

GLADIATOR

FIGHTER

Fighter Level

WEAPON TRAINING

Level

Weapon type

5

9

13

17

ARMOUR TRAINING

MAX ARMOUR DEX BONUS

ARMOUR CHECK PENALTY REDUCTION

+

-

Level

19

DR 5/- when wearing armour or using a shield

FAME

Level

2

Begin performance combat with 1 extra victory point.

Level

10

Begin performance combat with 2 extra victory points.

WEAPON MASTERY

Level

20

Weapon type

ATTACK FEATS

ATTACK ACTIONS

☐

Cleave

Extra attack if you hit

☐

Great Cleave

Any number of extra attacks per round

☐

Cleaving Finish

Extra attack if enemy is knocked out

☐

Improved Cleaving Finish

Any number per round

CRITICAL EFFECTS

require

☐

Critical Focus

☐

Bleeding Critical

☐

Sickening Critical

☐

Blinding Critical

☐

Staggering Critical

☐

Crippling Critical

☐

Stunning Critical

☐

Deafening Critical

☐

Tiring Critical

☐

Dispelling Critical

☐

Exhausting Critical

☐

Impaling Critical

☐

Improved Impaling Critical

☐

Critical Mastery

Apply two critical effects at once

☐

Sneaking Precision

Apply a critical effect to the second sneak attack in a round

TEAMWORK FEATS

☐

Allied Spellcaster

+2 to overcome spell resistance

☐

Coordinated Defence

+2 to CMD

☐

Coordinated Manoeuvres

+2 to CMB

☐

Duck and Cover

Take ally's result on reflex save

☐

Lookout

Act in surprise round if ally can act

☐

Shield Wall

+1 / +2 to AC when both using shields

☐

Shielded Caster

+4 to concentration checks

☐

Swap Places

Switch places with an ally

☐

Back to Back

+2 to AC against flanking

☐

Improved Back to Back

+2 to ally's AC

☐

Broken Wing Gambit

Grant +2 / +2, get attack of opportunity

☐

Cavalry Formation

Share space, charge through allied mount

☐

Coordinated Charge

Charge the same foe as an ally

☐

Escape Route

Don't provoke AoO when adjacent to an ally

☐

Feint Partner

When ally feints, enemy loses DEX bonus to AC

☐

Improved Feint Partner

When ally feints, gain AoO

☐

Pack Attack

Ally's attack allows you to take 5ft step

☐

Seize the Moment

AoO when ally confirms critical hit

☐

Shake It Off

+1 to all saving throws per adjacent ally

☐

Tandem Trip

When ally is adjacent, roll twice for trip CMB

☐

Target of Opportunity

Extra attack when ally hits with ranged