

# BRAWLER CAREER OF THE GLADIATOR

A gladiator can find his or her enemy's weakness, and exploit it more than any other. When an enemy is knocked vulnerable, a gladiator can unleash a hailstorm of destruction on him, but with charisma, flair, and a natural talent for the stage. The flashiness and crowd support of a gladiator's destruction fuels his or her power, and, alone, a gladiator can feel unmotivated to fight.

## PERFORMATIVE COMBAT

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At 3rd level, your brawler career becomes that of a gladiator. You become proficient in Performance, or another skill, if you are already proficient in it, and you deal additional damage equal to twice your charisma modifier (minimum of 2) when you land a critical hit on an attack roll. Your Gladiator DC = 8 + your Charisma Modifier + your Proficiency Bonus.

Also, when a brawler ability uses your Intelligence modifier, you may instead use your Charisma modifier.

## BATTLE STANCE

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At 11th level, you've become intimidating enough to turn down many attackers. You gain proficiency in Intimidation, or another skill, if you are already proficient.

Also, when rolling initiative, you may roll a Stunt Die to cause any creature within 30 feet of you to be forced to make a Wisdom saving throw against your Gladiator DC, becoming frightened on a failure. You may select a number of creatures equal to your Charisma modifier + the number rolled to succeed on the saving throw automatically. The creature reattempts this roll at the start of each of its turns. The effect ends after one minute otherwise. When you do this, you also gain a bonus to your initiative roll equal to the number rolled.

You may use this ability once between long rests without expending the Stunt Die rolled.

## FINISHING BLOW

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Beginning at 17th level, your showmanship fuels your combat prowess further. When you reduce an enemy to 0 HP, you may expend a Stunt Die to cause every creature in a 15 foot radius of the enemy to have to make a Charisma saving throw against your Gladiator DC. A creature is stunned on a failure. You may make creatures immune to this effect when you use it, up to a number equal to your Charisma modifier + the number rolled (minimum of 1). Creatures are also immune to this effect if they are immune to being charmed. Each creature stunned by this effect repeats the saving throw at the end of its turn, ending the effect on itself on a success. It also ends after one minute otherwise.

You may use this ability once between long rests without expending the Stunt Die rolled.