

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