

FIGHTER REWORK FOR 5.5E

FIGHTER

Level	Proficiency Bonus	Class Features	Maneuvers Known	Superiority Dice	Superiority Die
1 st	+2	Fighting Style, Second Wind	-	-	-
2 nd	+2	Action Surge	-	-	-
3 rd	+2	Martial Archetype, Combat Superiority	2	2	1d4
4 th	+2	Ability Score Improvement	3	2	1d4
5 th	+3	Extra Attack	3	3	1d4
6 th	+3	Extra Feat, Second Wind Improvement	3	3	1d6
7 th	+3	Martial Archetype Feature, Opportune Attacker	4	3	1d6
8 th	+3	Ability Score Improvement	4	3	1d6
9 th	+4	Fleet-Footed	4	4	1d6
10 th	+4	Martial Archetype Feature, Improved Fighting Style	5	4	1d6
11 th	+4	Extra Attack (2)	5	4	1d8
12 th	+4	Ability Score Improvement	5	4	1d8
13 th	+5	Indomitable	6	5	1d8
14 th	+5	Extra Feat, Second Wind Improvement	6	5	1d8
15 th	+5	Martial Archetype Feature	6	5	1d8
16 th	+5	Ability Score Improvement	7	5	1d10
17 th	+6	Action Surge (two uses), Extra Attack (3)	7	6	1d10
18 th	+6	Martial Archetype Feature	7	6	1d10
19 th	+6	Ability Score Improvement	8	6	1d10
20 th	+6	God of War, Indomitable (two uses)	8	6	1d10

CLASS FEATURES

As a fighter, you gain the following Class Features.

HIT POINTS

Hit Dice. 1d10 per fighter level

Hit Points at 1st Level. 10 + your Constitution modifier

Hit Points at Higher Levels. 1d10 + your Constitution modifier per fighter level.

STARTING PROFICIENCIES

You are proficient with the following items, in addition to any proficiencies provided by your Origin, Race, or Former Occupation.

Armor. All

Shields. All

Weapons. All

Saving Throws. Strength, Constitution

Skill Specialties. Anthropology – Combat Styles

Skills. Choose two from Athletics, Anthropology, Insight, Intimidation, Perception, Pry, and Survival

CLASS SAVE DC

Your fighter class save DC is calculated as follows:

Class Save DC = 8 + your proficiency bonus + your Strength *or* Dexterity modifier (your choice).

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Concealed Vest or (b) a leather jacket
- a martial weapon and a medium shield or (b) two martial weapons
- (a) a Pathfinder P22 or equivalent or (b) two tomahawks and two grenades MK1
- (a) a Dungeoneer's Pack or (b) an explorer's pack

Alternatively, you may start with 5d4 x 100Lv to buy your own equipment.

MULTICLASSING

Ability Score Minimum: Strength or Dexterity 13

When you gain a level in a class other than your first, you only gain some of that class's starting proficiencies.

Armor. All

Shields. All

FIGHTING STYLE

You adopt a particular style of Fighting as your specialty. Choose a Fighting Style from the list of Fighting Styles in Appendix A. You can't take the same Fighting Style option more than once, even if you get to choose it again.

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On Your Turn, you can use a Bonus action to regain Hit Points equal to 1d10 + your Fighter level.

Once you have used this feature, you must finish a short or long rest before you can use it again. At 6th level, you gain a second use of this feature between rests and at 14th level you gain a third use of this feature between rests.

MARTIAL ARCHETYPE

At 3rd Level, you choose an archetype that you strive to emulate in your Combat styles and Techniques, such as Champion. The archetype you choose grants you features at 3rd Level and again at 7th, 10th, 15th, and 18th level.

COMBAT SUPERIORITY

At 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn two maneuvers of your choice. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn an additional maneuver of your choice at 4th, 7th, 10th, 13th, 16th, and 19th level. Each time you level up, you can replace one maneuver you know with a different one. Your martial archetype and fighting styles will unlock maneuvers specific to your subclass.

Superiority Dice. You have 2 superiority dice, which are d4s. A superiority die is expended when you use it. You regain all expended superiority dice when you finish a short or long rest. You gain another superiority die at 5th, 9th, 13th, and 17th level.

You can also use a superiority die to use a weapon ability, adding the number rolled to your damage.

When you reach 6th, 11th, and 16th level, your superiority die increases in power by a category to 1d6, 1d8, and 1d10, respectively.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw is your fighter class save DC.

ABILITY SCORE IMPROVEMENT

When you reach 4th Level, and again at 8th, 12th, 16th, and 19th level, you gain 6 ability score points which you can distribute towards your ability scores. When you distribute these points, you cannot spend more than 2 points on a single ability score, and you cannot willingly increase your Honor score.

Alternatively, you can choose to take a feat instead. When you take a feat, you gain a +1 to three of your ability scores. If the feat grants an increase of one of your ability scores, you cannot put one of your +1s into that stat.

EXTRA ATTACK

Beginning at 5th Level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 17th level in this class.

EXTRA FEAT

When you reach 6th level, and again at 14th level, you gain a feat. When you take a feat, you also gain a +1 to three of your ability scores. If the feat grants an increase of one of your ability scores, you cannot put one of your +1s into that stat.

OPPORTUNE ATTACKER

Beginning at 7th level, you find more opportunities to get attacks in. Whenever an enemy within your melee range makes a ranged attack, you make take an attack of opportunity against them.

FLEET-FOOTED

At 9th level, you become combat adept and are better at staying on your feet. You gain the following benefits.

- You become immune to the flat-footed condition.
- You become proficient in initiative checks.
- You become proficient in Dexterity Saving Throws.

FIGHTING STYLE IMPROVEMENT

At 10th level, you improve your fighter Fighting Style. If you have more than one fighting style, you must choose one to improve. The Fighting Style improvements are documented in Appendix A.

INDOMITABLE

Beginning at 13th level, you can choose to succeed on a saving throw that you fail. Once you have used this feature, you can't use this feature again until you finish a long rest.

At 20th level, you gain a second use of this feature between rests.

GOD OF WAR

At 20th level, you have become a paragon of battle, unchallenged by most opposition. The first maneuver or weapon ability you perform on a turn does not expend a superiority die.

MARTIAL ARCHETYPES

Many of the subclasses of fighter remain unchanged. If a subclass remains unchanged or an ability for a subclass remains unchanged, it will not be noted.

BATTLE MASTER

Those who emulate the archetypal Battle Master employ martial techniques passed down through generations. To a Battle Master, combat is an academic field, sometimes including subjects beyond battle such as weapon smithing and calligraphy. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Battle Master archetype, but those who do are well-rounded fighters of great skill and knowledge.

BATTLEFIELD CONTROLLER

When you choose this archetype at 3rd level, your understanding of maneuvers is unparalleled. You ignore subclass prerequisites for maneuvers and immediately learn 2 new maneuvers.

You gain an additional maneuver at 5th, 8th, 14th, and 17th level.

Additionally, you gain an additional two superiority dice, and your superiority die becomes a d6. When you hit 6th, 11th, and 16th level, your superiority die becomes a d8, d10, and d12, respectively.

STUDENT OF WAR

At 3rd level, you gain two skill specialties of your choice.

KNOW YOUR ENEMY

Starting at 7th level, you have an intuitive understanding of others regarding combat. You gain Skill Specialty in Insight – Enemy Evaluation. If you already had this skill specialty, you gain Skill Expertise. When evaluating an enemy, you will learn if this enemy's skill level compared to yours.

SKILL DIVERSITY

Starting at 10th level, you gain a feat as outlined in the Extra Feat ability.

RELENTLESS

Starting at 15th level, when you roll initiative, you regain an amount of superiority dice equal to your Wisdom modifier.

MASTER OF MANEUVERING

Starting at 18th level, once per turn when you use a superiority die, you can choose to reroll the die, taking either result.

CHAMPION

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

REMARKABLE ATHLETE

Starting at 7th level, you can add half your proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover doubles.

Finally, you can make a shove attack against an enemy within range as a bonus action.

APPENDIX A – FIGHTING STYLES

This is a full list of fighting styles.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

Upgrade. You gain a +2 bonus to attack rolls and damage rolls with ranged weapons.

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Upgrade. You have blindsight with a range of 15 feet.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

Upgrade. While you are wearing armor, you gain a +1 bonus to AC and any effect which would move you against your will, you can choose to avoid.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Upgrade. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon and the brutal property on all applicable weapons.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Upgrade. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die until it is not a 1 or 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

GUNNER

When firing a firearm, you may add your Dexterity modifier to the damage of the weapon.

Upgrade. When you are using a firearm without the pinpoint feature, it gains pinpoint. If the weapon already has pinpoint, it's pinpoint threshold is decreased by 1.

INTERCEPTION

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by $1d10$ + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

Upgrade. When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by $1d10$ + twice your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Upgrade. When a creature you can see attacks a target other than you that is within 5 feet of you, you impose disadvantage on the attack roll. You must be wielding a shield.

SUPERIOR TECHNIQUE

You learn an additional maneuver of your choice and ignore any prerequisites with the exception of level. You gain an additional superiority die as well.

Upgrade. Additionally, whenever you use a superiority die, you may add +2 damage to the number rolled.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Upgrade. When you use your action to take the attack action with a weapon in one hand or has the thrown property, you can use your bonus action to make an attack with a weapon which has the thrown property.

TWO WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Upgrade. When you make an attack of opportunity while wielding two melee weapons, you may spend a superiority die to attack with both weapons, rolling separately for each, as a part of the attack of opportunity.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

Upgrade. Additionally, when you make an unarmed attack against an enemy you have grappled, you may also add 1d4 bludgeoning damage to the attack.

CLOSE QUARTERS SHOOTER

When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover against targets within 30 feet of you. You have a +1 bonus to attack and damage rolls on ranged attacks with the close-quarters property within 5 feet.

Upgrade. When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +2 bonus to attack and damage rolls on ranged attacks with the close-quarters property within 10 feet.

MARINER

As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to armor class.

Upgrade. Additionally, while you are swimming or climbing, you have advantage on Dexterity Saving Throws.

TUNNEL FIGHTER

As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

Upgrade. You can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

APPENDIX B – MANEUVERS

Here are a list of maneuvers. Some maneuvers have prerequisites that must be met to pull off, including a particular subclass or level.

AMBUSH

Prerequisite: Samurai or Echo Knight archetype

When you make a Stealth check or an initiative roll, you can expend one superiority die and add the die to the roll, provided you aren't incapacitated.

BAIT AND SWITCH

Prerequisite: Street Brawler archetype

When you're within 5 feet of a creature on your turn, you can expend one superiority die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and isn't incapacitated. This movement doesn't provoke opportunity attacks.

Roll the superiority die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

BRACE

Prerequisite: Champion archetype

When a creature you can see moves into the reach you have with the melee weapon you're wielding, you can use your reaction to expend one superiority die and make one attack against the creature, using that weapon. If the attack hits, add the superiority die to the weapon's damage roll.

COMMANDER'S STRIKE

Prerequisite: Battlemaster archetype

When you take the Attack action on your turn, you can use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That

creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

COMMANDING PRESENCE

Prerequisite: Champion archetype

When you make an Intimidation, Performance, or Persuasion check, you can expend one superiority die and add the superiority die to the ability check.

DISARMING ATTACK

Prerequisite: Street Brawler, Gunslinger or Samurai archetype

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

DISTRACTING STRIKE

Prerequisite: Street Brawler or Arcane Archer archetype

When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

EVASIVE FOOTWORK

Prerequisite: Cavalier, Samurai, or Arcane Archer archetype

When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

FEINTING ATTACK

You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature before the end of your turn. If that attack hits, add the superiority die to the attack's damage roll.

GOADING ATTACK

Prerequisites: Cavalier archetype

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

GRAPPLING STRIKE

Prerequisites: Champion archetype

Immediately after you hit a creature with a melee attack on your turn, you can expend one superiority die and then try to grapple the target as a bonus action. Add the superiority die to your Athletics check.

LUNGING ATTACK

When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

MANEUVERING ATTACK

Prerequisite: Champion archetype

When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

MENACING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

PARRY

When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

PRECISION ATTACK

Prerequisite: Arcane Archer or Gunslinger archetype, 7th level

When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

PUSHING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

QUICK TOSS

Prerequisite: Thrown Weapon Fighting Style or Eldritch Knight or Echo Knight archetype, 10th level

As a bonus action, you can expend one superiority die to throw a bomb or grenade. You can draw the bomb as part of making this attack.

RALLY

Prerequisite: Cavalier archetype or Charisma 13

On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.

RIPOSTE

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

SWEEPING ATTACK

Prerequisite: Champion or Cavalier Archetype

When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

TACTICAL ASSESSMENT

Prerequisite: Battlemaster archetype

When you make an Investigation, an Anthropology, or an Insight check, you can expend one superiority die and add the superiority die to the ability check.

TRIP ATTACK

Prerequisite: Champion or Arcane Archer archetype

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

DEADLY PUTPOCKET

Prerequisite: Street Brawler or Samurai archetype, 10th level

As an action, you can spend a superiority die to slip a bomb into a creature's pocket and push them 15 feet away. Roll the superiority die. The DC of the bomb for that creature increases by that amount.

HIP FIRE

Prerequisite: Gunslinger or Arcane Archer archetype

When you make a ranged weapon attack with a weapon which lacks the steady property while threatened, you can spend a superiority die to ignore that source of disadvantage. If you hit, add the superiority die to the damage of the attack.

RELIABLE TALENT

Prerequisite: Battlemaster archetype, 10th level

When you make a roll which uses a Skill Specialty, you may spend a superiority die and add the number rolled to the check.

REVERSAL

Prerequisite: Champion archetype, 7th level

When you are grappled, when you attempt a Pry check to escape the grapple, you may spend a superiority die and add the number rolled to the escape check. On a success, you also knock the enemy prone.

POTENT CANTRIP

Prerequisite: Eldritch Knight archetype, 7th level

When you deal damage with a cantrip, you may roll your superiority die and add the number rolled plus your Intelligence modifier to the damage of the cantrip.

ARCANE CONFRONTATION

Prerequisite: Eldritch Knight archetype and the ability to cast a spell

When you hit a creature that you can see within 30 feet with a spell, you can spend a bonus action and a superiority die to teleport to within 5 feet of one of the affected creatures.

WEAPON STASIS

Prerequisite: Eldritch Knight archetype

You can use a superiority die to leave a weapon which you are attuned to levitating in place. You may make an additional object interaction immediately. The next attack you make with the levitating weapon you may add your superiority die to the damage.

DISPELLING ATTACK

Prerequisite: Eldritch Knight archetype, 13th level, and the ability to cast Dispel Magic

As part of a weapon attack, you can simultaneously cast Dispel Magic using a spell slot on the target, targeting a specific effect affecting them. Roll your superiority die and add that amount to the ability check of the dispel.

DISRUPTIVE STRIKE

Prerequisite: 10th level

When you attack a creature which is concentrating on a spell, you can roll a superiority die and add the amount rolled to the creature's concentration check DC.

THE OLD SWITCHEROO

Prerequisite: Street Brawler archetype, 7th level

As an attack as part of the attack action, you can expend one superiority die to attempt to swiftly disarm the target, switching the item that it's holding with an item you're holding. The target must make a contested Perception check against your Sleight of Hand check. Roll your superiority die and add it to your ability check. On a failed save, you take the object in its hand.

REDIRECTED ATTACK

Prerequisite: Street Brawler archetype and the Hit Him, Not Me feature (7th level).

When you use your reaction to redirect an attack, you can spend a superiority die to cancel the disadvantage on the attack. On a hit, add your superiority die to the damage of the attack.

DISTANT ECHO ATTACK

Prerequisite: Echo Knight archetype, 7th level, and the ability to create an echo.

While using your Echo Avatar feature, you can spend a superiority die to allow your echo to make a single attack. You may add your superiority die to the damage dealt on a hit.

CHRONOMANTIC RESILIENCE

Prerequisite: Echo Knight archetype and the ability to create an echo.

When your echo is hit by an attack, you can spend a superiority die to reduce the damage taken by the number rolled.

ECHO BLITZ

Prerequisite: Echo Knight archetype, 10th level, and the ability to create an echo.

When you take the Attack action on your turn, you can send out your echo further than its normal range. The echo can move 30 feet, even leaving your range, and make a single attack against a target within range. Hit or miss, the echo then explodes, dealing force damage equal to the number rolled on the superiority die plus your Constitution modifier.

CHARGING ATTACK

Prerequisite: Cavalier archetype

If you move 15 feet or more in a straight line towards your target, followed by an attack, you can spend a superiority die to knock that creature back an amount of feet equal to 5 + the number rolled on the superiority die.

ARCANE SHOT CHARGE

Prerequisite: Arcane Archer archetype, 10th level, and the Arcane Shot ability

As a bonus action, you can spend two superiority dice to regain a use of your arcane shot.

SIMPLE CURVING SHOT

Prerequisite: Arcane Archer archetype, 7th level

You learn how to direct an errant shot toward a new target. When you make an attack roll with a ranged weapon attack and you miss, you can use a bonus action to reroll the attack against a different target within 60 feet of the original target.

TWIN SHOT

Prerequisite: Arcane Archer archetype, 16th Level

You may spend two superiority dice to fire a second ranged attack or Arcane Shot at a target in the same direction as the first shot. Roll a superiority die for each attack which hits, adding one of the dice to the damage of each attack.

RUNNING VAULT

You may spend a superiority die to increase the distance you can jump for a brief moment. Either roll your superiority die and add it to your long jump distance or add half the roll to your jump height. If there is an Athletics check involved, add the number rolled to that check.

PINPOINT SHOT

Prerequisite: Gunslinger archetype

When you make an attack with a weapon which has the pinpoint property, you lower the pinpoint threshold to 3 for the attack.

EN PASSANT

Prerequisite: Street Brawler archetype

When an enemy which is Medium or smaller approaches you orthogonally, you can use a reaction to move a square adjacent to the attacker within 5 feet. If you successfully move to this square, you may make an attack roll against the attacker, adding a superiority die to the damage.

SIDESTEP

Prerequisite: Street Brawler archetype

When you make a melee attack against a target within 5 feet, if you did not start the round within 10 feet of your current target, you can expend a superiority die to avoid taking an attack of opportunity from the target.

MAD DASH

Prerequisite: Samurai or Cavalier archetype

As part of a dash action, you can move an additional number of squares equal to the number rolled on your superiority die.

