

Performer

Many cultures and societies have gladiators who fight for the crowd, but not all gladiators can claim the status and expertise of a performer. These practiced combatants are experts at shifting the crowd's attitude and are incredibly adept with their strange yet deadly weapons.

The performer is an archetype of the fencer class.

Weapon and Armor Proficiency: A performer gains proficiency with all weapons with the performance quality. She may treat all performance weapons (excluding those granted the quality by the Performance Weapon Mastery feat) as one-handed piercing weapons for the purposes of Fencer class features that rely on such weapons.

Panache: Unlike other fencers, a performer regains panache only when she confirms a critical hit or makes a killing blow with a performance weapon. This does not include weapons granted that quality by the Performance Weapon Mastery feat.

Combat Performer (Ex): At 1st level, a performer gains the benefits of the Weapon Focus feat in one performance weapon of her choice, and can use her Charisma score in place of Intelligence as a prerequisite for combat feats. This counts as having the Weapon Focus feat in that weapon for the purpose of meeting feat prerequisites. This ability can be used with Finesse Training as well.

At 5th level, a performer gains a +1 bonus on attack and damage rolls with performance weapons. While wielding such a weapon, she gains the benefit of the Improved Critical feat. These attack and damage bonuses increase by 1 for every 4 levels beyond 5th level (to a maximum of +4 at 17th level).

This ability replaces fencer weapon training and modifies finesse training.

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Deeds: A performer swaps some of her deeds for the following:

Performance Fighting (Ex): At 1st level, a performer can spend 1 panache point when she attempts a performance combat check to roll 1d6 and add the result to the check. She can do this after she makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Dexterity modifier (minimum 1).

This deed replaces derring-do.

Performance Master (Ex): At 15th level, while the performer has at least 1 panache point, she can take 10 on any performance combat check, even while distracted or in immediate danger. She can use this ability in conjunction with the performance fighting deed.

This deed replaces fencer's edge.

Humiliate (Ex): At 19th level, when the fencer confirms a critical hit with a performance weapon, in addition to the normal damage, she can spend 1 panache point to inflict humiliation upon her opponent. The target must immediately make a performance combat check or the crowd's attitude towards them decreases by two steps. The DC of this check is equal to the damage dealt by the critical hit. Performing this deed does not grant the performer a panache point.

This deed replaces deadly stab.

Bonus Feats: At 4th level, a performer can choose a performance feat in place of a lunge technique gained from fencer levels.

Performance Combat Master (Ex): At 20th level, when a performer threatens a critical hit with a performance weapon, that critical is automatically confirmed. Furthermore, the critical modifiers of such weapons increase by 1 (2 becomes 3, and so on).

This ability replaces fencer weapon mastery.