

Active Fighter

Active Fighters gains the following class abilities.

The Active Fighters gains 4+int mod skill points per level. Perception is always considered a class skill.

Vigor (Ex):

Whatever the reason, all Active Fighters have Vigor. Vigor is a fluctuating measure of a Fighter's ability to perform amazing actions in combat. At the start of each day, an Active Fighter gains a number of Vigor points equal to her Constitution modifier (minimum 1). Her Vigor goes up or down throughout the day, but usually cannot go higher than her Constitution modifier (minimum 1), though some feats and magic items may affect this maximum. A Fighter spends Vigor to accomplish deeds (see below), and regains Vigor in the following ways.

Any feat, magic item or ability that would return or effect panache or grit can return Vigor instead, and this class ability counts as being panache or grit for prerequisites. You may also count your levels as swashbuckler or gunslinger levels for the prerequisites of feats that effect panache or grit(such as signature deed).

Critical Hit with a Melee Weapon: Each time the Fighter confirms a [critical hit](#) with a melee weapon with a natural roll of 20, she regains 1 Vigor point. Confirming a [critical hit](#) on a [helpless](#) or unaware creature or a creature that has fewer [Hit Dice](#) than half the Fighter's character level doesn't restore Vigor.

Killing Blow with a Melee Weapon: When the Fighter reduces a creature to 0 or fewer [hit points](#) with a melee weapon attack while in combat, she regains 1 Vigor point. Destroying an unattended object, reducing a [helpless](#) or unaware creature to 0 or fewer [hit points](#), or reducing a creature that has fewer [Hit Dice](#) than half the Fighter's character level to 0 or fewer [hit points](#) doesn't restore any Vigor.

Deeds:

Fighters spend Vigor points to accomplish deeds. Most deeds grant the Fighter a momentary bonus or effect, but some provide longer-lasting effects. Some deeds

remain in effect while the Fighter has at least 1 panache point, but do not require expending panache to be maintained. A Fighter can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the swashbuckler has or spends the required number of panache points to perform the deed.

Press the Advantage (Ex): At 1st level, a Fighter can spend 1 Vigor point when she makes an Combat Maneuver check to roll 1d6 and add the result to the check. She can do this after she makes the check but before the result is revealed. At 7th Level the Fighter may spend an additional vigor point to count the target of the combat maneuver as the Fighter's size if the Fighter is smaller(has no effect on smaller targets).

Battlefield Awareness (Ex): At 1st level, when an opponent attempts to charge or move up to either the fighter or a close ally, the Fighter can as an immediate action spend 1 Vigor point to move 5 feet; This movement can be used to, but is not limited to, (if you are the target) put an object in between you and the enemy either stopping the charge or putting you out of reach. If an ally is the target, you can place yourself in the way and the enemy's charge and the charge targets you instead, if you move in the way of an enemy's movement, then he stops one square short of moving through your space. At 5th level and 10th level the distance that you can move increases by 5 feet. This movement provokes attacks of opportunity as normal, however you threaten the area from your new location as normal, as well. At 10th level you may instead perform this at any given time without the precursor condition being met.

Parry (Ex): At 1st level, when an opponent makes a melee attack against the Fighter, she can spend 1 Vigor point and expend a use of an attack of opportunity to attempt to parry that attack. The fighter makes an attack roll as if she were making an attack of opportunity; for each size category the attacking creature is larger than the fighter, the fighter takes a –2 penalty on this roll. If her result is greater than the attacking creature's result, the creature's attack automatically misses. If you use a shield to parry the attack, you gain a +2 competence bonus to your attack roll. The fighter must declare the use of this ability after the creature's attack is announced, but before its attack roll is made.

At 7th level this can be done to intercept attacks aimed at adjacent allies (even if the enemy attacking is not within reach) and allows you to spend an additional vigor point if you succeed on your parry to perform a combat maneuver as a free action, that you can use in place of a melee attack(such as sunder, or dirty trick if you have the quick dirty trick feat).

At 11th level you can Parry ranged attacks made against you or adjacent allies.

Improved Bravery (Ex): At 3rd level, when the Fighter has at least one Vigor point, Bravery's bonus applies to all Will saves, not just fear affecting.

Fighter's Instinct (Ex): At 3rd level, when the fighter has at least one Vigor point, the Fighter gains a +2 bonus on initiative checks, and never loses their dexterity bonus against invisible enemies.

Second Skin (Ex): At 7th level, as a swift action that expends a vigor point, a Fighter can

ignore his armor check penalty for a number of rounds equal to his constitution modifier (minimum 1).

Superior Maneuver (Ex): At 7th level, when the Fighter attempts a combat maneuver, as a swift action she can spend a Vigor point to act as if she had the improved and greater feats for that combat maneuver, for that check alone. At 11th level you also gain the quick feat version if the combat maneuver has one.

Battlefield Mobility (Ex): At 7th level, when a fighter has at least 1 Vigor point she can move up to 10 feet as part of a full attack action, the movement need not all be spent at the same time, but must be taken in 5 foot increments. This movement provokes attacks of opportunity as normal. By spending 1 Vigor point she can increase this movement up to her current movement speed.

Decisive Calm (Ex): At 11th Level, when a Fighter has at least 1 Vigor point, Bravery's Bonus also Applies to Reflex Saves.

Bleeding Wound (Ex): At 11th level, when the Fighter hits a living creature with a melee weapon attack, as a free action she can spend 1 Vigor point to have that attack deal additional bleed damage. The amount of bleed damage dealt is equal to the Fighter's Strength modifier (minimum 1). Alternatively, the Fighter can spend 2 Vigor points to deal 1 point of Strength, Dexterity, or Constitution bleed damage instead (Fighter's choice). Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Stalwart Rampart (Ex): At 11th level, when the Fighter has at least 1 Vigor point, she is immune to all Sunder, Trip and Overrun attempts. All attempts automatically fail against the Fighter.

Devastating (Ex): At 15th level, when the fighter has at least one Vigor point, the damage of his attacks increases by 1 for every 4 BAB the fighter possess. This bonus stacks with power attack.

Perfect Thrust (Ex): At 15th level, while the Fighter has at least 1 Vigor point, she can as a full-round action make a perfect thrust, pooling all of her attack potential into a single melee attack made with a melee weapon. When she does, she makes the attack against the target's touch AC, and ignores all damage reduction.

Second Wind (Ex): At 15th level, even while otherwise unable to take physical or mental actions, a fighter may as an immediate action remove every negative condition placed on him (such as stunned, fatigued, sickened, dazed, etc), regaining a Vigor point per condition removed. This ability can be used one time per day, and you lose all your Vigor points at the end of combat. This does not stop him from regaining conditions from on going effects.

Cheat Death (Ex): At 19th level, whenever the fighter is reduced to 0 hit points or fewer, she can spend all of her remaining Vigor to instead be reduced to 1 hit point. She must have at least 1 Vigor point to spend. Effects that kill the fighter outright without dealing hit point damage are not affected by this ability.

Deadly Strike(Ex): At 19th level, when the fighter confirms a critical hit with a melee weapon, in addition to the normal damage, she can spend 1 Vigor point to inflict a deadly Strike. The target must succeed at a Fortitude saving throw or die. The DC of this save is $10 + \frac{1}{2}$ the fighter's level + the fighter's Constitution modifier. This is a death attack. Performing this deed does not grant the fighter a Vigor point.

Stunning Strike(Ex): At 19th level, when a fighter hits a creature with a melee weapon, she can spend 1 Vigor points to stun the creature for 1 round. The creature must succeed at a Fortitude saving throw (DC = $10 + \frac{1}{2}$ the fighter's level + the fighter's Constitution modifier) or be stunned for 1 round. Creatures that are immune to critical hits are also immune to this effect.

