

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

Weapon type

20

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