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Gladiator Guide- Stomping Jump, Andiell's

Hi all, I have been playing Sacred for ages, a great game which I played as a teenager in 2004-2006, and now again as an adult following a more systematic approach.

Let's look at my very solid Gladiator stomping jump build;

First of all, R00STERS build on Gladiators was the core of this build, google it and have a look; the main takeaways:

Only increase strength

Dual wield to maximize slots and damage

use trading (this will make sure you can buy nice +1 to all skills/stats rings. it would be nice to have 16 amulets of lorgar for your armour, but sadly unlikely)

maximize elemental damage for each slot, and choose one main damage type.

Skills

I went for the following skills (in brackets is the target number at 205 level): weapon lore (152), concentration(152), dual wielding(5), constitution(252), agility(100), armour(251), parrying(52) and trading(100). Note these are the raw numbers, items can get them even higher.

Our target strength at 205 level and hours of gaming: 1500. At level 140 I am at about 650, still a ways to go!

Combat Arts

Remember with CA, you can trade 4 runes for other combat arts for one of your choice, and they cap out at 255 if I'm not mistaken. The really important one is Heroic courage; that needs to get to 255 asap.

Most important is

Heroic courage; always buff this when trading runes, the defence it gives will keep you alive, and the the attack ensures your blows/jumps will connect.

Fist of gods: Good for lone tough targets, or mobs that won't kill you quickly, such as in Ancaria campaign. In Underworld, you will die quickly during the load-up. Certainly worth investing a little in.

Attack-Useful to kill off weaker foes, but I find I focus on stomping jump more.

Stomping jump-the mainstay of this build; A jump on an enemy which stuns them and other nearby foes, and delivers one powerful blow plus an extra one for every nearby enemy- thus clumping helps a lot. A great ability- kill one foe and stun the rest- and rinse and repeat. You will find you will only use this skill. With good clumping, you can one shot a dragon or even Anducar with correct elemental damage. Make sure heroic courage is one to ensure maximum hits, otherwise many will miss. It isn't necessary to spend many runes on this skill, it is quite strong on its own.

Items/damage

The best set for gladi's imo is Andiell's. Excellent damage, lifeleech, critical and 15% damage that avoids armour. Stunning. And it's only five pieces, leaving space for other pieces of armour and weapons you fancy.

Personally, I like lorgar's breastplate. And, as we are using stomping jump, I often use a large two-handed weapon, such as Lorgar's two-hander or Dalmar's judge, as this increases my alpha strike. Once it is delivered, I switch to the best elemental set of dual weapons, fire, poison, physical, etc.

In general you are looking for weapons that have x% elemental damage, so the damage really goes through the roof. EG, a weapon that says +11% fire dmg, with two rings that also add +11% fire dmg and some raw fire dmg, really dish it out.

This why I really like lorgar's two-hander, it has great poison and extra poison %. Add in a couple of rings and you are laughing.

Some other great items:fert's dreadful sparks- good for fire elemental,

Feac's hammer- fire dmg,

reptileskin of agility- often my breastplate of choice, great buffs to Heroic courage and fist of the gods

barbarian axe-fire

gladiator battlehammer-physical

teral's slayer-physical

Lorgar's Bright amulet-perhaps the best amulet you can have, I would wear one and slot as many as possible.

Ancarian medal of honor- available from the bounty hunt secret quest near timberton, this reduces incoming damage by 35%. I always have on slotted in some armour and it makes your resilience good like.

Many good weapons, just remember they are quite rare. Google up a list from Wolfe's lair or sacred wiki and choose any weapons you like.

Finally, gameplay, just make sure you stomping jump harder foes, and then kill the rest of the mob. Keep heroic courage up permanently, it is your best CA by far. Always quickly switch to the correct weapon for elemental damage, in platinum and niobium, it really is important.

many thanks for reading, here are a few videos and screenshots of my gladi:

<https://www.youtube.com/watch?v=UTD9W2gfzYg>

<https://www.youtube.com/watch?v=JvARmT0UZbY&t=44s>



Gladiator Kon Level 140

Attributes

Strength	678
Endurance	306
Dexterity	298
Physical Regeneration	425
Mental Regeneration	0
Charisma	327
Experience	484882435
Next Level	496887900
Health	33222/33222
EXP for Next Level	12005465
Attack	29288
Defense	24008
Weapon	6424-8794
Combat Arts	96363-131915
Resistance	30151
Cold	1836948

Andiell's Titanic Claws (1/1)
 Gladiator
 Andiell's Malevolence
 Price: 137178 (352546)
 ☆ Expected Protection: 1257
 Level: 154
 Minimum Level: 121
 Protection: 82 23 61 15 [181]
 Speed: 435
 Gladiator Stomping Jump: +30
 Agility: 40
 Each Hit Drains Life from Opponent: +23%
 Spell Resistance: +64
 Magic Resistance: +11%

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Claws of the Tiger (1/1)
 Gladiator
 Lorgar's Healer
 Price: 171659 (725366)
 ☆ Expected Protection: 1647
 Level: 135
 Defense: 13
 Minimum Level: 106
 Protection: 45 81 97 21 [244]
 Attack Speed: +33
 Charisma: +78
 Physical Regeneration: +28
 Fist of the Gods: +17
 Weapon Damage Poison: +35% Charisma
 Percent to All Resistances: +30%
 Spell Resistance: +24

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Physical Regeneration	425
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Experience	484882435
Next Level	496887900
Health	33222/33222
EXP for Next Level	12005465
Attack	29288 To Hit
Defense	24008 49%
Weapon	6424-8794
Combat Arts	96363-131915

Resistance

- Andiell's Twisted Grimace (2/2)
- Gladiator 1836948
- Andiell's Malevolence
- Price: 214032 (4373516)
- Expected Protection: 3995
- Level: 171
- Defense: 32
- Minimum Level: 135
- Protection: +154 +143 +68 +205 [570]
- Strength: +42
- Gladiator Attack: +33
- Weapon Lore: +50
- Split: +5%
- Far Sight: +180
- Poison Resistance: +8% Endurance
- Percent to All Resistances: +14%
- Physical Resistance: +11%

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Health	33222/33222
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Attack	29288 To Hit
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Resistance

- Andiell's Supernatural Chammail (2/2)
- Gladiator
- Andiell's Malevolence
- Price: 193864 (1401465)
- Expected Protection: 2274
- Level: 155
- Minimum Level: 122
- Protection: +87 +33 +102 +108 [330]
- Regeneration-Special Move: +116%
- Gladiator Dagger Stare: +30
- Concentration: +45
- Increases All Damage Types: +42%
- Enemies Die on Sight: 45%
- vs. Goblins Weapon Damage Poison: +13% Strength
- Each Hit Draws Life from Opponent: +8%
- Poison Resistance: +11%

Gladiator Kon Level 140

Attributes

Strength	678
Endurance	306
Dexterity	298
Physical Regeneration	423
Mental Regeneration	0
Charisma	327
Experience	484882435
Next Level	496887900
Health	33222/33222
EXP for Next Level	12005465
Attack	29288 To Hit
Defense	24008 49%
Weapon	6424-8794
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Burning Round Dagger of Haste (2/2)
Sword Lore
Price: 163974 (605785)
Damage: 2253-3396
As: -26.67%

Level: 165
Attack: 41
Defense: 70
Physical: 115-168
Fire: 190-292
Weapon Damage Fire: +82% Dexterity
Minimum Level: 130
Minimum Weapon Lore: 45
vs. Undead Attack Speed: +47
Hard Hit: +20
Agility: +48
To All Combat Arts: +8
Multi-hit: +8
Fire Damage: +16%
To All Skills: +1

Gladiator Kon Level 140

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Strength	678
Endurance	306
Dexterity	298
Physical Regeneration	423
Mental Regeneration	0
Charisma	327
Experience	484882435
Next Level	496887900
Health	33222/33222
EXP for Next Level	12005465
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Defense	24008 49%
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Tekontar's Legacy (2/2)
Axe Lore
Price: 187694 (1133062)
Damage: 2830-4080

Level: 138
Physical: 156-217
Poison: 265-392
Poison Damage: +44%
Minimum Level: 109
Minimum Concentration: 26
Regeneration Special Move: +35%
Gladiator Dagger Stare: +27
Gladiator Heroic Courage: +27
Experience Gained from Monsters: +14%
Charisma: +1
Soul Catcher: +4
Weapon Damage Poison: +7% Strength

Dalmar's Judge (3/3)
Gladiator
 Axe Lore
 Two-handed
 Dalmar's Eyes of Wonder
 Price: 212382 (3769866)
 ★ ★ **Damage: 4129-6786**
 Level: 140
 Attack: 47
Physical: 293-513
 Weapon Damage Physical: +58% Strength
 Fire: 75-114
 Magic: 208-307
 Poison: 60-96
 Minimum Level: 110
 Attack Speed: +23
 Weapon Lore: +27
 Axe Lore: +13
 Hard Hit: +5
 Chance to Gain Gold by Hitting an Opponent: +23%
 Constitution: +11
 To All Skills: +1
 Chance to Land a Critical Hit: +3
 Parrying: +5
 Magic Damage: +20%
 Seraphim Irritation: +6

Gladiator Kon Level 140

Attributes 0

Strength 678
 Endurance 306
 Dexterity 298
 Physical Regeneration 425
 Mental Regeneration 0
 Charisma 327
 Experience 484882435
 Next Level 496887900

Health 33222/33222
 EXP for Next Level 12005465

Attack 29288 To Hit
 Defense 24008 49%

Weapon 6424-8794
 Combat Arts 96363-131915
 Resistance 30151

Cold 1836948

Lorgar's Mighty Two-lander (3/3)
Gladiator
 Sword Lore
 Two-handed
 Lorgar's Healer
 Price: 206587 (2519463)
 ★ ★ **Damage: 3412-5472**
 Level: 136
 Attack: 239
Physical: 244-390
 Poison: 249-401
 Weapon Damage Poison: +93% Charisma
 Minimum Level: 107
 Minimum Concentration: 27
 Attack Speed: +35
 +58% to Attack
 Sword Lore: +26
 Weapon Lore: +26
 Concentration: +5
 Poison Damage: +12%
 Blood Bite: +4
 Percent to All Resistances: +14%
 Charisma: +1
 Earth Magic: +17

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