes extra damage of that type equal to the creature level of the attacker.

Bull Rush

A bull rush is a rapid assault designed to force an enemy out of your way or into an exposed position. As a standard action, you can advance into an adjacent opponent's space (provoking an attack of opportunity), then attempt to push the opponent 5 ft in any direction. The opponent can make either a Fortitude or Reflex save to resist. A successful save means that your opponent remains in place and you return to the space in which you started. A failed save means that you successfully push your opponent 5 ft, and take the space that your opponent started in.

If you have not used your move action, you may continue to push your opponent up to half of your normal move distance, in addition to the initial 5 ft.

A creature being pushed does not provoke attacks of opportunity. You provoke attacks of opportunity when you move into your opponent's square to initiate a bull rush, but do not provoke attacks of opportunity for distance moved while pushing your opponent.

Charge

A charge is a straight-line movement ending in a melee attack. As a standard action, you may move up to your speed (but at least 10 ft) in a straight line and make a single melee attack (you gain no additional attacks from high Base Attack Bonus or effects that grant additional attacks). Any obstruction in a straight-line path prevents you from charging (although you could maneuver to a straight-line path, if one exists, with your move action). Your charge attack, and any other attacks for 1 [Round] (such as attacks of opportunity), gain a +2 bonus to attack rolls. However, charging inflicts a -2 penalty to Armor class for 1 [Round].

You can combine this maneuver with the Power Attack combat maneuver.

Choke

As a move action, you may deal damage equal to your level to a creature [Pinned] by you and cause that creature to remain [Pinned] by you until the end of your next turn or until you are no longer adjacent to that creature. You may use this combat maneuver only once per [Round].

Deadly Aim

As a free action, before using a standard action to attack on your turn, you may apply a penalty equal to or less than your Base Attack Bonus on all ranged attack rolls that you make for 1 [Round], and apply that number as a bonus to all ranged damage rolls that you make for 1 [Round].

Defensive Fighting

As a move action, you can fight defensively, gaining a +2 bonus to Armor Class for one [Round]. You may not fight defensively and charge on the same turn.

Disarm

As a standard action, make a single melee attack. The attack does normal damage. In addition, on a successful roll, your opponent must make a Reflex save or drop any items that it is currently holding (such as weapons, wands, or grenades). If you still have a move action, you could use it to pick up a single item, as usual.

Skill	DC	Benefit
Acrobatics	*	Safely move through threatened area.
	AC	Render an opponent [Flat footed].
Ride	*	Safely move through threatened area.
	15	Climb onto or off of a mount as part of a move action that does not provoke an attack of opportunity instead of as a move action that provokes.
	20	As a swift action, increase mount's speed by 20 feet on next movement this [Round]. +5 feet per 5 over DC.
Medicine	15	Revive [Unconscious] creature.
	20	Stabilize [Dying] creature.
Bluff	**	Render an opponent [Flat footed] for one [Round].
Diplomacy	**	Inflict a -2 penalty to an opponent's attack rolls for one [Round].
Intimidate	**	Inflict a -1 penalty to an opponent's AC and saves for one [Round].
Perception	**	Inflict a -2 penalty to an opponent's saves for one [Round].

* 10 + Opponent's KOM + Opponent's BAB

** Opponent's relevant social defense

Skill	DC	Benefit
Vigor	15	Gain 5 temporary HP.
	20	Gain 10 temporary HP.
	25	Gain 10 temporary HP and [Fast healing] 5 for one [Round].
	30	Gain 15 temporary HP and [Fast healing] 5 for 2 [Rounds].
	35	Gain 15 temporary HP, [Fast healing] 10 for 2 [Rounds], and delay any 1 condition that is currently affecting you for 1 [Round].
	40	Gain 15 temporary HP, [Fast healing] 10 for 3 [Rounds], and delay any 1 condition that is currently affecting you for 1 [Round].
	45	As DC 40, and remove 1 of: [Battered], [Bleeding], [Blinded], [Confused], [Dazzled], [Deafened], [Energy drained], [Exhausted], [Fatigued], [Nauseated], [Burning], [Shaken], [Sickened], or [Slowed].

Level	Ability 1	Ability 2	Ability 3	Ability 4	Med	Fast	Slow	Speed	Items	FBI Items	Feat	1	2	3	4	5	6	7
1	+0	+0	+0	+0	1	1			Lesser		X	2	-	-	-	-	-	-
2	+2						1	+5				3	-	-	-	-	-	-
3						2					X	3	2	-	-	-	-	-
4					2				Lesser			4	3	-	-	-	-	-
5		+2					2	+10	Greater			4	3	-	-	-	-	-
6						3				Lesser	X	5	4	2	-	-	-	-
7	+4		+2		3				Lesser			5	4	3	-	-	-	-
8				+2			3	+15	Greater			5	5	3	-	-	-	-
9		+4				4					X	5	5	4	2	-	-	-
10				+2	4				Relic			5	5	4	3	-	-	-
11							4	+20	Lesser	Greater		5	5	5	3	-	-	-
12	+6					5					X	5	5	5	4	2	-	-
13			+4		5				Greater			5	5	5	4	3	-	-
14		+6					5	+25	Relic			5	5	5	5	3	-	-
15				+4		6					X	5	5	5	5	4	2	-
16					6				Greater			5	5	5	5	4	3	-
17	+8						6	+30	Artifact	Relic		5	5	5	5	5	3	-
18		+8				7					X	5	5	5	5	5	4	2
19			+6		7				Lesser			5	5	5	5	5	4	3
20				+6			7	+35				5	5	5	5	5	5	3

Drag

As a move action, you can move up to half your move speed and cause either target adjacent ally or target creature that is [Grappled] or [Pinned] by you to move an equal distance in the same direction. Before this movement, you may remove the [Swimming] or [Flying] condition from both yourself and your target. Alternatively, you may inflict the [Swimming] condition on both yourself and your target, or you may inflict the [Flying] condition on both yourself and your target if you possess the Fly movement mode. If you inflict the [Flying] condition on your target and it lacks the Fly movement mode and is not [Grappled] by you, it loses the [Flying] condition and falls at the end of your next turn unless you use the Drag combat maneuver on it during your next turn.

A successful Fortitude save negates all effects of the Drag combat maneuver, including movement. (This includes effects on the creature activating the maneuver.) A [Pinned] creature cannot make this save, and a willing ally may choose not to make the save.

You cannot use the Drag combat maneuver if your target is [Grappled] or [Pinned] by any other creatures, or if you are [Grappled] by any creatures other than your target. A creature can only be targeted by the Drag combat maneuver once per [Round].

Grapple

As a standard action, make a single melee attack for normal damage. If you hit, you may either move your opponent adjacent to you or move adjacent to your opponent and your opponent becomes [Grappled] by you until you are no longer adjacent to that opponent. This movement does not provoke attacks of opportunity. A successful Reflex save negates the [Grappled] condition.

Pin

As a standard action, make a single melee attack for normal damage against an adjacent [Grappled] opponent that is not [Pinned]. A hit causes you to become [Grappled] by the target, and your target to become [Pinned] by you until the end of your next turn or until you are no longer adjacent to that opponent. A successful Fortitude save negates the [Pinned] condition.

Precise Strike

As a free action, before using a standard action to attack on your turn, you may apply a penalty less than or equal to your Base Attack Bonus to the damage of all attacks that you make for 1 [Round]. For every 3 points of penalty, you gain a +1 bonus to attack rolls and your attacks each ignore a total of 2 points of [Damage reduction] and [Resistance] for 1 [Round].

You may not use Precise Striking in the same [Round] as you use Deadly Aim, Fight Defensively or Power Attack.

Power Attack

As a free action, before using a standard action to attack on your turn, you may apply a penalty equal to or less than your Base Attack Bonus on all melee attack rolls that you make for 1 [Round], and apply twice that number as a bonus to all melee damage rolls that you make for 1 [Round].

You may not use Power Attack and Defensive Fighting or Precise Strike in the same [Round].

Trip

As a standard action, make a single melee attack. The attack does normal damage. In addition, on a successful attack roll, your opponent must make a Reflex save or become [Prone].

Run

As a standard action, you can move up to your speed without provoking an attack of opportunity. This does not preclude using your move action to move again (for a total of twice your normal move speed).