**Show Fighter**

A gladiator's life does not only rely on his effectiveness in combat, but also his style. A layman who calls them dazzlers could not be more wrong. These combatants do not put on a big show instead of fighting - they put on a big show while fighting!

1st **Circle – Armed Entertainer EX**: Your Combat Maneuvers, and opponents’ attempts to escape from a [Grappled] condition you inflict, have a DC of (10 + 1/2 your level + your KOM). In addition, you gain the following abilities:

**A Bit of Flair EX:** Your panache brings extra pain to your attacks. As a swift action immediately after you hit an opponent, you may deal additional damage equal to your level to that opponent.

**Sharp Tongue EX:** Your panache also brings injury to your insults. After you succeed in the combat use of an interaction skill check, you may deal damage equal to your level to the affected opponent(s). This damage ignores [Damage reduction] and [Resistance].

2**nd Circle – Maneuver Mastery EX:** The DCs for your Combat Maneuvers increase by 3. Likewise, you gain a +3 bonus on saves against any Combat Maneuver.

**3rd Circle – King of the Hill EX:** Once per [Round], when you use A Bit of Flair following a hit with a melee attack, you may either attempt the Bull Rush combat maneuver against the opponent you hit, or treat your attack as a hit with either the Disarm, Grapple or Trip combat maneuver, forcing your opponent to make a save against the effect of the chosen combat maneuver as normal.

4**th Circle – Can't Touch This EX:** If your opponent fails its save against your Disarm maneuver, your opponent is [Checked] in the direction of your choice for one [Round] in addition to the normal effect of the Disarm maneuver. If your opponent fails its save against your Trip maneuver, your opponent is [Battered] for two [Rounds] in addition to the normal effect of the Trip maneuver. If your opponent fails its save against your Bull Rush, you may inflict the [Blown away] condition instead of starting or continuing the movement the maneuver induces. If your opponent fails its save against your Grapple, you may choose to inflict [HP reduction] equal to the damage dealt by your Grapple.

5**th Circle – Bloody Spectacle EX:** The damage inflicted by your A Bit of Flair and Sharp Tongue abilities is increased by half your level. You may use A Bit of Flair as an immediate action following a hit with an attack roll, though this use of A Bit of Flair may not benefit from King of the Hill. You may take 10 on interaction skills regardless of circumstances.

**6th Circle – Trash Talk** EX: Once per [Round], opponents affected by your A Bit of Flair or Sharp Tongue abilities gain a -4 penalty to Armor Class and a -3 penalty to saves until the end of the [Encounter].

**7th Circle – Fan Favorite:** You gain the following abilities:

**Fearsome Fortitude EX:** Your spectacular moves are accompanied by the cheers of the audience, even when nobody is watching. The cheers of the masses inspire you to greatness! Every time you use A Bit of Flair or Sharp Tongue, or successfully perform a Disarm, Trip, Bull Rush or Grapple, you gain 4 points of [Damage reduction] for the rest of the [Encounter]. The [Damage reduction] gained from this ability stacks, to a maximum of your character level.

**Fatal Flourish EX**: When you activate A Bit of Flair, you may remove all of the current [Damage reduction] gained from using the Fearsome Fortitude ability. If you do so, you deal 5 points of additional damage per point of [Damage reduction] removed in this way. If you removed at least 8 points of [Damage reduction] with this ability, you also inflict [Battered] on the affected creature for the rest of the [Encounter]. If you removed at least 16 points of [Damage reduction] with this ability, you also inflict [Stunned] for one round and [Battered] for the rest of the [Encounter] on the affected creature. This is a [Death] effect.

**Current Passes:**

gkathellar

Pirate Rob

Valixes

Anzyr

Timeless\_Error

Geigan

chris`

Flickerdart