

## THE GLADIATOR FIGHTER

A fighter who relies on his charismatic nature in addition to his martial prowess to win the day, gladiators are both soldier and showman. Unlike other fighters the gladiator uses his Charisma to fight, allowing you to still have two primary stats (Charisma and Constitution, with a decent Dexterity for better initiative rolls and possibly Armor Class) while still sticking with the theme of being a performer.

As a performer who cares about image while achieving results, the gladiator has a number of control elements that are unique for fighters. With the ability to challenge, taunt, and even level targets, the gladiator offers non-magical battlefield control to the party in ways that make sense thematically.

This also opens up new avenues for multiclassing, as it makes for a good pairing with a bard, paladin, sorcerer, or warlock. There are still advantages to having a good Strength and/or Dexterity score, but you can primarily rely on your Charisma to carry your martial rolls.

### BRAVADO FIGHTER

Beginning when you choose this archetype at 3rd level, you learn to feign attacks and strike with an eye toward showmanship. You may perform melee attacks using your Charisma stat instead of your Strength or Dexterity stat.

In addition, you reach deep into yourself to look good for the crowds. When you fail on an Attack roll, Grapple check (either to grapple or resist a grapple), Charisma (Performance) check, or Strength saving throw you may spend a hit die: add the total to the check. This may result in a failure becoming a success.

### TAUNTING WORDS

Starting at 7th Level, you learn to taunt and challenge opponents, making them focus their attention on you. At the start of your turn you may select a target within 30 feet of you: the target must succeed on a Charisma saving throw (with a DC of 8 + your proficiency modifier + your Charisma modifier) or they are taunted: if they perform the Attack action on their turn they must attack you, and if they cast a harmful spell on a target they must cast the spell on you.

### FLASHY STRIKE

Starting at 10th Level, you strike your opponent with greater showmanship, shattering their spirit along with their bones. When you deal damage to a target, the target must succeed on a Charisma saving throw (with a DC of 8 + your proficiency modifier + your Charisma modifier) or the target gains the *Frightened* condition until the end of your next turn.

If the target fails the check by 5 or more, the target's speed is also reduced to 0 until the end of its next turn.

### LOCAL LEGEND

Starting at 15th Level, your confidence grows with your fame, causing you to be more daring in your challenges. You may select a number of targets up to your Charisma modifier with your *Taunting Words* ability (not just one), and you may spend a hit die with your *Bravado Fighter* ability when you fail any saving throw (not just Strength saving throws).

In addition, whenever you reduce an enemy to 0 hit points, you recover 1 expended hit die.

### FAMED FIGHTER

Starting at 18th Level, your fame has spread far and wide as a warrior worthy of watching. Your *Flashy Strike* ability may now apply one of the following conditions instead of the *Frightened* condition: *Blinded*, *Prone*, or *Stunned*.

In addition, your DC for *Flashy Strike* increases to 10 + your proficiency modifier + your Charisma modifier.