

Random Insanity Table

Roll 1 die to get the first digit, then roll it again to get the second digit.

Write the insanity on the back of your Gladiator Personality Sheet. Note if it is permanent(Perm) or temporary (Temp). A new temporary insanities wipes out older temporary insanities.

Die	Insanity
1 - 1	(Perm) Born Loser Complex - Your gladiator can never use luck.
1 - 2	(Temp) Mr. Nice Guy Complex - Can't attack stunned opponent.
1 - 3	(Temp) Butterfingers - Whenever you whiff, you drop your weapon.
1 - 4	(Perm) Brain Damage - Always need two 6s to focus.
1 - 5	(Perm) Delayed Reaction - Roll 2 less dice when rolling initiative.
1 - 6	(Perm) Thin Blooded - Once wounded you will lose 1+ of HEALTH at the beginning of each of your turns.
2 - 1	(Temp) Infatuated with the weapon you were almost killed with: +2 Attack Dice using this weapon. -1 Dice with other weapons.
2 - 2	(Temp) Weapon Infatuation with class of weapons (A, B, C, D) you were hit with. +1 attack with this weapon. -1 with other weapons.
2 - 3	(Perm) Phobia of weapon you were hit with. Whenever hit with this weapon your gladiator gets -2 PARRY/DODGE (if using P/D).
2 - 4	(Perm) Phobia of weapon class (A, B, C, D) that you were hit with. If hit with this weapon you get -1 PARRY/DODGE (if using P/D).
2 - 5	(Temp) Phobia of pain. Whenever your HEALTH is 15 or below, you must attack defensively.
2 - 6	(Perm) Claustrophobia. You may never get any more ARMOR skill than you have now. Mark this on the front of your gladiator.
3 - 1	(Temp) Impulsive training/DEFENSE. You must spend all development points on defense, so it is always greater than your ATTACK.
3 - 2	(Temp) Impulsive training/ATTACK. Spend all development points on ATTACK, so it is always greater than your DEFENSE. *****
3 - 3	(Temp) Impulsive training/INITIATIVE. Spend all development points on INITIATIVE so that is at least 1/4 of your wins (round down).
3 - 4	(Temp) Impulsive training/FOCUS. Spend all development points on FOCUS so that it at least 1/4 of your wins (round down).
3 - 5	(Temp) Impulsive training/HEAL. Spend all development points on HEAL so that it at least 1/4 of your wins (round down).
3 - 6	(Temp) Impulsive training/STRENGTH. Spend all development points on STRENGTH so that it at least 1/5 of your wins (round down).

Die	Insanity
4 - 1	(Temp) Impulsive training/SIGNATURE MOVE. Spend all dev. points on SIG. MOVE so that it at least 1/4 of your wins (round down).
4 - 2	(Temp) Health Nut - Must have at least 2.5 X Wins spent on health.
4 - 3	(Perm) Brute Complex. You only fight opponents with more wins.
4 - 4	(Perm) No Fear of Death. You get +2 Attack Dice whenever you go Berserk,however, you must attempt to stay conscious using as much luck as possible, no matter how low your HEALTH goes.
4 - 5	(Perm) Will to Live - If hit with 15+ damage you will immediately focus and cannot be stunned for the remainder of the battle. You must attempt to stay conscious when below 0 HEALTH.
4 - 6	(Perm) Survival Instinct. If your HEALTH drops to 10 or below you get an extra +2 PARRY/DODGE.
5 - 1	(Perm) Life Line. Any time your Health is below 0 at beginning of your turn, gain +2 health.
5 - 2	(Perm) Catlike Reflexes. Add +1 dice to your INITIATIVE roll.
5 - 3	(Perm) Keen Insight. Once per battle add +2 dice for a FOCUS roll.
5 - 4	(Perm) Reflex to Live. Once per battle add +3 dice to Defense roll.
5 - 5	(Perm) Mighty Blow. Once per battle add +2 dice to one ATTACK roll.
5 - 6	(Perm) Identity Crisis. You must change your Gladiator's name.
6 - 1	(Perm) Called Shot. Once per battle, make a Called Shot. If you get a critical that is not fully blocked, roll +2 CRITICAL DAMAGE DICE.
6 - 2	(Perm) Improved HEAL. When healing, You now heal one health for each 4, two for each 5, and heal six for each 6 you roll.
6 - 3	(Perm) Zen Buddha. If someone attempts SIGNATURE MOVE against you, subtract one 6 from the signature move roll.
6 - 4	(Perm) Psychic Development. Gain +10 development points.
6 - 5	(Perm) Superior Luck. You now only lose luck dice on a roll of 1 or 2.
6 - 6	(Perm) Blessed. If you are At Death's Door (health below -10), roll an extra 2 dice to live. If you live, make two (complete) fate rolls and choose either one of the two results.