

Quick Start - Create Your First Gladiator

Start with a blank Gladiator Personality Sheet and a pencil. Creating a gladiator takes only a few minutes.

(1) What type of fighter do you want? Choose a weapon from the “Gladiator Weapons Table”. Consider these facts:

- “A” Class weapons are easy to use. Your training can focus more on defense.
- “B” Class weapons are well rounded, and do more damage than “A” Weapons.
- “C” Class - You’ll need to spend more Development Points on ATTACK, less for defense.
- “D” are heavy offensive weapons and most are 2 handed. Defend with ARMOR or nothing and attack *berserk*.
- It is best not to choose a throwing weapon for your first gladiator.

(2) Copy the weapon’s info onto your Gladiator Personality Sheet. Write the “Cost Per Rank” in the oval.

Your gladiator start his career with 40 Development Points, to spend on training. Pay no attention to the lower half of your Gladiator Personality Sheet (Advanced Skills). **Spend all 40 Development points on the top half, on these six skills:**

HEALTH, ATTACK, WEAPON, ARMOR, SHIELD, PARRY/DODGE

To purchase one or more ranks of a skill, check the empty boxes below the ‘Cost Per Rank’ on your Gladiator Personality Sheet. Pay the Cost per Rank for each box you check, and write the total to the right side of the sheet (see example).

(3) When spending your 40 Development Points, keep these facts in mind:

- ATTACK – The number of ranks of ATTACK you get, is the number of dice you roll when you attack.
 - “A” weapons hit with one 4 or better. “B” hit with one 5 or better. “C” hit with a 6. “D” need double 6 to hit.
 - Weapon – Get the exact same number of ranks in your WEAPON as you have in ATTACK.
 - ARMOR – Armor always protects your gladiator from being hit.
 - SHIELD – Shield protects your gladiator, unless he is “stunned”.
 - PARRY/DODGE – P/D protects your gladiator unless he is “stunned” or he “whiffed” his previous attack.
 - HEALTH – You should buy at least 10 health. You get 1 HEALTH for each Development Point spent.
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- “C” and especially “D” Weapons “whiff” more often. You can’t rely on PARRY/DODGE to protect you.
 - If you choose a Two Handed Weapon, do not purchase any SHIELD skill. You can’t use it.

- example -

This gladiator chose an “A” Class weapon, and spent heavily on defense:

Dev.
Points
Spent

Health: 9
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.	X	X														8												
Weapon Hammer	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 10%;">Class</th> <th style="width: 10%;">Throw+</th> <th style="width: 10%;">P/D+</th> <th style="width: 10%;">Crit+</th> <th style="width: 10%;">Weight</th> <th style="width: 10%;">Special</th> </tr> <tr> <td>A</td> <td>+1</td> <td></td> <td>+2</td> <td>5</td> <td></td> </tr> </table>	Class	Throw+	P/D+	Crit+	Weight	Special	A	+1		+2	5		<div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: inline-block; margin-right: 5px;">1</div> Cost per rank															2
Class	Throw+	P/D+	Crit+	Weight	Special																								
A	+1		+2	5																									
ARMOR	Armor will always defend your gladiator. Roll 1 die for each rank or ARMOR you buy (with your development points).	X															5												
SHIELD	Shield will defend your gladiator unless he is stunned. Roll 1 die for each rank or SHIELD.	X	X														6												
PARRY/DODGE	roll P/D to defend your gladiator, unless he is stunned, or ‘whiffed’ (completely missed) his attack last turn.	X	X	X	X												10												
																	Subtotal with Health	40											

- This gladiator rolls 2 Attack Dice to attack, because he has 2 ranks of ATTACK and WEAPON.
- When attacking with his “A” Class weapon, he needs just one 4, 5, or 6 to hit, otherwise he “whiffs”.
- This gladiator defends with 7 dice (1 ARMOR + 2 SHIELD + 4 PARRY/DODGE).
- If he “Whiffs” his attack (rolls no 4, 5, or 6), he will defend with only 3 dice (1 ARMOR + 2 SHIELD).
- If he is “stunned”, he will defend with only 1 die (1 ARMOR).
- This gladiator only spent 9 points on HEALTH, so his plan to be extra defensive had better work.
- This gladiator is ready for his first fight! - Find another player with a rookie gladiator and challenge him.