GLADIATOR	Fighter Level
(FIGHTER)	rever ;
WEAPON TRAININ	IG 🗾
Level Weapon type 5	0-0-0
9	<u> </u>
13	
17	
ARMOR TRAININ	G
MAX ARMOR ARMOR CHECK	
DEX BONUS PENALTY RED	UCTION
19 DR 5/— when wearing armor or using a	shield
FAME	×
Begin performance combat with 1 extra	victory point.
Begin performance combat with 2 extra	
WEAPON MASTER	RY
Weapon type 20	
ATTACK FEATS	1
ATTACK ACTIONS	
☐ Cleave Extra attack if you hit	
☐ Great Cleave Any number of extra attack	ks per round
☐ Cleaving Finish Extra attack if enemy is	knocked out
☐ Improved Cleaving Finish Any number	er per round
CRITICAL EFFECTS require □ Critic	cal Focus
☐ Bleeding Critical ☐ Sickenin	ng Critical
☐ Blinding Critical ☐ Staggeri	
☐ Crippling Critical ☐ Stun	
- · · · · · · · · · · · · · · · · · · ·	ning Critical
☐ Deafening Critical ☐ Tiring Cr	ritical
☐ Deafening Critical ☐ Tiring Cr	
☐ Deafening Critical ☐ Tiring Cr☐ Dispelling Critical ☐ Exhau	ritical
☐ Deafening Critical ☐ Tiring Cr☐ Dispelling Critical ☐ Exhau	ritical usting Critical
□ Deafening Critical □ Dispelling Critical □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects a □ Sneaking Precision Apply a critical effect.	t once
□ Deafening Critical □ Tiring Critical □ Exhau □ Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects are second sneak attack in the second sneak attack in	t once to the n a round
Deafening Critical Tiring Critical Exhaust Impaling Critical Impaling Critical Improved Impaling Critical Critical Mastery Apply two critical effects and Apply a critical effect second sneak attack in TEAMWORK FEAT	t once to the n a round
Deafening Critical Tiring Critical Exhau Impaling Critical Exhau Impaling Critical Improved Impaling Critical Critical Mastery Apply two critical effects are Sneaking Precision Apply a critical effect second sneak attack in Allied Spellcaster +2to overcome spell resi	t once to the n a round
Deafening Critical	t once to the n a round
Deafening Critical	t once to the n a round
Deafening Critical	t once to the n a round Stance
Deafening Critical	t once to the n a round PS stance
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Deafening Critical □ Tiring Critical □ Exhau □ Impaling Critical □ Exhau □ Improved Impaling Critical □ Critical Mastery Apply two critical effects ar □ Sneaking Precision Apply a critical effect second sneak attack i ■ TEAMWORK FEAT □ Allied Spellcaster +2to overcome spell resi □ Coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflex second sheat attack i ■ Lookout Act in surprise round if ally can act shield Wall +1 / +2to ACwhen both using □ Shielded Caster +4to concentration checks	t once to the n a round SS save t shields
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Deafening Critical □ Tiring Critical □ Exhau □ Impaling Critical □ Exhau □ Improved Impaling Critical □ Critical Mastery Apply two critical effects as □ Sneaking Precision Apply a critical effect second sneak attack is ■ TEAMWORK FEAT □ Allied Spellcaster +2to overcome spell resision Coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflex second sneak attack is second sneak attack is second sneak attack is coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflex second sneak attack is supprise round if ally can act she	t once to the n a round SS save t shields
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□ Deafening Critical □ Tiring Critical □ Dispelling Critical □ Exhau □ Impaling Critical □ Improved Impaling Critical □ Improved Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects as □ Sneaking Precision □ Apply a critical effect second sneak attack is ■ TEAMWORK FEAT □ Allied Spellcaster +2to overcome spell resi □ Coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflex second Shield Wall +1 / +2to ACwhen both using □ Shielded Caster +4to concentration checks □ Swap Places Switch places with an ally □ Back to Back +2to ACagainst flanking □ Improved Back to Back +2to ally's AC □ Broken Wing Gambit Grant +2 / +2, get attorior □ Cavalry Formation Share space, charge through the content of the conte	t once to the n a round SS stance t shields s tack of opportunity bugh allied mount
Deafening Critical □ Tiring Critical □ Exhau Dispelling Critical □ Exhau Impaling Critical □ Improved Impaling Critical Critical Mastery Apply two critical effects as a second sneak attack is second sneak attack is second sneak attack is a second sneak attack is	t once to the n a round SS stance t shields s tack of opportunity bugh allied mount
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□ Deafening Critical □ Tiring Critical □ Dispelling Critical □ Exhau □ Impaling Critical □ Impaling Critical □ Improved Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects are conducted Sneaking Precision □ Apply a critical effects are conducted Sneak attack is ■ TEAMWORK FEAT □ Allied Spellcaster +2to overcome spell resion □ Coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflex some conducted Improved and Cover Take ally's result on reflex some conducted Shield Wall +1 / +2to ACwhen both using □ Shielded Caster +4to concentration checks □ Swap Places Switch places with an ally □ Back to Back +2to ACagainst flanking □ Improved Back to Back +2to ally's AC □ Broken Wing Gambit Grant +2 / +2, get att □ Cavalry Formation Share space, charge three □ Coordinated Charge Charge the same foe as	t once to the n a round IS stance save t shields s tack of opportunity bugh allied mount s an ally accent to an ally
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□ Deafening Critical □ Tiring Critical □ Dispelling Critical □ Impaling Critical □ Impaling Critical □ Improved Impaling Critical □ Improved Impaling Critical □ Improved Impaling Critical □ Critical Mastery Apply two critical effects are conducted Second sneak attack is □ Allied Spellcaster +2to overcome spell resi □ Coordinated Defense +2to CMD □ Coordinated Maneuvers +2to CMB □ Duck and Cover Take ally's result on reflex si □ Lookout Act in surprise round if ally can act □ Shield Wall +1 / +2to ACwhen both using □ Shielded Caster +4to concentration checks □ Swap Places Switch places with an ally □ Back to Back +2to ACagainst flanking □ Improved Back to Back +2to ally's AC □ Broken Wing Gambit Grant +2 / +2, get att □ Cavalry Formation Share space, charge through the coordinated Charge Charge the same foe att □ Escape Route Don't provoke AoO when adjace □ Improved Feint Partner When ally feints, enemy loses □ Improved Feint Partner When ally feints,	t once to the n a round IS stance save t shields s tack of opportunity bugh allied mount s an ally acent to an ally DEXbonus to AC gain AoO e 5ftstep
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 $\hfill \square$ Target of Opportunity \hfill Extra attack when ally hits with ranged