

Gladiator's Name: _____

Gladiator Personality Sheet

Player Name: _____

Date: _____

Dev. Points Spent 

Fight Record and Development Points

40 + x3 + x2 + x2 = Total Dev. Points

Health:
Health costs 1 per point.

Skill:

		Cost per Rank														
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
ATTACK	All around skill in combat. You may not have more ranks of any WEAPON, than in ATTACK. If untrained in your weapon, use 1/2 your ATTACK.	4	4	4	4	5	5	5	5	5	6	6	6	6	7	
Weapon	Class Throw+ P/D+ Crit+ Weight Special	<input type="text"/> Cost per rank														
Weapon	Class Throw+ P/D+ Crit+ Weight Special	<input type="text"/> Cost per rank														
ARMOR	Armor will always defend your gladiator. Roll 1 die for each rank or ARMOR you buy (with your development points).	5	6	7	8	9	10	10	11	11	12	12	13	13	14	14
SHIELD	Shield will defend your gladiator unless he is stunned. Roll 1 die for each rank or SHIELD.	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
PARRY/DODGE	roll P/D to defend your gladiator, unless he is stunned, or 'whiffed' (completely missed) his attack last turn.	2	2	3	3	3	4	4	4	4	5	5	5	5	6	6

Subtotal with Health

Advanced Skills:

		Cost per Rank														
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
INITIATIVE	Roll INITIATIVE dice at the start of the battle. Total all dice. The gladiator with the highest total attacks first. First 2 ranks (dice) are free.	0	0	3	3	4	4	4	5	5	5	5	6	6	6	6
FOCUS	If your gladiator is stunned, roll FOCUS at the beginning of your turn. Roll a 6 and your gladiator recovers, and you do not skip your turn.	5	6	7	8	9	10	11	12	13	14	15	15	15	15	15
HEAL	To HEAL (instead of attacking), roll HEAL dice. Each 5 heals 1 Health. Each 6 heals 5 Health. Each 1 is a lost heal die (heal with less next time)	1	2	2	2	3	3	3	3	4	4	4	4	4	5	5
STRENGTH	A gladiator can carry up to 15# into battle. Each rank of STRENGTH adds 3# to this weight limit. Count your weapons, ammo, and shield (5#).	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6
RETRIEVE WPN.	To retrieve weapons from the arena floor. Each 6 retrieves one weapon. If opponent whiffed +1 die, if stunned +3 dice.	0	0	2	2	2	3	3	3	4	4	4	4	5	5	5
SIGNATURE MOVE	Personalized attack to a stunned opponent. Roll two 6s for 25 damage. Three 6s is 50, Four 6s is 75, etc. If you fail, you whiff. No luck allowed. Describe on back.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Subtotal lower half

Total Total dev. spent.

Luck Dice can be added to any skill roll except signature move. Specify which color dice represent luck. If you roll a 1, 2, or 3 on a luck die, it is lost for the rest of the battle. You may not roll more luck dice, than dice you are rolling without luck.
Luck = Wins - Losses:

Fighting Class	Num Fights	Championship Titles			Luck Bonus
		1	2	3	
Villanova	0 - 10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1
Bronson	11 - 20	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2
Barbarian	21 - 30	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
Olympus	31 - 40	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+4
Mars	45+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+5

for current champions and 3 time champions

Bank:
Unused dev. pts.

This gladiator has injuries or insanities (see back)