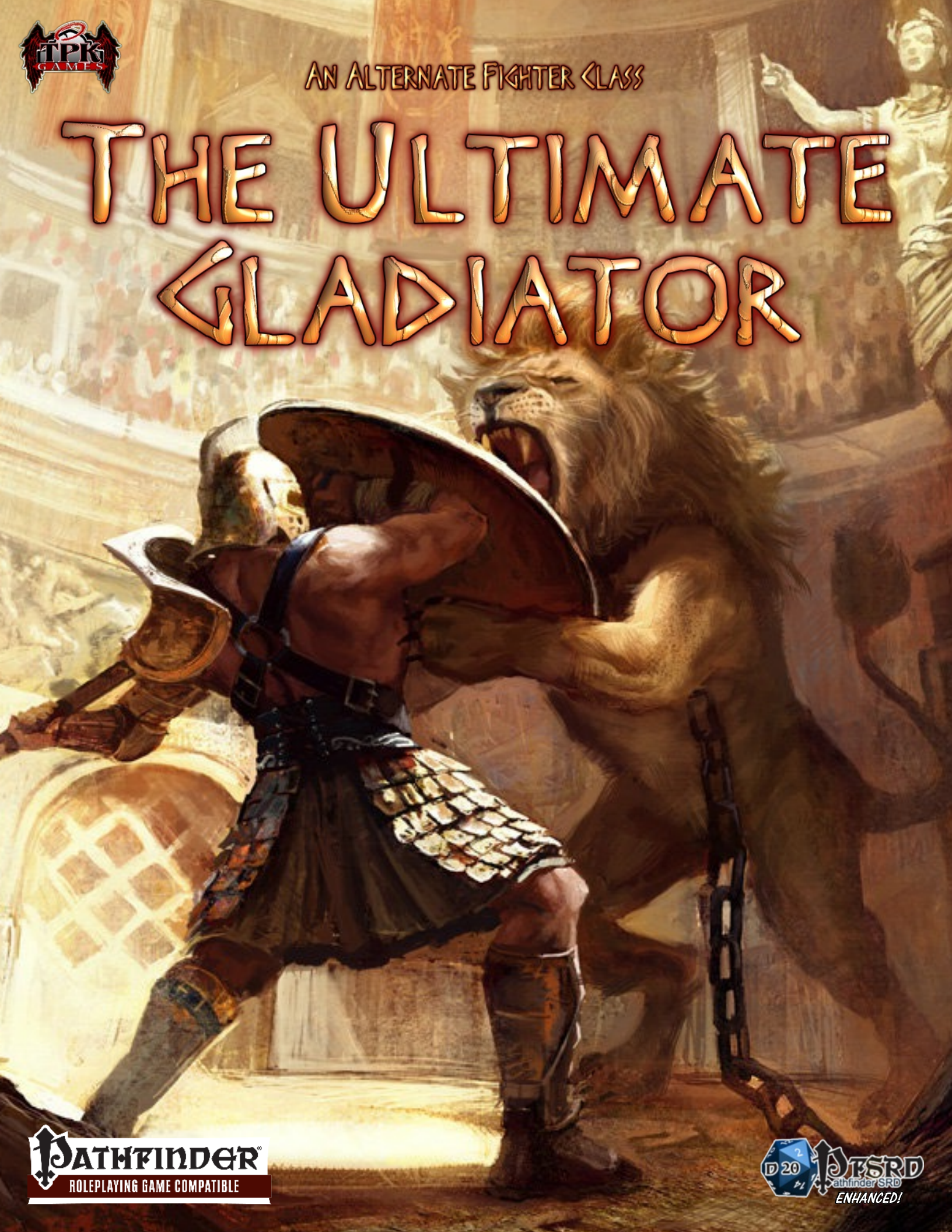




AN ALTERNATE FIGHTER CLASS

THE ULTIMATE GLADIATOR



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



THE ULTIMATE GLADIATOR

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THE ULTIMATE GLADIATOR



"Nos morituri te salutant!"

*"We, who are about to die,
salute you."*

-originator unknown

The gladiator alternate class is a charismatic warrior that tightens up some of the fighter's abilities, while making him a viable class both in and outside of the arena. While having a more specialized area of focus (pure melee combat), the gladiator is capable of slightly more damage output than a typical fighter. For it is he from which the gladius takes its name after all...

The gladiator is quick on his feet and hates being hindered by armor. Despite being an alternate fighter, he is only allowed light armor and shields (but not tower shields).

The gladiator is also used to enduring the bloody confrontations of arena combat, and as such gains a d12 hit die. This (along with some gladiator talents) helps mitigate their low armor capabilities.

Lastly, the gladiators have a flexible talent system that will allow a player the opportunity to tailor their gladiator to their favorite style of combat.

Lastly, the gladiator does all of this with style and panache. Many of his abilities will wow and inspire others, be it the crowd or companions.

INTRODUCTION

In almost every major city, and several minor ones, there exists a form of entertainment based on arena combat. These battles are fought by warriors trained, and often raised, for the fighting pits. Typically slaves, though some have earned their freedom, these warriors are called gladiators.

The gladiator (or gladiatrix, if female) exists only to die gloriously in the arena for the entertainment of the mob. Few free men are gladiators. Those that are not slaves typically once were, or simply have very little else to live for. Most gladiators learn to love the attention fawned on them by those they entertain. In fact, few slaves enjoy a better lifestyle if they can deliver an impressive show.

Well-known and popular gladiators are often pampered with fine foods, wine, women, and parties. They become showpieces for their masters, as well as serving as bodyguards in public.

Adventurers: While Gladiators do much of their combat within the confines of an arena, that is not to say that some are not granted the freedom to hone their talents on challenges found outside the pits. Some are seen as heroes, and called upon as such.

these have little to no impact on the life of an entertainer.

Hit Die: d12.

Starting Wealth: 2d6 x 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

GLADIATORS IN YOUR CAMPAIGNS:

Class Skills

Role: Most Gladiators are melee combatants, capable of dealing great amounts of damage all the while humiliating and punishing their opponents.

The Gladiator's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (local, nobility) (Int), Perform (act, comedy, dance) (Cha), Profession (gladiator) (Wis), Survival (Wis), and Swim (Str).

Alignment: Many gladiators are neutral. They often care little for good or evil, as

Skill Ranks at Each Level: 2 + Int modifier.

Table: Gladiator

Level	BAB	Fort	Ref	Will	SPECIAL
1	+1	+2	+2	+0	Bonus Feat, Performance Weapon Mastery
2	+2	+3	+3	+0	Bonus Feat, Gladiator Talent (Tier I)
3	+3	+3	+3	+1	Gladiator Talent
4	+4	+4	+4	+1	Flexible Bonus Feat
5	+5	+4	+4	+1	Gladiator Talent
6	+6/1	+5	+5	+2	Bonus Feat
7	+7/2	+5	+5	+2	Gladiator Talent (Tier II)
8	+8/3	+6	+6	+2	Flexible Bonus Feat
9	+9/4	+6	+6	+3	Gladiator Talent
10	+10/5	+7	+7	+3	Bonus Feat
11	+11/6/1	+7	+7	+3	Gladiator Talent
12	+12/7/2	+8	+8	+4	Flexible Bonus Feat
13	+13/8/3	+8	+8	+4	Gladiator Talent (Tier III)
14	+14/9/4	+9	+9	+4	Bonus Feat
15	+15/10/5	+9	+9	+5	Gladiator Talent
16	+16/11/6/1	+10	+10	+5	Flexible Bonus Feat
17	+17/12/7/2	+10	+10	+5	Gladiator Talent
18	+18/13/8/3	+11	+11	+6	Bonus Feat
19	+19/14/9/4	+11	+11	+6	Gladiator Talent
20	+20/15/10/5	+12	+12	+6	Flexible Bonus Feat, God of the Arena

ABILITIES

Weapons and Armor

Gladiators are proficient with light armor and shields (but not tower shields), along with all simple and martial weapons.

A gladiator is not proficient with medium armor, heavy armor or tower shields. Instead he gains the Performance Weapon Mastery feat at 1st level as a bonus feat. This bonus feat is in addition to the bonus feat a gladiator gains at 1st level.

Furthermore, a gladiator using piecemeal armor is considered to be wearing a suit of armor as long as he is wearing two or three armor pieces, gaining the +1 to armor bonus, but still taking the +5% chance of arcane spell failure if the pieces are mixed.

Performance Weapon Mastery (Ex): You treat all weapons you are proficient in as if they had the performance weapon quality.

Bonus Feat: At 1st level, and at every even level thereafter, a gladiator gains a bonus feat in addition to those gained from normal advancement (meaning that the gladiator gains a feat at every level). These bonus feats must be selected from those listed as Combat, Performance, or Teamwork Feats.

Gladiator Talent: As a gladiator gains experience, he learns a number of talents that aid him in the arena. Starting at 2nd level, a gladiator gains one gladiator talent chosen from the Tier I talent pool. He gains another talent at 3rd level and then again at every odd level. At 7th level, a gladiator may choose talents from the Tier II talent pool, and at 13th level the gladiator may choose abilities from the Tier III talent pool. A gladiator cannot select an individual talent more than once unless specified in the talent's description.

Flexible Bonus Feat (Ex): Upon reaching 4th level, and every four levels thereafter (8th,

12th, and so on), a gladiator can choose to learn a new bonus feat in place of any other flexible bonus feat he has already learned by spending at least one full week in combat training. In effect, the gladiator loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. These bonus feats must be selected from those listed as Combat, Performance, or Teamwork feats.

God of the Arena (Ex): At 20th level, you have faced hundreds, if not thousands, of opponents in the ring. You know how to kill with deadly grace and efficiency. You automatically confirm all critical threats and increase your critical damage multiplier by +1 on all critical hits. In addition, you add your CHA bonus as a deflection bonus to AC.

TIER I TALENTS

*"Una salus victis nullam
sperare salutem."*

*"The one well-being of the defeated
is to not hope for well-being."*

-Virgil

Active Defense (Ex): The gladiator gains a +1 dodge bonus to AC when wielding a shield and also fighting defensively, using Combat Expertise, or using total defense. As a swift action, he may share this bonus with one adjacent ally, or half of the bonus (minimum + 0) with all adjacent allies, until the beginning of his next turn. This talent may be selected more than once, but not more than once per 4 levels. Each additional time it is selected, the bonus increases by +1.

Additional Skill Training: The gladiator gains 5 additional skill points, which must be spent on class skills. This does not allow the gladiator to exceed the normal maximum number of ranks in a skill. This is a one-time bonus, not an increase to the number of skill points the gladiator gains at each level (though the talent may be taken more than once, granting +5 skill points each time it is taken).

Agility (Ex): The gladiator gains a +1 bonus on saving throws made against effects that cause him to become paralyzed, slowed, or entangled. This bonus increases to +2 at 6th level, and by +1 for every four levels beyond 6th.

Armor Training (Ex): Whenever the gladiator is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. In addition, a gladiator can also move at his normal speed while wearing medium armor (if proficient). A 6th level or higher gladiator can take this talent a second time, increasing its bonuses by +1 and allowing him to move at his normal speed in heavy armor (if proficient). It can be taken a third time at 11th level and a 4th time at 16th level, with its bonuses increasing by +1 each time.

Armored Defense (Ex): The gladiator gains DR 1/— when wearing light armor, DR 2/— when wearing medium armor, and DR 3/— when wearing heavy armor. If the gladiator also has the armor mastery advanced talent, the combination instead provides damage reduction of DR 5/— when wearing light armor, DR 8/— when wearing medium armor, and DR 12/— when wearing heavy armor.

This damage reduction stacks with that provided by adamantine armor, but not with other forms of damage reduction. This damage reduction does not apply if the

armor master is stunned, unconscious, or helpless.

Be Quick or Be Dead (Ex): The gladiator may add his WIS modifier to his initiative checks.

Beast Handler (Ex): Once per day, a gladiator with this talent can roll two dice while making a Handle Animal check, and take the better result. He must choose to use this talent before making the skill check. A gladiator can use this ability one additional time per day for every 5 fighter levels he possesses. In addition, when within 30' of their handler, any trained creatures gain a +1 morale bonus to attacks.

Bloodthirsty (Ex): When you deal a wound to an opponent, you temporarily gain a +1 morale bonus to damage against that opponent per wound you personally inflicted. If a wound is removed, your morale bonus is also reduced by a like amount.

OPTIONAL RULE: WOUNDS

Sometimes combat can seem too abstract and unrealistic. To combat this, we have added the optional wound mechanic. Wounds represent taking damage in combat and being hindered from the injury.

Whenever a target is dealt damage greater than their CON score, they may attempt a FORT save with a DC equal to the damage dealt. If they fail, they take a wound penalty of -1. This penalty applies to all attacks, saves, skill checks and damage. Multiple wound penalties stack.

Wounds can be removed with a DC 20 Heal check, or one per die of curative magic applied.

Bravado (Ex): The gladiator may spend a standard action to call out his accomplishments and generally brag his omnipotence, grandeur, and “manhood,” all

the while criticizing and mocking his opponent. Opponents within 60' who understand the gladiator's bravado must make WILL saves DC 10 + ½ the gladiator's level + CHA modifier. If they fail, they suffer a -1 attack penalty until they successfully deal damage to the gladiator.

Bravery (Ex): The gladiator gains a +1 bonus on Will saves against fear. This bonus increases to +2 at 6th level, and by +1 for every four levels beyond 6th.

Buckler Catch (Ex): When wielding a buckler, the gladiator can catch his opponent's weapon between his buckler and his forearm, effectively wedging the hafts of polearms and hammers or the flats of blades. This functions as a disarm combat maneuver, and the gladiator gains a +4 bonus on the roll. If the gladiator's maneuver check fails by 10 or more, he suffers a -2 penalty to his AC until the start of his next turn.

Close Control (Ex): The gladiator becomes skilled at forcefully moving his opponent around the battlefield, gaining a +1 bonus on bull rush, drag, and reposition combat maneuver checks. The gladiator also gains a +1 bonus to CMD when attacked with the bull rush, drag, and reposition maneuvers. These bonuses increase to +2 at 6th level, and by +1 for every four levels beyond.

Combat Maneuver Defense (Ex): Choose a combat maneuver. The gladiator gains a +2 bonus to your CMD when defending against that particular combat maneuver check. Each time you choose this ability, you must choose a new maneuver.

Combat Maneuver Mastery (Ex): Choose a combat maneuver. You gain a +2 bonus when attempting a particular combat maneuver check. Each time you choose this ability, you must choose a new maneuver.

Combat Opportunist (Ex): The gladiator gains a +2 bonus on attack rolls made as

part of an attack of opportunity. Additionally, the maximum number of attacks of opportunity the gladiator may make each round increases by +2.

Combat Positioning (Ex): The first time each round the gladiator scores a critical hit against a foe, he gains a bonus to his AC against that foe equal to 1 + his weapon's critical multiplier. This bonus lasts until the beginning of the gladiator's next turn.

Combat Training (Ex): The gladiator gains a bonus feat. This feat must be a combat feat (also sometimes called "fighter bonus feats"). The gladiator must meet all the feat's prerequisites. This talent may be taken more than once. Each time it is taken, it grants the gladiator a new bonus combat feat. These bonus feats are fixed, and may not be retrained as per the Flexible Bonus Feat ability.

Cruellest Cut (Ex): The gladiator may expend a victory point as an immediate action to add 1d6 points of damage to any attack.

Deceptive Strike (Ex): When he is using a one-handed weapon and carrying nothing in his other hand, the gladiator gains a +1 bonus to CMB and CMD on disarm checks and on Bluff checks to feint or create a diversion to hide. This bonus increases to +2 at 6th level, and by +1 for every four levels beyond 6th.

Defensive Flurry (Ex): When wielding two melee weapons or a double weapon in two hands, if the gladiator makes a full attack (including offhand attacks) he gains a +1 shield bonus to AC until the beginning of his next turn. This ability increases to +2 at 6th level, and increases an additional +1 again at 12th and 18th level.

Defensive Stance (Ex): When fighting defensively, if an opponent attacks you and misses, you gain a +2 competence bonus to your next attack against that opponent. This

ability stacks with itself each time an opponent misses, but only applies to your first attack on the following round.

Defensive Strikes (Ex): When fighting defensively or using Combat Expertise, the gladiator suffers one less penalty to attack rolls. This bonus increases by +1 for every 6 levels the gladiator has attained.

Disarming Strike (Ex): When the gladiator successfully disarms a target he also deals normal damage to the target, but without the normal Strength bonus to damage.

Doublestrike (Ex): When wielding two melee weapons or a double weapon in two hands, as a standard action the gladiator may make one attack with both his primary and secondary weapons. The penalties for attacking with two weapons apply normally.

Duck and Weave (Ex): Once per round the gladiator may attempt a reposition combat maneuver in place of a melee attack (instead of as a standard action, as normal). The CMB check takes any penalties the gladiator would have applied to the melee attack.

Evasive (Ex): When he is using one-handed weapons and wearing light or partial armor, the gladiator gains a +1 dodge bonus to AC. This bonus increases to +2 at 6th level, and by an additional +1 for every 4 levels beyond 6th. This bonus does not apply when wearing medium or heavy armor or carrying a medium or heavier load.

Evading Opportunity (Ex): Whenever an opponent you threaten provokes an attack of opportunity, you may instead take a 5-foot step.

Exotic Weapon Proficiency (Ex): The gladiator gains proficiency in an exotic weapon (except pistols).

Evasive Fighter (Ex): The gladiator gains a +2 dodge bonus to AC against ranged

attacks. This bonus increases to +3 at 11th level and to +4 at 17th level.

Fame (Ex): When the gladiator begins a performance combat, he always starts with at least 1 victory point. If he already has victory points, he gains 1 extra victory point. At 10th level, the gladiator starts out with at least 2 victory points. If he already has victory points, he gains 2 extra victory points.

Fancy Footwork (Ex): Your fighting style emphasizes mobility and nimble footwork that puts your contemporaries to shame. You may take an additional 5-foot step each round. You may combine your two available 5-foot steps into a single 10-foot step or make two 5-foot steps at separate times during the round.

Fight Dirty (Ex): Once per round, the gladiator may attempt a dirty trick combat maneuver in place of a melee attack (instead of as a standard action, as normal). The CMB check takes any penalties the gladiator would have applied to the melee attack.

Filthy Blows (Ex): The gladiator maintains his weapons in a state of constant filth, never cleaning them, and allowing them to sit in the festering blood and tissue of previous foes. The first successful weapon



attack the fighter makes in each combat, and all critical weapon attacks, exposes the target to a specific form of filth fever. This affliction has an onset of 1 hour, is cured by a single save, and the save DC is 10 +1/2 gladiator level.

Flashy Move (Ex): The Gladiator knows a flashy combat maneuver. Choose one combat maneuver. Whenever you perform this maneuver, you add your CHA bonus to the roll and do not provoke attacks of opportunity when performing this maneuver.

Flexible Flanker (Ex): The gladiator may choose any square adjacent to him and treat that square as his location for determining who he is flanking, even if that square is occupied by a creature, object, or solid barrier.

Heavy Armor Proficiency (Ex): The gladiator gains proficiency with heavy armor. You must have chosen the Medium Armor Proficiency talent prior to choosing this talent.

Heightened Reflexes (Ex): The gladiator's honed reflexes grant him a +2 bonus to initiative checks and a +1 bonus to attack rolls on attacks of opportunity.

Hurling Charge (Ex): The gladiator makes a volatile charge toward an opponent, throwing himself at his foe. The gladiator deals increased damage at the expense of accuracy. You may choose to alter your charge action benefits and hindrances, instead suffering a -2 to hit, but gaining a +2 to damage, with no penalty to your AC.

Ignore Pain (Ex): You may ignore a wound penalty of -1. You may choose this talent multiple times, to a maximum of your CON bonus. You may not choose this talent more times than your CON bonus, and must have at least a +1 bonus to choose this talent.

Infuriating Taunt (Ex): As a standard action, you hurl your worst biting insults at an opponent as part of an Intimidate check to demoralize an opponent. If you are successful, they are not shaken, but instead must immediately move to engage you in melee combat until they strike at least one blow.

Inspiring Kill (Ex): As a free action, a gladiator who gets the killing blow on an opponent can choose to grant a +1 morale bonus to all allies within 30ft who can hear and see him. This bonus can be applied to attack rolls, damage, or saving throws.

Subsequent uses of this ability do not stack with each other, but the gladiator may add the bonus to another of the listed benefits. These benefits last for one minute or until the gladiator is knocked unconscious or dies, whichever comes first.

Inspiring Showmanship (Ex): When not fighting for a crowd, the gladiator still entertains and inspires those around them. The gladiator may expend a number of victory points (up to their CHA bonus, minimum of 1) to grant all allies within 30' a +1 morale bonus (per victory point spent) to attack rolls for 1 round.

Knock Off Balance (Ex): When the gladiator scores a critical hit against a foe, he may choose to not deal critical damage (instead, dealing damage as a normal successful attack), and cause the target to provoke an attack of opportunity from all creatures threatening it other than the gladiator himself.

Leaping Attack (Ex): If the gladiator moves at least 5 feet prior to attacking he gains a +1 bonus on attack and damage rolls. This bonus increases to +2 at 9th level, and by +1 for every four levels beyond 9th.

Medium Armor Proficiency (Ex): The gladiator gains proficiency with medium armor.

Meteoric Onslaught (Ex): When you strike in the first round of combat, you deal twice your base weapon dice of damage.

Opportune Strike (Ex): When making attacks of opportunity, you may add your CHA bonus to your attack roll.

Overhand Chop (Ex): When wielding a two-handed melee weapon, if the gladiator makes only a single attack (with the attack action or a charge) he adds double his Strength bonus on damage rolls.

Paired Combat (Ex): The gladiator receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the gladiator can grant this feat to a single ally within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the gladiator possesses. Allies do not need to meet the prerequisites of these bonus feats. The gladiator can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

Pole Fighting (Ex): When wielding a hafted reach weapon, as a swift or immediate action the gladiator can shorten the grip on the weapon and use it against adjacent targets. This action results in a -4 penalty on attack rolls with that weapon until he spends another immediate or swift action to return to the normal grip. The penalty is reduced by 1 at 6th level, and by an additional 1 for every four levels beyond 6th to a minimum of -0.

Push Them Back (Ex): Once per round, the gladiator may attempt a bull rush combat maneuver in place of a melee attack (instead of as a standard action, as normal). The CMB check takes any penalties the gladiator would have applied to the melee attack.

Roar of the Crowd (Ex): You can appeal to spectators with flourishes, trash-talking, and

fancy moves. As a move-equivalent action, make a Perform check (DC 15). If you succeed, you gain a +1 morale bonus to attacks and damage for the duration of the fight. Spectators must be noncombatants, and there must be at least four of them.

Shattering Strike (Ex): When wielding a two-handed melee weapon, the fighter gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects. These bonuses increase to +2 at 6th level, and by +1 for every four levels beyond 6th.

Singleton (Ex): The gladiator gains a +1 bonus on attack and damage rolls when wielding a melee weapon in one hand and leaving his other hand free.

Stand Firm (Ex): When wielding a shield (other than a buckler), the gladiator gains a +1 bonus to CMD against bull rush, overrun, and trip attempts. This bonus also applies on saves against trample attacks. This bonus increases to +2 at 6th level, and by an additional +1 for every 4 levels beyond 6th.

Strong Swing (Ex): When wielding a light or one-handed melee weapon in one hand and a buckler in the other, the gladiator may apply any bonus he has to either weapon from the weapon training talent to attacks made by either hand. With a full-attack action, the gladiator may alternate between using his weapon or his buckler for each attack. This does not grant additional attacks or incur penalties as two-weapon fighting does.

Subduing Strikes (Ex): The gladiator can deal subdual damage with any strike without taking a penalty on attack rolls.

Swift Positioning (Ex): The gladiator may position his tower shield to provide cover as a move action, rather than a standard action. You must have the tower shield proficiency to choose this talent.

Swift Striker (Ex): The gladiator gains a +1 bonus to attacks and a +1 dodge bonus to AC whenever he moves more than 10' in a round.

Team Player (Ex): When determining the benefit they gain from a teamwork feat, the gladiator's allies may treat him as if he had the same teamwork feat. The gladiator does not gain any benefit from such feats unless he actually has the teamwork feat in question.

Threaten (Ex): As a swift action the gladiator can make it clear he intends to harm a foe that is able to see and hear him. If that foe does not respond to this threat (see below) by the beginning of the gladiator's next turn, the gladiator may make an Intimidate check to demoralize that foe as a swift action.

A foe can respond to the gladiator's threat by attacking him, including him in an attack (using the definition of attack in the invisibility spell), taking at least a move action worth of movement directly away from the gladiator, getting out of the gladiator's line of sight, or taking the total defense action.

Thrust Kick (Ex): Whenever you are presented with an attack of opportunity against a foe you threaten, you may instead kick that target, dealing 1d6 points of damage, plus Strength bonus. In addition, you initiate a bull rush maneuver. This does not in turn provoke an attack of opportunity.

Timely Tip (Ex): When he is using a one-handed weapon and carrying nothing in his other hand, as a move action the gladiator can make a disarm combat maneuver against a target he threatens, to push aside the target's shield. If successful, the target loses its shield bonus to AC against the gladiator's next attack.

Too Pretty To Die (Ex): The Gladiator adds his CHA bonus to stabilization checks.

Tower Shield Proficiency (Ex): You gain proficiency with tower shields.

Twin Blades (Ex): When wielding two melee weapons or a double weapon in two hands, the gladiator gains a +1 bonus on attack and damage rolls when making a full attack that includes offhand attacks. This bonus counts as (and does not stack with) weapon mastery. This talent may be taken more than once, but not more than once per 4 levels.

War Face (Ex): Once per day, a gladiator with this talent can roll two dice while making an Intimidate check, and take the better result. He must choose to use this talent before making the Intimidate check. A gladiator can use this ability one additional time per day for every 5 gladiator levels he possesses.

Weapon Familiarity (Ex): The gladiator is familiar with a wide array of weapons, and now suffers only a -1 penalty for using any weapon with which they are not proficient.

Weapon Training (Ex): A gladiator can select one group of weapons and gain a +1 to hit and damage bonus as per the fighter ability. You may choose this ability once per 5 gladiator levels. A gladiator can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Each additional time this ability is chosen, the gladiator becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the benefits granted by previous weapon groups increase by +1 each (as per the fighter ability).

Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A gladiator also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the gladiator's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups):

Axes: bardiche, battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, hooked axe, knuckle axe, light pick, mattock, orc double axe, pata, and throwing axe.

Blades, Heavy: Aldori dueling sword, bastard sword, chakram, double chicken saber, double walking stick katana, elven curve blade, falcata, falchion, flambard, greatsword, great terbutje, katana, khopesh, klar, longsword, nine-ring broadsword, nodachi, scimitar, scythe, seven-branched sword, shotel, temple sword, terbutje, and two-bladed sword.

Blades, Light: bayonet, butterfly knife, butterfly sword, chakram, dagger, gladius, hunga munga, kama, katar, kerambit, kukri, madu, pata, quadrens, rapier, sawtooth sabre,

scizore, shortsword, sica, sickle, starknife, swordbreaker dagger, sword cane, wakizashi, and war razor.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Close: bayonet, brass knuckles, cestus, dan bong, emei piercer, fighting fan, gauntlet, heavy shield, iron brush, katar, light shield, madu, mere club, punching dagger, rope gauntlet, sap, scizore, spiked armor, spiked gauntlet, spiked shield, tekko-kagi, tonfa, unarmed strike, wooden stake, and wushu dart.

Crossbows: double crossbow, hand crossbow, heavy crossbow, launching crossbow, light crossbow, heavy repeating crossbow, light repeating crossbow, and tube arrow shooter.

Double: bo staff, chain spear, dire flail, double walking stick katana, double-chained kama, dwarven urgrosh, gnome hooked hammer, kusarigama, orc double axe, quarterstaff, and two-bladed sword.

Flails: battle poi, bladed scarf, chain spear, dire flail, double chained kama, flail, flying blade, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi, and whip.



Hammers: aklys, battle aspergillum, club, greatclub, heavy mace, light hammer, light mace, mere club, taiaha, tetsubo, wahaika, and warhammer.

Monk: bo staff, brass knuckles, butterfly sword, cestus, dan bong, double chained kama, double chicken saber, emei piercer, fighting fan, hanbo, jutte, kama, kusarigama, kyoketsu shoge, lungshuan tamo, monk's spade, nine-ring broadsword, nine-section whip, nunchaku, quarterstaff, rope dart, sai, sansetsukon, seven-branched sword, shang gou, shuriken, siangham, temple sword, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi, and wushu dart.

Natural: unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.

Polearms: bardiche, bec de corbin, bill, glaive, glaive-guisarme, guisarme, halberd, hooked lance, lucerne hammer, mancatcher, monk's spade, naginata, nodachi, ranseur,

rhomphaia, tepoztopilli, and tiger fork.

Spears: amentum, boar spear, chain spear, javelin, harpoon, lance, longspear, pilum, shortspear, sibat, spear, tiger fork, and trident.

Thrown: aklys, amentum, atlatl, blowgun, bolas, boomerang, chakram, club, dagger, dart, halfling sling staff, harpoon, hunga munga, javelin, lasso, kestrom, light hammer, net, poisoned sand tube, rope dart, Shoanti bolas, shortspear, shuriken, sling, sling glove, spear, starknife, throwing axe, throwing shield, trident, and wushu dart.

TIER II TALENTS

"Multi famam, conscientiam pauci verentur."

"Many fear their reputation, few their conscience."

-Pliny

Arena Legend (Ex): The gladiator is a well-known commodity, and their reputation crushes opponent's morale. Add ½ your gladiator level to Intimidate checks to demoralize a foe.

Armor Piercing (Ex): When the gladiator scores a critical hit against a foe, he may choose to not deal critical damage (instead, dealing damage as a normal successful attack), and also deal his normal weapon damage against the target's armor.

Backswing (Ex): When wielding a two-handed melee weapon, if the fighter makes a full attack he adds double his Strength bonus on damage rolls for all attacks after the first.

Beast Master (Ex): A gladiator with this talent grants all beasts trained by him a +1 morale bonus to AC when within 30'.

Bladescarred (Ex): Your experience in the arena has earned you many scars and your skin is toughened to the rigors of combat. You gain a +1 natural armor bonus to AC. You may choose this ability once per six gladiator levels.

Bladework (Ex): If a foe attempts a disarm, grapple, or sunder maneuver against the gladiator, and the maneuver fails, the foe provokes an attack of opportunity from the gladiator. This is separate from any attack of opportunity that might be provoked from attempting the maneuver, and is not avoided by foes with Improved Disarm, Improved Grapple, or Improved Sunder.

Bleeding Strike (Ex): Any time an opponent is denied their DEX bonus to AC and the gladiator strikes that foe, they suffer 1 bleed.

Brute (Ex): The gladiator is a master of getting the most out of unassuming weapons. When wielding a weapon he is proficient with that normally has a threat range of 20 and a x2 critical damage multiplier, the gladiator may choose at the beginning of the round to either increase the weapon's threat range to 19-20, or to increase its damage multiplier to x3. This talent works normally with weapons that have had their threat range or critical multiplier increased by some other ability or effect. For example, a gladiator with brute selects a sickle, allowing him to either have the sickle be 19-20/x2, or x3. If a *keen edge* spell is cast on the sickle, the gladiator may choose between 18-20/x2, or 19-20/x3 for the spell's duration.

Challenge Foe (Ex): The gladiator declares a challenge to a foe, his target must pay attention to the threat he poses. As long as the target is within the threatened area of the gladiator, it takes a -2 penalty to its AC from attacks made by anyone other than the gladiator.

Champion's Zeal (Ex): As a swift action the gladiator can expend a victory point to end any bleed effect or remove one wound point.

Cheap Shot (Ex): The gladiator is both willing and able to smash his opponents' most tender parts, when they allow those areas to be exposed. When the gladiator scores a critical hit against a foe, he may choose to not deal critical damage (instead, dealing damage as a normal successful attack), and force the target to make a Fortitude save (DC 10 +1/2 gladiator level + Str bonus) or be exhausted for 1d4 rounds. A creature already fatigued or exhausted is not knocked unconscious by this effect.

Chopping Blow (Ex): As a standard action, the gladiator can make a single melee attack. If the attack hits, he may make a sunder combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity.

Combination Strike (Ex): When performing a full-round attack, the gladiator gains a combo point for each successful attack after the first. Each combo point must be spent in the following round or they are lost. Combo points may be traded in for a +1 bonus to attack, damage, or as a dodge bonus to AC.

Counterattack (Ex): When he is using a one-handed weapon and not wearing medium or greater armor, nor encumbered, the gladiator can make an attack of opportunity as an immediate action against an opponent who hits him with a melee attack, so long as

the attacking creature is within the gladiator's reach.

Deflection (Ex): The gladiator becomes more adept at turning blows from their armor, and treats their AC as two higher when foes attempt to confirm critical hits. A gladiator must wear at least one piece of partial armor or wield a shield for this ability to be in use.

Deft Doublestrike (Ex): When wielding two melee weapons or a double weapon in two hands, if the gladiator hits an opponent with both primary and off-hand attacks he can make a disarm or sunder attempt (or trip, if one or both weapons has the trip property) against that opponent as an immediate action that does not provoke attacks of opportunity.

Expert Weapon Trainer (Ex): You may temporarily grant an ally a weapon proficiency that you know. As a standard action, the gladiator can grant this proficiency to a single ally within 30 feet who can see and hear him. Allies retain the use of this proficiency for 3 rounds plus 1 round for every two levels the gladiator possesses. The gladiator can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

Exotic Weapon Mastery (Ex): Any critical hits with an exotic weapon have their critical modifier increased by +1. In addition, you gain a +4 bonus to your CMD against opponents using a weapon of this type against you.

Exotic Weapon Specialization (Ex): The gladiator gains a +1 to hit and damage on any attacks while wielding an exotic weapon.

Fervor of the Crowds (Ex): When the gladiator first gains a morale bonus from any performance combat, he gains a number of temporary hit points equal to his Gladiator

level. If he should lose his morale bonus and regain it again, he does not gain additional temporary hit points. These temporary hit points do not stack with temporary hit points gained from other sources.

Fleet Footed (Ex): The gladiator's speed increases by 10 feet. He can take 10 on Acrobatics checks even while distracted or threatened, and can take 20 on an Acrobatics check once per day for every five gladiator levels he possesses.

Follow Through (Ex): The first time each round the gladiator scores a critical hit against a foe, he gains a bonus to attack rolls equal to his weapon's critical multiplier. This bonus lasts until the beginning of the gladiator's next turn.



Fortification (Ex): The gladiator can use his armor to shield critical areas from injury. He treats any armor he wears as if it had the light fortification special ability. At 13th level, his armor gains the moderate fortification special ability. This fortification does not stack in any way with armor that has these special abilities. In these cases the gladiator takes the better of the two fortifications.

Gaping Wound (Ex): When the gladiator scores a critical hit against a foe, he may choose to not deal critical damage (instead, dealing damage as a normal successful attack), and for the next minute, all critical threats against the target gain a +4 bonus to confirm.

Glimpse of Elysium (Ex): Once per day, as a standard action, the gladiator heals 1d8 points of damage + her Constitution modifier. For every four levels the gladiator has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level.

Greater Aid (Ex): When taking the aid another action to help an ally attack or defend by distracting or interfering with an opponent, the bonus the gladiator grants is equal to his total attack roll divided by 5.

Greater Singleton (Ex): The gladiator gains a +1 bonus on attack and damage rolls when wielding a melee weapon in one hand and leaving his other hand free. This stacks with the bonus from the Singleton talent. A gladiator must have the Singleton talent in order to choose this talent.

Head Butt (Ex): The gladiator may attempt a head butt against another target they threaten in melee combat. This provokes an attack of opportunity unless the gladiator also has improved unarmed strike. If successful, their opponent must make a Fortitude save equal to 10 + $\frac{1}{2}$ the gladiator's level + STR bonus or be dazed for 1 round.

Improved Balance (Ex): The gladiator's attack penalties for fighting with two weapons are reduced by -1. Alternatively, the gladiator may use a one-handed weapon in his off-hand, treating it as if it were a light weapon with the normal light weapon penalties. This talent may be taken a second time, reducing all two-weapon fighting penalties by an additional -1 (even when

using a one-handed weapon in the off-hand as a light weapon).

Improved Feint (Ex): The gladiator has learned sneaky tactics such as kicking dirt in a foe's face, pretending to be badly wounded, or forcing an opponent to stare into the sun. You can use the feinting in combat Bluff technique as a move-equivalent action.

Improved Ignore Pain (Ex): You may ignore up to -2 points of wound penalties.

Improved Inspiring Kill (Ex): As a free action, a gladiator who gets the killing blow on an opponent can choose to grant a +2 morale bonus to all allies within 30ft who can hear and see him. This bonus can be applied to attack rolls, damage, or saving throws.

Subsequent uses of this ability do not stack with each other, but the gladiator may add the bonus to another of the listed benefits. These benefits last for one minute or until the gladiator is knocked unconscious or dies, whichever comes first.

Intercept (Ex): The gladiator gains a bonus equal to $\frac{1}{2}$ his class level on combat maneuver checks when using the Stand Still feat, and gains the same bonus to his CMD when an opponent attempts an Acrobatics check to move through a square he threatens. A gladiator must have the Stand Still feat to select this talent.

Interference (Ex): When he is wielding a one-handed weapon and in light or no armor, as a move action the gladiator can make a disarm or trip combat maneuver against a target he threatens to push his opponent off balance. If successful, the target becomes flat-footed. This condition lasts until the target takes damage from a melee or ranged attack or until the beginning of the gladiator's next turn, whichever comes first.

Irresistible Advance (Ex): When wielding a shield, the gladiator gains a bonus on bull rush and overrun CMB checks. This bonus depends on the type of shield used: +1 with a buckler, +2 with a light shield, +3 with a heavy shield, or +4 with a tower shield.

Kick-Up (Ex): As a swift action, the gladiator may kick an item on the ground into one of his free hands. The item is readied for use, and this does not provoke an attack of opportunity. Only unattended items the gladiator could hold in one hand may be picked up in this way.

Knock Off Guard (Ex): When the gladiator scores a critical hit against a foe, he may choose to not deal critical damage (instead, dealing damage as a normal successful attack), and force the target to make a Reflex save (DC 10 + 1/2 gladiator level + Str bonus) or be flat-footed for 1 round.

Menacing Stance (Ex): The gladiator has learned to constantly harry and distract his enemies. While adjacent to the gladiator and threatened by a weapon he is wielding, enemies take a -1 penalty on attack rolls and a -4 penalty on concentration checks.

These penalties increase to -2/-5 at 11th level, and by 1 more for every four levels after 11th level (to a maximum of -4 on attack rolls and -7 on concentration checks at 19th level). Creatures do not take these penalties if the gladiator is dazed, helpless, staggered, stunned, or unconscious.

No Escape (Ex): Taking a 5-foot step out of the area of the gladiator's menacing stance or moving out of the area of the menacing stance with a withdraw action provokes an attack of opportunity from the gladiator. A gladiator must have the menacing stance talent to select this talent.

On the Board (Ex): If wielding a shield, once per round, when the gladiator is the target of an attack of opportunity, he may make his shield the target of the attack. The attack

must hit his AC, but on a successful hit, the shield takes the damage instead. If the damage is enough to give his shield the broken condition or destroy it, the gladiator also takes half the damage.

Piledriver (Ex): As a standard action, the gladiator can make a single melee attack with a two-handed weapon. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity.

Poison Use (Ex): The gladiator knows how to use poison and does not risk accidentally poisoning themselves, as per the assassin ability.

Razor's Edge (Ex): When you gain a critical threat with any weapon you are proficient in, you deal an additional amount of damage equal to the critical modifier.

Resiliency (Ex): Once per day, a gladiator with this ability can gain a number of temporary hit points equal to the gladiator's level. Activating this ability is an immediate action that can only be performed when he is brought to below 0 hit points. This ability can be used to prevent him from dying. These temporary hit points last for 1 minute. If the gladiator's hit points drop below 0 due to the loss of these temporary hit points, he falls unconscious and is dying as normal.

Shatter Defenses (Ex): Your mighty blows can crush and cleave even the densest and most comprehensive defenses. Each time you hit an adversary possessing any kind of Damage Reduction and deal at least one point of damage, you reduce that opponent's Damage Reduction by one point. This reduction remains until the end of the encounter.

Shield Buffet (Ex): As a move action, the gladiator may make a combat maneuver check to use his shield to impede an adjacent

enemy. If successful, the target suffers a -2 penalty on its attack rolls against the shielded gladiator and a -2 penalty to AC on attacks made by the shielded gladiator until the beginning of his next turn.

Shield Guard (Ex): When wielding a shield, the gladiator may designate one square adjacent to him. He may designate two squares if using a heavy shield or three squares if using a tower shield, but these squares must be contiguous. Enemies in these squares cannot flank the shielded gladiator and do not count for flanking with other creatures. This effect lasts until he moves from his position or uses another swift action to change the affected squares.

Situational Awareness (Ex): The gladiator can track the chaos of combat, and make flexible plans that adjust to changing situations. When the gladiator takes the ready action, rather than specify a single action he will take, and the conditions under which he will take it, the fighter may specify a number of possible actions equal to 1 + his Int bonus (each with its own triggering condition). The gladiator can still only take a single readied action, he just has a broader range of possible options.

Stand Still (Ex): The gladiator gains Stand Still as a bonus feat, even if he does not have the Combat Reflexes feat. Furthermore, he gains a bonus equal to 1/2 his gladiator level on combat maneuver checks when using the Stand Still feat.

Step Aside (Ex): When a creature threatened by the gladiator takes a 5-foot step into a square adjacent to him, the gladiator can take a 5-foot step as an immediate action. This 5-foot step must be subtracted from his movement on the next turn. He also gains a +2 dodge bonus to his AC against that opponent until the end of his next turn.

Study Opponent (Ex): You circle your opponent and study his combat style,

looking for weaknesses. As a standard action, you may attempt a Profession (gladiator) check, with a DC of 10 + the CR of your opponent. If you succeed, you gain a +2 dodge bonus against your opponent until he switches weapons. You must be within 30' of your opponent to successfully study them.

Throat Punch (Ex): When the gladiator scores a critical hit against a foe, he may choose to not deal critical damage (instead, dealing damage as a normal successful attack), and cause the target to be unable to speak for 1 round. (The target cannot fulfill verbal components of spells, invoke command words, or make any intelligible noises.)

Tough Beasts (Ex): A gladiator with this talent grants beasts they have trained a number of temporary hit points equal to their HD when within 30' of their trainer at the beginning of combat.

Unavoidable Assault (Ex): When not mounted, the gladiator's charge is not blocked by friendly creatures or difficult terrain.

Vital Combat (Ex): The gladiator selects one weapon with which he is proficient. If the first attack he makes in a round is made with this weapon, he may add the bonus damage dice from Vital Strike to that attack. He may also use this ability with Devastating Strike, Greater Vital Strike, Improved Devastating Strike, and Improved Vital Strike if he has those feats. The gladiator cannot benefit from these feats more than once per round. This overrides Vital Strike's normal limitation that it may only be used with an attack action.

A gladiator must have the Vital Strike feat prior to taking vital combat.

Uncanny Dodge (Ex): The gladiator can react to danger before his senses would

normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses His DEX bonus to AC if immobilized. A gladiator with this ability can still lose his DEX bonus to AC if an opponent successfully uses the feint action against him.

TIER III TALENTS

Armor Mastery (Ex): The gladiator gains Damage Reduction 5/— whenever he is wearing armor or using a shield. A gladiator must have selected the armor training or armored defense talent before selecting armor mastery.

Counterattack (Ex): If a foe that you threaten in melee combat misses an attack against you, this grants you an attack of opportunity against them.

Cut Arrows (Ex): Whenever targeted by a missile attack from a weapon no larger in size than the gladiator, you may make an attack roll. If the attack roll is greater than the missile's attack roll, you destroy the missile and it misses. This ability only works when you are aware of an attack and not denied your DEX bonus.

Deadly Defense (Ex): When wielding two melee weapons or a double weapon in two hands, if the gladiator makes a full attack that includes offhand attacks, every creature that hits him with a melee attack before the beginning of his next turn provokes an attack of opportunity from the gladiator.

Deep Wound (Ex): If you roll max damage on a weapon, it is treated as a critical threat.

Devastating Blow (Ex): As a standard action, the gladiator may make a single melee attack with a two-handed weapon at a -5 penalty. If the attack hits, it is treated as a critical threat. Special weapon abilities that activate

only on a critical hit do not activate if this critical hit is confirmed.

Disabling Blow (Ex): When the gladiator scores a critical hit against a foe, he may choose to not deal critical damage (instead, dealing damage as a normal successful attack), and force the target to make a Fortitude save (DC 10 +1/2 gladiator level + Str bonus) or one limb of the gladiator's choice is disabled. If an arm is disabled, the arm cannot be used to hold items or make attacks. If a wing is disabled, the creature cannot fly (though it can land without falling). If a leg is disabled, the creature's movement rate is reduced by 5 feet (if all a creature's legs on one side of its body are disabled, its move rate is reduced to 5 feet total). The disabled limb is restored when all the damage dealt by the disabling blow is healed, or when the creature receives a lesser restoration or similar spell.

Equal Opportunity (Ex): When wielding two melee weapons or a double weapon in two hands, if the gladiator makes an attack of opportunity he may attack once with both his primary and secondary weapons. The penalties for attacking with two weapons apply normally.

Exhaust Opponent (Ex): As combat continues, you can tire out your foe. You must threaten and attack the same opponent for at least 3 consecutive rounds. After your third set of attacks, your opponent must make a Fortitude save to avoid taking 1d6 subdual damage from exhaustion. The DC for this save starts at 15 and increases by 1 for every round beyond the third you continue to attack the same foe. Many gladiators fight defensively while employing this attack. If you do not attack for one round, the count resets to zero.

Evasion (Ex): The gladiator gains evasion, as the rogue class feature, when in light armor or no armor.

Greater Inspiring Kill (Ex): As a free action, a gladiator who gets the killing blow on an opponent can choose to grant their Charisma modifier as a morale bonus to all allies within 30ft who can hear and see him. This bonus can be applied to attack rolls, damage, or saving throws.

Subsequent uses of this ability do not stack with each other, but the gladiator may add the bonus to another of the listed benefits. These benefits last for one minute or until the gladiator is knocked unconscious or dies, whichever comes first.

Greater Power Attack (Ex): When using Power Attack with a two-handed melee weapon, the gladiator's bonus damage from Power Attack is doubled (+100%) instead of increased by half (+50%). A gladiator must have the Power Attack feat to select greater power attack.

Hard Maneuvers (Ex): Whenever the gladiator successfully performs a combat maneuver against a foe, he may also deal weapon damage with any weapon he is wielding.

Improved Coup de Grace (Ex): You dispatch fallen foes quickly, or with great flair. You may use a melee weapon to deliver a coup de grace attack as a standard action. If you are being showy, you can take a full-round action to deliver the coup de grace attack, but gain a +2 morale bonus to attack rolls for the remainder of the combat.

Improved Uncanny Dodge (Ex): This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels than the target does.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

Indestructible (Ex): The gladiator gains Moderate Fortification against critical hits and sneak attacks while he is wearing at least medium armor. In addition, unless his armor has the fragile armor quality, it cannot be sundered while he is wearing it.

Invincible (Ex): The gladiator gains Heavy Fortification against critical hits and sneak attacks while he is wearing heavy armor. The gladiator must first have chosen the Indestructible talent to choose this talent.

Make Them Bleed (Ex): You are skilled at dealing wounds that cause extra blood loss. When you deal damage with a slashing or piercing weapon, the wound bleeds for one point of damage per round thereafter until a Heal check (DC 15) is made, any cure spell is applied, or 10 rounds minus the opponent's Constitution modifier elapse. Multiple wounds are cumulative, but creatures without discernible anatomies such as constructs, undead, and plants are immune to this effect.



Open the Neck (Ex): If the Gladiator strikes an opponent successfully three times in one round, the third attack is treated as if it were

a vital strike, dealing twice the weapon's base damage and deals 1d4 bleed.

Over the Top (Ex): The gladiator may use the Climb skill with just one hand, allowing him to carry and wield a weapon in his other hand. Additionally the gladiator adds half his gladiator level to climb checks made to keep from falling if damaged while climbing.

Pain Mastery (Ex): The gladiator has almost completely overcome the effects of pain. You may ignore a number of wound penalties up to your CON modifier. You must have the Improved Ignore Pain talent to choose this talent.

Polearm Parry (Ex): When the gladiator is using a reach weapon to threaten an opponent and that opponent makes a melee attack against an ally within reach, the gladiator may take an immediate action to grant his ally a +2 shield bonus to AC and DR 5/— against that attack. He may use this ability to protect himself, but only if the attacking creature is not adjacent to him.

Rapid Attack (Ex): The gladiator can combine a full attack action with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of opportunity as normal.

Relentless Assault (Ex): Once per round, when a foe performs an action that would normally provoke an attack of opportunity, and the foe manages not to provoke (by making an Acrobatics check, or having a feat or special ability that prevents it, such as Improved Disarm or Spring Attack), the

gladiator may make a special opposed check to take an attack of opportunity anyway. The gladiator rolls 1d20 + his total attack bonus, opposed by the foe's Acrobatics check or attack roll (whichever is higher). If the gladiator's result is higher, he may make an attack of opportunity against the foe.

Reversal (Ex): When he is using a one-handed weapon and carrying nothing in his other hand, if the gladiator is the target of a melee weapon attack made by a creature the gladiator is threatening, he may make a special disarm combat maneuver as an immediate action. If successful, rather than disarm the target, the gladiator can redirect the melee attack to target any creature within reach of the attacker (other than the attacker itself). The attacker makes his attack roll normally and, if it exceeds the new target's AC, deals damage normally.

Running Parry (Ex): The gladiator may make an attack roll versus an opponent's CMD with a weapon is he wielding, rather than an acrobatics check, to move through threatened spaces without provoking an attack of opportunity. He may do this even when his speed is reduced due to carrying a medium or heavy load or wearing medium or heavy armor.

Savage Blow (Ex): Once per day as an immediate action, you may treat your weapon as though its critical modifier is one point higher. You may take this talent multiple times and gain multiple uses of this ability.

Shield Buffet II (Ex): The gladiator can now use the Shield Buffet ability as a swift action. A gladiator must have Shield Buffet to select Shield Buffet II.



increases by +1, and this ability stacks with *keen* or the Improved Critical feat. You also gain a +4 bonus to critical confirmation checks made with this weapon. Each time this is chosen, you must choose a new weapon.

Whirlwind Blitz (Ex): The gladiator can make a full-attack action as a standard action. He may also use the Whirlwind Attack feat as a standard action, if he has that feat.

Shield Ward (Ex): The gladiator gains evasion (as a rogue) while wielding a shield, and adds his shield bonus to his AC (not including enhancement bonuses) on Reflex saves and to his touch AC. In addition, his shield cannot be disarmed or sundered.

Signature Move (Ex): Once per combat, as a standard action, make an Acrobatics check. You may use this skill check as your attack roll. If you successfully deal damage with this attack, you may immediately make a performance combat check and you also gain a victory point, regardless of whether or not the performance combat check was successful. You may take this talent multiple times, and each time it grants an additional use per combat.

The Crowd Goes Wild (Ex): With each blow you strike, the spectators cheer more loudly. If you have already engaged the spectators with roar of the crowd, you gain a +2 morale bonus to damage on your first successful blow. This bonus increases by +2 for each successive consecutive blow that deals damage to your opponent. The bonus resets to +2 if you miss.

Weapon Mastery (Ex): Choose one weapon type. Your threat range with this weapon

GLADIATOR FAVORED CLASS BONUSES

AASIMAR

+1/4 bonus to performance combat checks.

CATFOLK

+1/4 to perform or resist trip and steal maneuvers.

DHAMPIR

+1/4 to perform or resist dirty trick and grapple maneuvers.

DROW

+1/4 to perform or resist dirty trick and steal maneuvers.

DUERGAR

+1/4 to perform or resist trip and grapple maneuvers.

DWARVES

+1/4 to perform or resist bull rush and trip maneuvers.

ELVES

+1/4 to perform or resist disarm and reposition maneuvers.

FETCHLING

+1/4 to perform or resist dirty trick and steal maneuvers.

GNOLL

+1/2 damage on all confirmed critical hits.

GNOMES

+1/4 to perform or resist disarm and trip maneuvers.

GOBLIN

+1/4 to perform or resist dirty trick and steal maneuvers.

HALF-ELVES

+1/6 bonus teamwork feat

HALFLINGS

+1/4 dodge bonus to AC when threatened by 2 or more opponents.

HALF-ORCS

+1/4 bonus to critical confirmation checks (max +4) with a single weapon.

HOBGOBLIN

+1/4 to perform or resist bull rush and sunder maneuvers.

HUMANS

+1/4 bonus to performance combat checks.

IFRIT

+1/5 increase to movement rate.

KOBOLD

+1/4 to perform or resist dirty trick and steal maneuvers.

NAGAJI

+1/4 to perform or resist dirty trick and disarm maneuvers.

ORC

+1/4 damage on charge attacks.

OGRE

+1/2 to perform or resist bull rush or overrun maneuvers.

RATFOLK

+1/2 to stabilization checks when dying.

TIEFLING

+1/4 to perform or resist dirty trick and disarm maneuvers.

GLADIATOR ARCHETYPES

*"Quemadmoeum gladis nemeinum
occidit, occidentis telum est"*

*"A sword is never a killer, it is a
tool in a killer's hand."*

- Seneca

ANDABATA (BLIND HELM FIGHTER)

The andabata were blind fighters, which wore helmets that deprived them of sight. Often, they were simple criminals who had been sentenced to die horrifically in the arenas. Sometimes though, a rare andabata would overcome their loss of sight and become a highly dangerous foe in their own right. These devious gladiators used their other senses to a degree that no other gladiator could.

Bonus Skill Training: The Andabata adds Perception to his list of class skills.

Blind Fighting (Ex): At 1st level, the andabata gains the blind-fighting feat.

This replaces the gladiator's 1st level bonus feat.

Blindsense (Ex): At 1st level, the Andabata gains blindsense 30'.

This replaces the gladiator's Performance Weapon Mastery.

Incredible Dodge (Ex): At 2nd level, the andabata gains a +1 dodge bonus versus attacks due to their uncanny senses. This dodge bonus increases to +2 at 6th level and increases by +1 every four levels beyond 6th to a maximum of +5 at 18th level.

This replaces the gladiator's 2nd level tier I talent.

Uncanny Dodge (Ex): At 5th level, the andabata gains uncanny dodge.

This replaces the gladiator's 5th level gladiator talent.

Blindsight (Ex): At 8th level, the andabata gains blindsight 30'.

This replaces the gladiator's 8th level bonus feat.

Improved Uncanny Dodge (Ex): At 9th level, the andabata gains improved uncanny dodge.

This replaces the gladiator's 9th level gladiator talent.

BARBARIC SLAVE

These slaves are often foreigners, captured in battles or raids and then sold to slavers. The most promising of them are trained as potential gladiators. Those that do not make the cut are simply blood for the sand. The slave gladiator is branded, or otherwise marked, usually with their ludus' house markings to prevent easy escape. Most slave gladiators are barbarians and rage against their oppressors, just waiting to burst their bonds. They slake their animosity and hatred on their opponents in the arena - just as their masters intended.



filled, animalistic killing machines; their masters are no better, and some would say worse.

Bonus Skill Training: The bestiarus adds Handle Animal and Ride to his list of class skills.

Whip Mastery (Ex): At 1st level, you gain the whip mastery feat.

This replaces the gladiator's 1st level bonus feat.

Animal Companion (Ex): At 1st level, the bestiarus forms a close bond with an animal companion. A bestiarus who selects an animal companion can choose from the list on the druid class. This animal is a loyal companion that accompanies the bestiarus on his matches as appropriate for its kind.

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the bestiarus' effective druid level is equal to half his gladiator level.

This replaces the gladiator's 2nd level gladiator talent.

Crack of the Whip (Ex): At 3rd level, as a standard action, you can crack a whip (either held or wielded) and inspire your beasts to greater ferocity. If your animal companion is within 30', it gains rage (as the barbarian ability) for a number of rounds equal to your Charisma bonus.

This replaces the gladiator's 3rd level gladiator talent.

Beast Tactics (Ex): At 4th level, the bestiarus' animal companion is treated as if it possessed the same teamwork feats as the bestiarus for the purpose of determining whether the bestiarus or the companion receives a bonus from her teamwork feats. The bestiarus and companion's positioning

Caged Animal (Ex): At 1st level, the slave gladiator gains rage, as per the barbarian ability. At any level at which the gladiator is able to choose a gladiator talent, he may substitute a barbarian rage power if he qualifies. He treats his gladiator level as his effective barbarian level.

This replaces the gladiator's first level bonus feat and Performance Weapon Mastery.

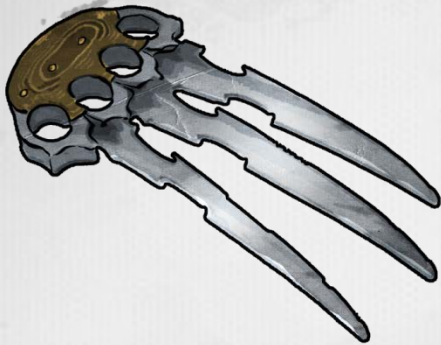
Greater Rage (Ex): At 11th level, the slave gladiator gains Greater Rage, as per the barbarian ability. When the slave gladiator enters rage, the morale bonus to his Strength and Constitution increases to +6, and the morale bonus on his Will saves increases to +3.

This replaces the gladiator's 11th level gladiator talent.

BESTIARUS (ANIMAL TRAINER)

The ferocious beasts of the arena have always been feared greatly. Slaving, rage-

and actions must still meet the prerequisites listed in the teamwork feat for them to receive the listed bonus.



BLADE-DANCER

The blade-dancers take performance combat to a new level. These acrobats are armed with wicked slashing blades on their arms and legs, performing acrobatic dances around and through their opponents, carving them wickedly as they pass by unfettered.

Acrobatics Focus (Ex): At 1st level, the gladiator gains a bonus to all Acrobatics checks equal to half his gladiator level (minimum 1).

This replaces the gladiator's 1st level performance weapon mastery ability.

Acrobatic Strike (Ex): The gladiator gains Improved Unarmed Strike as a bonus feat.

This replaces the gladiator's 1st level bonus feat.

Dance of the Blades (Ex): At 4th level, the blade-dancer gains the Spring Attack feat, even if he does not qualify for it.

This replaces the gladiator's 4th level flexible bonus feat.

CHAMPION

Their names are evoked in tavern songs and in private villas alike. The champion is the quintessential gladiator that all others aspire to be. They are the beloved of the crowd and wield their fame like a weapon.

Bonus Skill Training: The champion adds Diplomacy to his list of class skills.



Victory is Mine (Ex): At 1st level, if the champion draws first blood or vanquishes an opponent, he gains an additional victory point. In addition, when the champion wins a bout, he earns an additional percentage equal to twice his gladiator level on the purse.

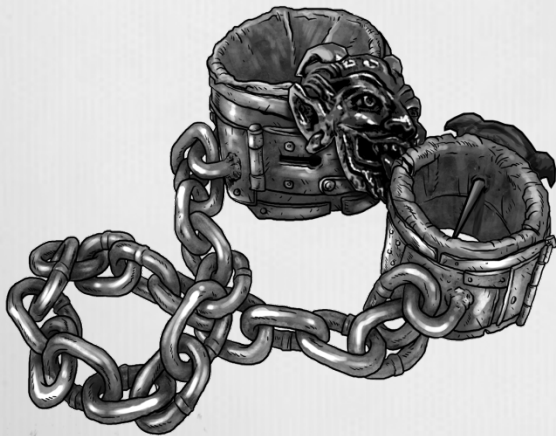
This replaces the gladiator's 1st level bonus feat.

Signature Move (Ex): At 2nd level, you gain the Signature Move talent, regardless of whether or not you qualify for it. If you take the Signature Move talent again, you may use that ability an additional time.

This replaces the gladiator's 2nd level gladiator talent.

Crowd's Mercy (Ex): At 5th level, if defeated in combat, and reduced to 0 hit points or below, the crowd will not ask for death so long as the Champion has at least 1 victory point.

This replaces the gladiator's 5th level gladiator talent.



CRIMINAL

Bonus Skill Training: The criminal adds Stealth to his list of class skills.

Marked : The criminal gladiator is branded, tattooed or similarly marked so that all who see him know that he is a criminal sentenced to death in the arena. This mark designates him as an outlaw, and he receives a -4 penalty to Diplomacy checks with any lawful or law-abiding citizens, while gaining a +2 Diplomacy bonus with any other criminals or non-law abiding citizens.

In addition, the criminal gains Stealth as a class skill.

Sneak Attack (Ex): At 2nd level, the criminal gains sneak attack, as per the rogue ability. He gains 1d6 sneak attack at 2nd level, and adds +1d6 sneak attack at 6th, 10th, 14th and 18th level, to a maximum of 5d6 sneak attack.

This replaces the criminals 2nd, 6th, 10th, 14th and 18th level bonus feat.

GIGANTE (GIANT)

There are some men found throughout the world that are believed to have the blood of giants running through their veins. Others are simply fed a vast amount more than a normal gladiator. They often weigh four times as much as a normal man and can be up to twice as tall. Such a man is nearly impossible to move and feels no pain. They pick up other men with a single fist the size of their opponent's head, and their unarmed blows crush skulls and ribcages alike.

Powerful Build: At 1st level, the physical stature of the gigante allows them to function in many ways as if they were one size category larger. Whenever the gigante is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the gigante is treated as one size larger if doing so is advantageous to him.

A gigante is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him.

A gigante can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size.

The benefits of this racial trait stack with the effects of abilities and spells that change the subject's size category.

In addition, the gigante gains a slam attack that deals 1d6 points of damage plus their strength modifier.

This replaces the gladiator's 1st level bonus feat and Performance Weapon Mastery.

Improved Grapple (Ex): At 2nd level, the gigante gains the Improved Grapple feat.

This replaces the gladiator's 2nd level bonus feat.

Stability (Ex): At 2nd level, the gigante gains a +4 racial bonus to his Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

This replaces the gladiator's 2nd level gladiator talent.

GLADIATRIX

Initially female gladiators existed only for the titillation of the crowds. They were laughable at first, but their prominence grew. Eventually, the gladiatrix was born, a beautiful and deadly warrior capable of making men take pause, even in the ring. They used their sexuality and deadly beauty as a weapon in the arenas. The best of them were entertained by the highest of dignitaries and leaders.

Lowered Guard (Ex): At 1st level, once per combat, the gladiatrix can make an attack of opportunity against a foe that moves into any square threatened by the gladiatrix, regardless of whether or not that movement would normally provoke an attack of opportunity.

This replaces the gladiator's first level bonus feat.

Amazonian Grace (Ex): At 2nd level, the gladiatrix adds her Charisma bonus as a deflection bonus to AC. This only functions when wearing light or no armor.

This replaces the gladiator's 2nd level gladiator talent.

Moment of Weakness (Ex): As an immediate action, once per day, the gladiatrix may force an opponent to reroll an attack roll. The use of this ability must be declared prior to dealing damage.

This replaces the gladiator's 3rd level gladiator talent.



IMMORTAL

It has been speculated that you are the child of a god, half-demon, or worse. Somehow, you have lived through entirely too many combats, too grievous of wounds, and the rumors flow. No blade can stop you, and you revel in the pain and bloodshed of combat.

Hard to Kill (Ex): At 1st level, you gain the Diehard feat. As per the feat, when your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional hit points. You may choose to act as if you were disabled, rather than dying.

This replaces the gladiator's Performance Weapon Mastery.

Hell-skinned (Ex): At 1st level, you are granted DR 1/-. At 4th level, and every 4th level thereafter, you gain another DR 1/- to a maximum of DR 5/-.

This replaces the gladiator's first level bonus feat.

Immortal Furor (Ex): At 4th level, once per encounter, if you are dealt a blow that reduces your hit points to 0 or below, you instantly regain 1d8 + ½ your gladiator level in hit points. In addition, you gain a +2 morale bonus to attack rolls on your next turn.

This replaces the gladiator's 4th level flexible bonus feat.

Internal Fortification (Ex): At 7th level, the immortal gains fortification of 25%. At 14th level, this increases to 50%.

This replaces the gladiator's 7th level gladiator talent.



IRONBOUND

Clad in the heaviest of armors, these gladiators' defenses were nearly impenetrable. Despite their lack of mobility, they were great spectacles due to their ability to keep the combats long and drawn out.

Heavy Armor Proficiency (Ex): At 1st level, the ironbound gains the medium and heavy armor proficiency feats.

This replaces the gladiator's 1st level performance weapon mastery ability.

Deft Shield (Ex): At 1st level, the ironbound's armor check penalty from a shield and the attack roll penalty for using a tower shield are reduced by -1, and his max Dex bonus to AC for using a tower shield is increased by +1.

This replaces the gladiator's 1st level bonus feat.

Fortified Armor Training (Ex): At 4th level, the ironbound gains the feat of the same name. If an opponent scores a critical hit against you, you can turn the critical hit into a normal hit. If you do, either your armor or your shield gains the broken condition (your choice).

This replaces the gladiator's flexible bonus feat at 4th level.

NOBLE GLADIATOR

Occasionally, emperors and noblemen would join the ranks of the Gladiator in order to fight for glory or fame. Some might call them mad, but their abilities in the ring granted them great influence in the political arenas as well.

Bonus Skill Training: The noble gladiator adds Diplomacy to his list of class skills.

Nobleman's Attire: At 1st level, you begin play (and any match) with a masterwork weapon or suit of armor. You gain one additional masterwork item at 5th level, and every five levels thereafter. In addition, you gain a +2 circumstance bonus on all performance combat checks.

This replaces the gladiator's 1st level combat maneuver mastery ability.

Bribe the Crowds (Ex): At 1st level, you seed the crowd with coin to cheer for you and your opponents find it nearly impossible to gain favor against you in the ring. You never risk failing a bribery check when making Diplomacy checks while bribing the crowd. If unsuccessful, you merely lose your gold but do not suffer any penalty for cheating.

This replaces the gladiator's 1st level bonus feat.

Blessed of the Gods and State (Ex): At 2nd level, you do not need to make a performance combat check when drinking potions in combat. You can never lose the crowd's favor by doing so.

This replaces the gladiator's 2nd level bonus feat.

Master Statesman (Ex): At 5th level, the noble gladiator treats all matches as serialized combats, retaining all victory points. He gains a +1 competence bonus on all Diplomacy checks per victory point he holds. In addition, he may expend any number of victory points to gain an insight bonus equal to twice the number of victory points expended.

SAGITTARIUS

There were a few gladiators that mastered archery and thrown weapons. They were often overwhelmed with large numbers of common thugs and criminals and took great pride in slaying them all before the bemused cries of the crowd.

Bonus Skill Training: The sagittarius adds Perception to his list of class skills.

Whirling Death (Ex): At 1st level, when the gladiator attacks with a thrown weapon he may use his Strength bonus on the attack rolls in place of Dexterity.

This replaces the gladiator's Performance Weapon Mastery.

Confident Shot (Ex): At 3rd level, the sagittarius is no longer subject to attacks of opportunity when making ranged attacks.

This replaces the gladiator's 3rd level gladiator talent.

Practiced Shot (Ex): At 5th level, when making a called shot (Optional Rules: Ultimate Combat), the sagittarius may add his Charisma bonus to the attack roll. He may only offset the penalty however, and does not gain any net bonus on the attack rolls.

This replaces the gladiator's 5th level gladiator talent.



VENATOR (BEAST-SLAYER)

They were the only men alive who literally looked into the jaws of death unafraid. They knew their foes' every move, using their animalistic instincts against them. They wore grisly trophies of the beasts they had slain, and what manner of man wishes to fight a man who killed lions with his bare hands?

Favored Enemy (Ex): At 2nd level, a venator selects a non-humanoid creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A venator may

make Knowledge skill checks untrained when attempting to identify these creatures.

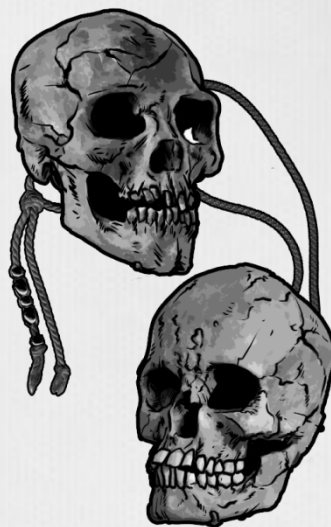
At 5th level and every five levels thereafter (10th, 15th, and 20th level), the venator may select an additional non-humanoid favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the venator chooses outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. If a specific creature falls into more than one category of favored enemy, the venator's bonuses do not stack; he simply uses whichever bonus is higher.

Type (Subtype)	Type (Subtype)
Aberration	Magical beast
Animal	Humanoid (other subtype)
Construct	Monstrous humanoid
Dragon	Ooze
Fey	Outsider (air)
Humanoid (aquatic)	Outsider (chaotic)
Humanoid (dwarf)	Outsider (earth)
Humanoid (elf)	Outsider (evil)
Humanoid (giant)	Outsider (fire)
Humanoid (goblinoid)	Outsider (good)
Humanoid (gnoll)	Outsider (lawful)
Humanoid (gnome)	Outsider (native)
Humanoid (halfling)	Outsider (water)
Humanoid (human)	Plant
Humanoid (orc)	Undead
Humanoid (reptilian)	Vermin

the venator sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

This replaces the gladiator's 11th level gladiator talent.



This replaces the gladiator's 2nd level gladiator talent.

Slayer's Quarry (Ex): At 11th level, a venator can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a venator can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A venator can have no more than one quarry at a time and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If

GLADIATOR FEATS

"Si vis pacem, para bellum."

*"If you wish for peace,
prepare for war."*

-Flavius Vegetius Renatus

Am I not merciful? (Achievement)

Mercy has made you a crowd favorite, and their accolades push you further.

Prerequisite(s): Spare ten gladiator's lives.

Benefit: Bolstered by the love of the crowd, once per day you may ignore one condition for a number of rounds equal to your gladiator level.

Avenge Me!

When you fall in combat you rouse your allies to great action.

Prerequisite: Inspiring Kill class ability, Cha 15

Benefit: When a gladiator is knocked unconscious or killed in combat any morale bonus granted by the gladiator to Attack, Damage, or AC granted to allies that see him fall are increased to the gladiator's CHA modifier and persist until the end of combat or until the gladiator is revived. If the gladiator had previously used the Greater Inspiring Kill ability, the morale bonuses are now granted to all three effects.

Beast-Breaker (Achievement)

Even the fiercest creatures bow before your will.

Prerequisite(s): Win ten combats against animals or magical beasts of hit dice equal to or greater than your own by dealing only non-lethal damage and/or victory through combat maneuvers (such as grappling/pinning).

Benefit: You gain a +2 bonus on Handle Animal checks and all combat maneuvers against animals and magical beasts.

Butcher of the Pits (Achievement)

Killing is one of the few pleasures you have left in life.

Prerequisite(s): Kill 20 gladiators outright, without being commanded to execute them.

Benefit: Add your CHA bonus to all critical hits as bonus damage and gain a +2 bonus to Intimidate checks.

Canny Grappler (Combat)

Prerequisite(s): Improved Grapple

Benefit: You gain an additional +2 bonus to perform and defend against grapple check maneuvers and grab attempts. In addition, attackers provoke attacks of opportunity when attempting to grapple or grab you, even if they have a special ability (improved grab, etc.) that normally allows them to bypass this.

Cestus Hammer (Combat Style)

You are a master of beating your foes with the weighted and spiked cestus.

Prerequisite(s): BAB +5, Weapon Focus: Cestus

Benefit: Whenever you deal a successful critical hit with your cestus, your target is also sickened for one round.

Champion (Achievement)

Prerequisite(s): Survive 25 fights against opponents of equal or greater rank.

Benefit: You gain a +4 bonus on performance combat checks. Additionally, once per combat, you may spend a victory point to reroll a failed attack roll or saving throw.

Contender (Achievement)

You are a known arena survivor and an opponent to be taken seriously.

Prerequisite(s): Survive 10 fights against opponents of equal or greater rank.

Benefit: You gain a +2 bonus on performance combat checks. Additionally, once per combat, you may spend a victory point to reroll a failed attack roll.

Death by Beast (Combat Style)

You are a master of fighting side by side with wild beasts.

Prerequisite(s): Handle Animal 5, Animal Companion class feature

Benefit: Whenever you deal a critical hit, your beast may make an attack of opportunity against the same foe, providing that they also threaten the target.

Death Dealer (Achievement)

Your attacks are not for show, but rather the theater of death itself.

Prerequisite(s): Execute 20 Gladiators.

Benefit: If you score a critical hit and roll maximum damage, you may attempt a *coup de grace* as a swift action.

Deceptive Striker (Achievement)

Even unarmed, you are a dangerous opponent.

Prerequisite(s): Win ten fights against opponents of equal or greater level than you after being disarmed by them during combat (purposefully, or not).

Benefit: You gain a +2 bonus on all Combat Maneuver checks while unarmed.

Defiant (Achievement)

You are known to be unpredictably disobedient.

Prerequisite(s): Disobey the arena boss's order to kill, or grant mercy to, an opponent five times without being executed for it.

Benefit: You gain a +2 bonus to Will saves and Intimidate skill checks.

Dimacherus (Combat Style)

You are a master of fighting with two short blades to deadly effect.

Prerequisite(s): Two-Weapon Fighting, Weapon Focus (any)

Benefit: Whenever you make a standard action to attack with the weapon with which you have Weapon Focus, you may make an off-hand attack also.

Extra Talent

You know an extra gladiator talent.

Prerequisite(s): Gladiator Talent class ability

Benefit: You may choose one additional gladiator talent that you qualify to take.

Funerary Fighter (Combat Style)

You are a master of the ancient funerary rites and combat styles commemorating the dead.

Prerequisite(s): Knowledge (religion) 5, Weapon Focus: Sickle

Benefit: When dealing a successful critical hit with your sickle, you may attempt a Knowledge (religion) check as an immediate action to demoralize your target (as per the Intimidate skill, but you use Knowledge (religion) instead).

Giant Grip

You are trained to use oversized weapons.

Prerequisite(s): BAB +1, Str 17

Benefit: You may use a weapon one size category larger than yourself, but suffer a -2 penalty on all attacks made while wielding it (including other weapons).

Normal: Weapons one size category larger increase the effort required to wield them by one step: light becoming one-handed, one-handed becoming two-handed, and two-handed becoming un-wieldable. Two-handed weapons may not be used one-handed. Using a one-handed weapon in your off hand results in a -2 penalty to all of your attacks (in addition to other off-hand penalties that may apply).

Glory Hound (Achievement)

You can steal the fame and glory of your allies.

Prerequisite(s): Score the finishing blow on ten opponents who have been dealt more damage from other opponents than you have inflicted upon them.

Benefit: If you and an ally both threaten an opponent and your ally triggers a performance combat check, you may make that check also, but with a -5 penalty.

Hoplomachus (Combat Style)

You are a master of fighting with the weapons of the hoplomachi and samnites.

Prerequisite(s): Weapon Focus (gladius), Weapon Focus (Spear).

Benefit: You may attack with a spear as a one-handed weapon at no penalty as long as you are wielding a gladius, small shield, or buckler in your off-hand.

Laquearius (Combat Style)

You are a master of fighting with the lasso.

Prerequisite(s): Weapon Focus (Lasso), Improved Trip

Benefit: As a standard action, you may make a lasso attack. If you hit, you also initiate a trip attempt. If you fail, you do not drop your lasso.

Lorarius (Combat Style)

You are a master of fighting with the whip.

Prerequisite(s): Whip Mastery, Weapon Focus (Whip)

Benefit: When wielding a whip, you may use your Dexterity modifier for damage instead of your Strength.

Murmillo (Combat Style)

You are a master of fighting with the gladius, heavy shield, and armor.

Prerequisite(s): Weapon Focus (Gladius), Tower Shield Proficiency

Benefit: If an opponent you threaten attacks you and misses, you may immediately make a shield bash attempt as

an attack of opportunity. You also treat the tower shield as a light weapon for the purposes of calculating two-weapon fighting penalties when also wielding a gladius.

Nimble Charge

You can change direction mid-charge.

Prerequisite(s): Dex 15, Acrobatics 5

Benefit: When charging, you may make a turn of up to 90 degrees. After the turn point, you must move at least an additional 10 feet to gain the benefits of the charge.

Prone Fighter (Combat)

You are a master of fighting while prone.

Prerequisite(s): Dex 13, Acrobatics 5

Benefit: You do not suffer any penalty to armor class, CMD or attacks while being prone. In addition, if you successfully make a DC 20 Acrobatics check as part of a move action, you may stand from being prone without provoking an attack of opportunity.

Retiarius (Combat Style)

You are a master of fighting with net and trident.

Prerequisite(s): Weapon Focus (Trident)

Benefit: When wielding a net and trident, you gain a +1 shield bonus to AC and only suffer half the penalty for throwing an unfolded net in combat. In addition, if you strike an entangled foe with your trident, you deal an additional +2 points of damage.

Normal: Throwing a net after its first use incurs a -4 attack penalty.

Sagittarius (Combat Style)

You are a master of fighting with a bow in the arena.

Prerequisite(s): Weapon Focus (Shortbow), Mounted Archery

Benefit: When firing your bow from atop a mount, the Sagittarius gains an additional +1 to hit and damage.

Scizore and Rock (Combat Style)

You are a master of fighting with the scizore and buckler.

Prerequisite(s): Two Weapon Fighting, Weapon Focus: (Scizore)

Benefit: If you make a successful shield bash followed by a scizore attack in the same round against a single opponent, they suffer 1 bleed.

Secutor Style (Combat Style)

You are a master of fighting while heavily armored.

Prerequisite(s): Heavy Armor Proficiency, Tower Shield Proficiency

Benefit: You gain a +2 AC versus critical confirmation checks when wielding a heavy or tower shield and gladius.

Stands Alone (Achievement)

You know how to fight in groups and live to tell about it.

Prerequisite(s): Five times, be the sole standing (at positive hit points) member of a victorious team of three or more.

Benefit: Gain a +1 dodge bonus to AC whenever you are threatened by more than a single opponent and no allies are within 20 feet of you. In addition, your opponents in this situation do not gain the standard +2 bonus for flanking attacks against you.

Tertiarus (Teamwork)

You are trained to fight in an arena team of three men.

Benefit: When you are fighting in a group, and must make a performance combat check, you may use the highest modifier of any gladiator on your team that has this feat.

Thraex Style (Combat Style)

You have mastered the wicked falcatta fighting style.

Prerequisite(s): Weapon Focus (Falcatta)

Benefit: When wielding a falcatta, you gain a +1 circumstance bonus on attacks for each

consecutive strike that hits in a round. This bonus returns to +0 upon a miss and at the end of your turn.

Unstoppable (Achievement)

Prerequisite(s): Survive 50 fights against opponents of equal or greater rank.

Benefit: You gain a +6 bonus on performance combat checks. Additionally, twice per combat, you may spend a victory point to reroll a failed attack roll or saving throw.

Up and Comer (Achievement)

Prerequisite(s): Win ten fights against opponents of equal or higher rank.

Benefit: You become well-known in the arena gaining a +2 bonus to all social interactions with gladiators, arena staff and performance combat checks.

GLADIATOR TRAITS

COMBAT TRAITS

Arena Opportunist

You have learned to seize any moment of opportunity and turn it to your advantage.

Benefit: You gain a +1 trait bonus to attack rolls when making attacks of opportunity with any performance weapon.

Fatalistic

You know death is coming for you all.

Benefit: You suffer a -1 trait penalty to stabilization checks, but gain a +2 trait bonus to all damage rolls made on attacks of opportunity.

Foe Finisher

You waste no time finishing a downed foe.

Benefit: You gain a +1 trait bonus to damage against any prone target.

Light On Your Feet

You dance around the ring, seeming to float on the sands.

Benefit: When wearing light or no armor and unencumbered, you treat the maximum Dexterity modifier of your armor as effectively +1 higher.

Lurid Leaper

You leap into combat situations, throwing your opponent's defenses into disarray.

Benefit: When you charge, you gain a +1 trait bonus to attack rolls.

Never Stop Swinging

Even on death's door your inner spirit keeps you alive.

Benefit: If your hit point total drops to 0 or lower but you are not dead, you may act as if disabled rather than dying (as if you possessed the Diehard feat). However, you can use your actions only to draw a weapon or attack with a weapon. If you have the Diehard feat, this trait also allows you to substitute your Charisma score for your Constitution score for the purpose of determining the negative hit point total at which you die.

Performer

You live for the adoration of the crowd.

Benefit: You gain a +1 trait bonus to all performance combat checks.

Practiced Grip

Your years of drills and training have taught you not to let go of your weapons.

Benefit: You gain a +1 trait bonus to CMD against disarm and steal combat maneuvers.

Practiced Opponent

You have faced nearly every style of fighter, and know their tricks.

Benefit: By studying a fellow gladiator's combat style, you can sense and target their weaknesses. You may attempt a Profession (gladiator) check to find a gladiator's weak spot (DC 10 + the target's level). If you succeed, you gain a +2 trait bonus on rolls to confirm critical hits against that target until the end of the battle. This effect only works on humanoids.

Precise Deflection

You know how to twist and position in combat in order to maximize the deflection of blows upon your armor.

Benefit: You gain DR1/- when wearing armor you are proficient with.

Quick

You burst with speed in combat.

Benefit: When charging or taking at least a double move, your movement is increased by +5 feet.

Quick on the Draw

You know that being the first one to strike is often necessary to being the last one standing.

Benefit: You gain a +2 trait bonus to initiative checks.

Surprise Reserve

You have learned to hold back until the most opportune moment.

Benefit: Once per day, you gain a +4 trait bonus on a single attack roll.

Unexpressive

You have learned to not show any tell-tale emotions during combat.

Benefit: You gain a +1 trait bonus on all Bluff checks and gain a +1 trait bonus on attacks of opportunity.

Unimpressed

You have seen death in all its majesty and have no fear of any earthly opponent.

Benefit: You treat your level as +2 higher when determining if you are demoralized by opponents using Intimidate.

SOCIAL TRAITS

Adept Showman

You can deal injuries that do not disable, but appear wounding to the crowds.

Benefit: When choosing to do non-lethal wounds, you only suffer a -2 penalty to attack rolls.

Benefactor

You have a benefactor that grants you additional equipment in the arena.

Benefit: You begin play with a masterwork weapon or masterwork suit of light armor or shield.

Doctore

You are a retired gladiator who teaches others the craft of blood-letting.

Benefit: You gain a +2 bonus to Intimidate and may choose to deal lethal damage with a whip.

Favored

You are beloved of the crowds and swell the arenas.

Benefit: You begin each arena bout with an additional victory point.

Free Gladiator

You are not a slave, and choose when to fight.

Benefit: You own a decree of freedom and may own property. You gain a +1 trait bonus on performance combat checks.

Gladiator's Bastard

You are the illegitimate child of a gladiator secretly used for seed stock.

Benefit: You gain a +1 bonus on all Charisma-based checks and +1 hp.

Intense Training

Your youth was spent under the tutelage of a combat master.

Benefit: You gain a +1 trait bonus on Strength checks and Acrobatics skill checks.

Mad

The constant exposure to death has left you quite traumatized and slightly insane. Because of your fractured mind, you are harder to control.

Benefit: You gain a +1 trait bonus on all Will saves.

Paegniarius

You are exceptionally alluring to the opposite sex because of your deadliness and physique.

Benefit: You gain a bonus of +1 on all Charisma-based checks with the opposite sex.

Pleasure Slave

You serve your ludus' masters as more than just a simple gladiator.

Benefit: Your additional services curry you additional favors. Diplomacy is a class skill for you and you gain +2 to all Diplomacy checks when outside your ludus.

Power Hungry

You've set your sights on greater things and will do anything to get them.

Benefit: You treat Bluff and Diplomacy as class skills.

Rudarius

You've received the symbolic wooden sword of the free gladiator.

Benefit: You gain a +2 bonus on Diplomacy checks made with any who know of your status.

Rumor-Monger

You have your ear to the arena, and know everything that happens within it.

Benefit: You gain a +2 trait bonus on Knowledge (local) checks that affect schemes and intrigue within the arenas.

Well-Fed

Your masters grant you extra rations of nutritious food.

Benefit: You gain +2 hit points.

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