

# HUMAN FIGHTER

---

**N Versatile Human. Background:** Guard

---

**Perception** +6 (+2 initiative);

**Languages** English

**Skills** Acrobatics +6, Athletics +6, Diplomacy +3, Intimidation +3, Pilot +6, Lore: Warfare +3

**Str** +3, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

**Items** Kevlar vest

**AC** 19, **Fort** +7, **Ref** +8, **Will** +4

**HP** 20

**Attack of Opportunity**

---

**Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. You lash out at a foe that leaves an opening.

Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

**Speed** 25 feet

---

**Melee** Telescoping baton +8 (Agile), **Damage** 1d6+3 (B)

**Ranged** Medium pistol +8 (Deadly d8), **Damage** 1d8 (P)

**Ranged** Medium rifle +8 (Fatal d12), **Damage** 1d10 (P)

**Point-Blank Shot** (Open, Stance) **Requirements** You are wielding a ranged weapon. You take aim to pick off nearby enemies quickly. When using a ranged volley weapon while you are in this stance, you don't take the penalty to your attack rolls from the volley trait. When using a ranged weapon that doesn't have the volley trait, you gain a +2 circumstance bonus to damage rolls on attacks against targets within the weapon's first range increment.

---

**Feats**

[\*Cooperative Nature\*](#), [\*Incredible Initiative\*](#), [\*Quick Coercion\*](#)