

Quick Start - How to Play Gladiators

(1) Create a rookie Gladiator:

- You need at least 2 people to play Gladiators. Each player should create his or her own rookie gladiator. Follow the instructions on the ["Quick Start - Create Your First Gladiator"](#) page.

(2) The Challenge:

- Each fight begins with a challenge. One player's gladiator challenges another, "Arch Duke" challenges "Fragmentator". If the other player accepts the challenge, both players grunt "Let's Rock!".

(3) Start the Battle:

- Position the "Health Tracker" page between the two players who are going to battle. Place a different figure, coin, or other marker on the Health Tracker, for each of the two players. Do not erase or change the health written on your Gladiator Personality Sheet, use the Health Tracker during the battle. Your gladiator will automatically recover to full health after the battle is over.
- If either gladiator has Luck Dice, Healing Dice, or a thrown weapon (ammo), position the "Luck, Healing, and Ammo Tracker" page between the two players. If this is your gladiator's first fight, you don't need this page.
- Each player rolls 2 dice for INITIATIVE, and the highest total attacks first. After that, the two players take turns attacking each other, until one gladiator drops unconscious or dead.

(4) During the Battle - On Your Turn:

(A) If your gladiator's health is below zero:

- If your gladiator's health gets knocked down below 0, you may choose to drop unconscious and lose the battle, or you may attempt to stay conscious and continue fighting. See "Health Tracker".
- If your health somehow gets below -10, your gladiator has been killed.

(B) If your gladiator is stunned:

- If your gladiator was stunned by his opponent's last attack, you must skip your turn.
- The stun lasts until the end of your opponents next turn, unless he stuns you again.
- If you have FOCUS skill use it now, to snap out of the stun, and not skip your turn.

(C) Attack your opponent:

- To ATTACK, read the page titled [Quick Start - Attacking and Defending](#).
- If you hit him, your opponent will get a chance to block the attack.
- If not blocked, subtract the damage your hit did on the [Health Tracker](#).

(D) Your turn is over. Now it is your opponent's turn.

(5) After the Battle is Over

- The battle continues, with players alternating turns/attacks until one gladiator falls unconscious.
- Update your gladiator's Won/Loss record on you Gladiator Personality Sheet.
- If you won the battle, add **3** Development Points to 'Bank' on your Gladiator Personality Sheet.
- If you lost the battle, add **2** Development Points to 'Bank' on your Gladiator Personality Sheet.
- If you killed your opponent's gladiator, mark the Kill on your sheet and add **2** more to the 'Bank'.
- Save them in the 'Bank', or spend the development points to improve your skills or get new ones.
- Unless killed, your gladiator fully recovers and is ready for another battle.

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.
-
- “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> <td style="width: 10%;">Class</td><td style="width: 10%;">Throw+</td><td style="width: 10%;">P/D+</td><td style="width: 10%;">Crit+</td><td style="width: 10%;">Weight</td><td style="width: 10%;">Special</td> <td colspan="10" style="text-align: center;">Cost per rank</td> </tr> <tr> <td>A</td><td>+1</td><td></td><td>+2</td><td>5</td><td></td> <td style="border: 1px solid black; border-radius: 50%; padding: 2px;">1</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td style="text-align: center; font-size: 2em;">2</td> </tr> </table>	Class	Throw+	P/D+	Crit+	Weight	Special	Cost per rank										A	+1		+2	5		1											2	2
Class	Throw+	P/D+	Crit+	Weight	Special	Cost per rank																														
A	+1		+2	5		1											2																			
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.

Quick Start - Attacking and Defending

- Declare which weapon, and if you are throwing it. Also declare if you are attacking "normal", "berserk", or "defensively". If you are throwing your weapon, update your "Ammo Tracker".
- Average your ATTACK skill and WEAPON skill (round down). Start with this many dice.
- If throwing your weapon, add more dice for your weapon's "Throw Bonus".
- If attacking berserk add 1 more die
- If attacking defensively, subtract 1 die.
- Declare any Luck Dice and add them in using a different color for Luck.
- Roll all the dice at the same time. Consult the "Attack Table".
- If you hit your opponent, he now gets a chance to try to block it. See "Attack Table".

Attack Table

		(1) Roll your Attack Dice. The highest number you rolled was:							
		3 3 or less	4 one 4	4-4 double 4	5 one 5	5-5 double 5	6 one 6	6-6 double 6	6-6-6+ three+6s
		The table below shows how much damage your strike will do:							
Weapon Class:	A		1	1	2	2	3	3	Critical Strike! count the number of 6s Wpn Bonus: C+1 D+2
	B	Your Attack 'Whiffs' (You Completely Missed) You lose Parry/Dodge dice when your opponent attacks back.			3	3	4	4	
	C					5	5		
	D						7		
		Will a successful hit stun?	Stun		Stun	Stay Stunned	Stun	Stun	
		(2) Before the hit connects, opponent can block the attack by rolling enough 6s on his Defense roll (ARMOR + SHIELD + PARRY/DODGE):							
Roll to Block -->		6	6-6	6	6-6	6	6-6	6-6-6+	
		Use the first rule that applies: If stunned, only roll ARMOR dice. Don't defend with SHIELD or PARRY/DODGE. If you attacked 'berserk' last turn, only roll ARMOR dice to defend. If you attacked 'defensively' last turn, roll ARMOR + SHIELD + PARRY/DODGE. If you threw your weapon last turn, roll ARMOR + SHIELD + PARRY/DODGE. If you 'Whiffed' your attack last turn, You lose Parry/DODGE. Roll ARMOR+SHIELD. None of the above (normal defense roll): Roll ARMOR + SHIELD + PARRY/DODGE.							

- If you hit your opponent and he did not block it, subtract the specified amount of damage from his health on the "Health Tracker".
- If you 'Stun' your opponent, he is stunned until the end of your next turn (unless he is able to FOCUS on his turn). If opponent is already stunned, 'Stay Stunned' is the same as "Stun".
- If you rolled a 1, 2, or 3 on any Luck Dice, you lose those Luck Dice for the rest of the battle.

Block a "Critical", by rolling as many 6s as attacker rolled, or take damage (see Critical Damage Table)

Gladiators Weapons Table

Weapon	Class	Throw Bonus	P/D Bonus	Crit. Bonus	Weight (Lb.)	Special	Cost Per Rank
Quarter Staff	A		+2		4	2 Handed Weapon.	1
Hammer	A	+1		+2	5		1
Foil	A		+2		3		2
Whip	A	N/A	*		3	Count all P/D as SHIELD. Called Attack: Disarm (rules p14).	2
Dagger	A	+1			1		1
Shurikin	A	+2			1	Must be thrown.	2
War Dart	A	+2		+2	2	Must be thrown.	1
Stiletto	A			+3	2	20% extra damage for signature move.	2
Cleaver	A	+2		+1/+3	3	+3 Criticals if thrown.	2
Chain	A/B			+1/+3	5	1 Handed = A Weapon. 2 Handed = B Weapon, +3 Crits.	1
Brawling	B	N/A	-2*		0	2 Handed weapon. -2 P/D after brawling (if using P/D).	1
Bo Stick	B		+2		8	2 Handed weapon.	1
Spear	B	+1			5		1
Cat-O-Nine-Tails	B	N/A	*		7	*Count all P/D as SHIELD.	2
Rapier	B		+2		5		2
Club	B			+3	14		1
Tri-Sectional Staff	B		+3		7	2 Handed weapon	2
One Handed Axe	B	+2		+1/+3	6	+3 Criticals if thrown.	2
Short Sword	B			+1	6		1
One Handed Maul	B	+1		+0/+1	7	+1 Criticals if thrown.	1
Broad Sword	B			+4	8		2
Boomerang	B	+2			2	Possible catch on whiff. Roll RETRIEVE - 2 dice. Roll a 6.	2
Razor Disk	B	+1			2	Must be thrown.	1
Javelin	B	+3			3	Must be thrown	2
Katana	B/C		+1	+0/+1	8	1 Handed = B Weapon. 2 Handed = C Weapon, +1 Crits.	2
Studded Gauntlets	C	N/A	-2 *		2	2 Hand weapon. -2 P/D after gauntlet attack (if using P/D).	1
Two Handed Scyth	C			+3	12	2 Handed weapon.	1
Pole Arm	C		+2		10	2 Handed weapon.	1
Morning Star	C			+3	10		2
Ball and Chain	C			+2	14		1
Scimitar	C		+2		7		2
Battle Axe	C	+3		+1/+4	11	+4 Criticals if thrown.	2
Khopesh	C	+2		+2	7		2
Long Sword	C			+1	9		1
Harpoon	C	+2			7	Must be thrown. +2 RETRIEVE WPN.	1
Battle Javelin	C	+3		+1	5	Must be thrown.	2
Combat Boomerang	C	+2			2	Possible catch on whiff. Roll RETRIEVE - 2 dice. Roll a 6.	2
Executioner's Sword	C			+5	17	2 Handed weapon.	2
Bastard Sword	C/D			+0/+3	12	1 Handed = C Weapon. 2 Handed = D Weapon, +3 Crits.	2
Two Handed Sword	D		+2	+1	13	2 Handed weapon.	1
2 Handed Battle Axe	D	+3		+2/+5	15	2 Handed Weapon. +5 crits if thrown.	2
Thor's Axe	D		+2	+1	10	1 handed weapon	2
Warhammer	D	+2		+2	12	1 Handed Weapon.	2
Two Handed Maul	D	+1		+1/+3	15	+3 Criticals if thrown. 2 Handed weapon.	1
Widowmaker	D	+2		+2	7	Must be thrown.	1
Claymore	D		+2	+5	21	2 Handed Weapon.	1

How many dice to roll when attacking:

- Average your ATTACK skill and WEAPON skill (round down).
- If throwing your weapon, add dice for the weapon's "Throw Bonus".
- If you declare that you are attacking "Berserk", add 1 die.
- If you declare that you are attacking "Defensively", subtract 1 die.
- Declare any Luck dice and add them (use different colored dice for Luck)
- Roll ALL of these dice at the same time and consult the table below.

Attack Table

(1) Roll your ATTACK dice. The highest number you rolled was:								
3 or less	4 one 4	4-4 double 4	5 one 5	5-5 double 5	6 one 6	6-6 double 6	6-6-6+ three+6s	
The table below shows how much damage your strike will do:								
1	1	2	2	3	3	3	Critical Strike! count the number of 6s Wpn Bonus: C+1 D+2	
Your Attack 'Whiffs' (You Completely Missed)								
You lose Parry/Dodge dice when your opponent attacks back.								
Will a successful hit Stun?								
Stun			Stun		Stun		Stun	
(2) Before the hit connects, opponent can block the attack by rolling enough 6s on his DEFENSE roll (ARMOR + SHIELD + PARRY/DODGE):								
Roll to Block -->		6	6-6	6	6-6	6	6-6	6-6-6+

Use the first rule that applies:
 If stunned, only roll ARMOR dice. Don't defend with SHIELD or PARRY/DODGE.
 If you attacked 'berserk' last turn, only roll ARMOR dice to defend.
 If you attacked 'defensively' last turn, roll ARMOR + SHIELD + PARRY/DODGE.
 If you threw your weapon last turn, roll ARMOR + SHIELD + PARRY/DODGE.
 If you 'Whiffed' your attack last turn, You lose Parry/DODGE. Roll ARMOR+SHIELD.
 None of the above (normal defense roll): Roll ARMOR + SHIELD + PARRY/DODGE.

- Block a "Critical", by rolling as many 6s as attacker rolled, or take damage:
- Critical Damage Dice to roll = Number of 6s rolled for the ATTACK.
 - Plus 1 die for C Weapons or Plus 2 dice for D Weapons.
 - Minus the number of dice the defender rolled when he tried to block the critical.
 - Roll dice and total them. Then add weapon's "Crit Bonus". See "Critical Damage Table".

Luck Dice

Put dice here, totalling your remaining Luck Dice

Heal Dice

Put dice here, totalling your remaining Heal Dice

Ammo Tracker

Put dice here, totalling your remaining Ammo

Ammo Tracker

Put dice here, totalling your remaining Ammo

Heal Dice

Put dice here, totalling your remaining Heal Dice

Luck Dice

Put dice here, totalling your remaining Luck Dice

Attacking Berserk or Defensively

Benefits and Penalties when Attacking "Berserk"

ATTACK ranks	Benefit	Penalty
1-7	+ 1 ATTACK die	Lose all PARRY/DODGE and SHIELD.
8-11	+ 2 ATTACK dice	
12-14	+ 3 ATTACK dice	
15 or more	+ 4 ATTACK dice	Defend with ARMOR only.

Benefits and Penalties when Attacking "Defensively"

ATTACK ranks	Benefits		Penalties	
1-7	+ 2 Defense dice	Can not "Whiff". Defend with P/D, SHIELD, and ARMOR.	- 1 ATTACK die	Max Attack roll: 6 - 6
8-11	+ 4 Defense dice		- 2 ATTACK dice	Max Attack: 6 - 6 - 6
12-14	+ 6 Defense dice		- 3 ATTACK dice	Max Attack: 6 - 6 - 6 - 6
15 or more	+8 Defense dice		- 4 ATTACK dice	Max Attack: 6 - 6 - 6 - 6 - 6

Fate Roll Chart

Roll 1 Die. Do not use luck.

6	Massive adrenaline rush. Your gladiator immediately heals 10 health, is concous and not stunned It is your turn. You may fight or quit the battle.
5	Adrenaline dump. Your gladiator immediately heals 7 health, is concous, but is stunned It is your turn, or you may quit the battle.
4	Your gladiator is weakly alive. If you want to 'Stay Concious' roll 1 die, or drop and lose.
3	Your gladiator falls unconcious and loses the fight. He develops an insanity. Roll for a random insanity on the Insanity Table.
2	Your gladiator falls into a 24 hour coma. No fights allowed for until the same time tomorrow. Note the time. Also, he develops an insanity. Roll for a random insanity on the Insanity Table.
1	You stare death in the face. Adrenaline rush. Your gladiator immediately heals 8 health, is concous and not stunned It is your turn. Your gladiator MUST win the fight or will die (even if his health is above -11). If you win and live, roll for a random insanity.

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.

Slashing Weapons Critical Damage Table

Roll 1 die for each 6 you hit with on your attack. Subtract one die for each 6 your opponent rolled defending your critical.

C Weapons +1 die. D Weapons +2 dice. Roll and total all dice, then add any weapon Critical Damage Bonus.

Roll	Description	Damage
3	low swing to opponent's leg cuts deeply	5/Stun
4	Low blow connects solidly above knees and brings pain and blood.	5/Stun
5	Crunching blow to side cuts deep and hits rib. Thus forces a ghastly shriek from your opponent.	5/Stun
6	Deep hack to center of chest snaps sternum free from opponent's rib cage.	5/Stun
7	Glancing slice to leg dislocates knee cap. Opponent staggers sideways and reels in pain.	5/Stun
8	Full force blow to opponent's chest knocks the wind from is lungs. Opponent gasps for air.	5/Stun
9	Blow to chin hits jawbone and twists neck violently. Pain registers on opponent's features.	5/Stun
10	Massive side-swing connects into opponent's shoulder and fillets his arm. His ribs audibly crack and blood appears on his lips.	6/Stun
11	Roundhouse blow to his side wounds opponent's body and knocks him sideways.	6/Stun
12	Downward hack tears into your opponent's leg.	6/Stun
13	Blow to ribs finds a home. There is a lot of bleeding.	7/Stun
14	Sledgehammer blow to top of head unzips the top of his scalp and drops him to his knees. Opponent is severely stunned and may not attempt to focus (this turn only).	7/Stun*
15	Permanent Scar – Write it down. Roll another die: 1. Slice to hand severs opponent's finger, which flips through the air and then gets ground into the dirt.. <u>Lose a random finger.</u> 2. Your slice cuts across your opponent's chest. <u>Long deep scar across chest.</u> 3. Your tricky swing splits your opponent's nose right down the middle, giving him a permanent new look. 4. Solid strike to the belly penetrates deeply. <u>The vertical scar above his belly button screams 'Exclamation Point!'</u> 5. Blow to arm rips flesh from forearm. exposing bone and tendon. <u>Long jagged scar on random arm.</u> 6. Glancing blow to head. Opponent's ear is cut and dangles by a thin string of flesh.. <u>Lose a random ear.</u>	8/Stun
16	Your blow cuts across your opponent's forehead creating a waterfall of blood into his eyes blinding him. <u>Opponent attacks and defends with - 1 dice (armor exempt) until he forgoes an attack to clear his eyes.</u>	8/Stun
17	Slice directly to opponent's stomach causes him to go stiff as a corpse with pain and shock for a moment.	9/Stun
18	Cutting strike to his side twists his body involuntarily exposing opponent for another blow. <u>Opponent may not attempt to focus (this turn only).</u>	10/Stun*
19	Rib hacking blow to chest sends opponent to the ground several feet away.	11/Stun
20*	Deep cutting smash to opponent's shield arm and shoulder. <u>Opponent's shield is knocked from his hand to the floor of the arena. It can be retrieved as if it were a weapon.</u>	12/Stun
21	Solid blow connects full force into opponent's pelvis twisting one leg sideways and dragging limp. Opponent defends with -2 dice (armor exempt) for the remainder of the battle.	13/Stun
22*	Blow on the forearm. Opponent's weapon is knocked from his hands. <u>Whichever weapon he last attacked with is dropped..</u>	14/Stun
23	Your blow penetrates into your opponent between the neck and shoulder and drives him into the ground.	15/Stun
24*	A strong jabbing blow directly to your opponent's face splits his forehead and topples him. He saw it coming!	16/Stun
25*	Permanent Scar – Write it on the back of your Gladiator Personality Sheet. Roll one die: 1. You slice your opponent vertically right over his (random) eye. <u>The scar begins above the eye and ends in the center of his cheek.</u> 2. You cut right across his heart, and the wound is so deep and opened up, you can see his heart beating through the scar. 3. Your slicing blow takes off your opponent's entire lower lip, which flies high through the air with muscles still wiggling it like a fat worm. 4. Penetrating hack leaves a jagged gory scar on opponent's side. Scar on random side. 5. Blow catches opponent in the side of his jaw. <u>It scars his cheek and smashed out a whole quadrant of teeth (random top/bottom & left/right)</u> 6. A looping slice carves a deep moon shaped scar into your opponent's chest.	17/Stun
26*	He was coming forward and your thrust nearly went through him.	18/Stun
27	You smash your opponent on the shoulder-blade, cutting into tendon and muscle. Opponent attacks with -1 dice for the remainder or the battle.	20/Stun
28*	Your blow cuts deeply into his shoulder. Shield arm drops lifelessly to opponent's side. <u>Opponent can not use a shield or a 2 handed weapon for the remainder of the battle.</u>	22/Stun
29	A massive blow than cuts the armor completely off of your opponent, and causes internal damage. <u>Any armor that your opponent is wearing is destroyed (until the end of the battle).</u>	24/Stun
30*	You 'rang your opponent's bell' <u>He drops his weapon. But he is focused and can not be stunned for the remainder of the battle.</u>	27/Awake
31*	Opponent saw your attack coming and only had time to cry or pray for a split second before it hit him. What was it that he said? ('Mommy!', 'Oh No!') - You decide. He's got to say it. Be nice.	30/Stun
32*	Massive cut across lower back wracks opponent' with multiple convulsions. <u>Stunned for 2 rounds. Focus will not work on the first round.</u>	33/Stun
33*	Massive stabbing blow to chest damages multiple organs. <u>Internal bleeding will cause opponent to die slowly and painfully after the battle unless he is able to win. Credit your gladiator with a kill if you win the battle.</u>	37/Stun
34*	Tomahawk blow to top of head causes massive brain hemorrhage <u>Opponent will die at the end of the fight unless he is able to win. Credit your gladiator with a kill if you win the battle.</u>	40/Stun
35 +	The Whisper. Massive blow penetrates deep into opponent's brain. It is said that all the victim hears is the whisper of life blowing a sweet goodbye kiss. If you rolled higher than 35, add an additional 5 points of damage for each number higher.	45/Stun

Bludgeoning Weapons Critical Damage Table

Roll 1 die for each 6 you hit with on your attack. Subtract one die for each 6 your opponent rolled defending your critical.

C Weapons +1 die. D Weapons +2 dice. Roll and total all dice, then add any weapon Critical Damage Bonus.

Roll	Description	Damage
3	Low swing to opponent's knee sprains leg.	5/Stun
4	Low blow connects solidly with shins.	5/Stun
5	Crunching blow to side cracks several ribs and forces a ghastly grunt from opponent's lungs	5/Stun
6	Blow to center of chest snaps sternum free from opponent's rib cage.	5/Stun
7	Glancing blow to leg dislocates knee cap. Opponent staggers sideways and reels in pain.	5/Stun
8	Full force blow to opponent's chest knocks the wind from is lungs. Opponent gasps for air.	5/Stun
9	Blow to chin twists neck violently. Unthinkable pain registers on opponent's features.	5/Stun
10	Massive sideswing connects with opponent's side. His ribs audibly crack and blood appears on his lips.	6/Stun
11	Roundhouse blow to shoulder shudders opponent's body and knocks him sideways.	6/Stun
12	Shovel blow to opponent's groin brings tears to his eyes.	6/Stun
13	Blow to ribs crushes chest cavity. Shattered rib punctures lung.	7/Stun
14	Sledgehammer blow to top of head audibly cracks vertebrae in opponent's neck and drops him to his knees. Opponent is severely stunned and may not attempt to focus (this turn only).	7/Stun*
15	Permanent Scar – Write it down. Roll another die: 1. Blow to hand crushes opponent's finger, which sticks flattened to your weapon for the remainder of the battle. <u>Lose a random finger.</u> 2. <u>Ugly scar on random cheek</u> 3. <u>shatters all of opponent's teeth</u> 4. Solid blow to hip tears and bruises flesh and cracks pelvic bone. <u>Opponent develops a permanent limp.</u> 5. Blow to arm rips flesh from forearm. exposing bone and tendon. <u>Long jagged scar on random arm.</u> 6. Glancing blow to head. Opponent's ear rips and dangles by a thin string of flesh.. <u>Lose a random ear.</u>	8/Stun
16	Furious blow bludgeons face. Nose explodes sending blood into eyes blinding opponent. <u>Opponent attacks and defends with - 1 dice (armor exempt) until he forgoes an attack to clear his eyes .</u>	8/Stun
17	Blow directly to opponent's stomach causes chunks of vomit and strands of blood to spew from his mouth and nose.	9/Stun
18	crushing hit to shoulder blade twists body involuntarily exposing opponent for another blow. <u>Opponent may not attempt to focus (this turn only).</u>	10/Stun*
19	Rib cracking blow to chest sends opponent to the ground several feet away.	11/Stun
20*	Bruising smash to opponent's shield arm. <u>Opponent's shield is dropped.</u> It can be retrieved as if it were a weapon.	12/Stun
21	Solid blow connects full force cracking opponent's pelvis twisting one leg sideways and dragging limp. Opponent defends with -2 dice (armor exempt) for the remainder of the battle.	13/Stun
22*	Opponent's weapon is knocked from his hands. <u>Whichever weapon he last attacked with is dropped..</u>	14/Stun
23	Your blow crushes your opponent between the neck and shoulder and drives him into the ground.	15/Stun
24*	A strong jabbing blow directly to your opponent's face knocks his head nearly off his shoulders. You know he saw it coming!	16/Stun
25*	Permanent Scar – Write it down. Roll another die: 1. Your weapon hits so hard, it leaves a <u>permanent deep weapon shaped dent in your opponent's forehead.</u> 2. Glancing blow rips nose from opponent's face <u>leaving a ghastly beak of fleshless cartilage..</u> Blood sprays from holes in exposed skull whenever opponent exhales. 3. Gouging blow to side of face sends cheek flesh frisbeeing across arena. <u>Side of opponent's face is now jagged hole of flesh framing the stumps of his black and broken teeth.</u> 4. Cracking blow to opponent's side, causes <u>the end of a gory broken rib to protrude through his back.</u> The doctor can't fix it or remove it. 5. Blow catches opponent in the side of his jaw spinning his head ¾ of the way around and causing an eye to pop from its socket and flail about on the end of the optic nerve, as a waterfall of blood showers it from the ghastly eye socket. <u>Opponent loses a random eye.</u> 6. Bone-crushing blow to jaw <u>severs opponent's tongue permanently.</u> Opponent can no longer pronounce the letters C, D, G, J, L, N, S, T, X or Z.	17/Stun
26*	Your blow caught him coming in and knocked him backwards. You don't know exactly what broke inside him, but it was something.	18/Stun
27	You smash your opponent on the shoulder-blade, ripping and tearing tendon and muscle. Opponent attacks with -1 Attack Dice for the remainder of the battle.	20/Stun
28*	Overhead swing shatters bones and tears tendons dislocating shoulder. Shield arm drops lifelessly to opponent's side. <u>Opponent can not use a shield or a 2 handed weapon for the remainder of the battle.</u>	22/Stun
29	Massive blow resounds loudly and causes internal damage. <u>Any armor that your opponent is wearing is destroyed (until end of battle).</u>	24/Stun
30*	You 'rang your opponent's bell' <u>He drops his weapon. But he is focused and can not be stunned for the remainder of the battle.</u>	27/Awake
31*	Opponent saw your attack coming and only had time to cry or pray for a split second before it hit him. What was it that he said? ('Mommy!', 'Oh No!') - You decide. He's got to say it. Be nice.	30/Stun
32*	Massive blow to lower back wracks opponent' with multiple convulsions. <u>Stunned for 2 rounds. Focus will not work on the first round.</u>	33/Stun
33*	Massive blow to chest damages multiple organs. <u>Internal bleeding will cause opponent to die slowly and painfully after the battle unless he is able to win.</u> Credit your gladiator with a kill if you win the battle.	37/Stun
34*	Tomahawk blow to top of head causes massive brain hemorrhage <u>Opponent will die at the end of the fight unless he is able to win.</u> Credit your gladiator with a kill if you win the battle.	40/Stun
35 +	The Whisper. Massive blow penetrates deep into opponent's brain. It is said that all the victim hears is the whisper of life blowing a sweet goodbye kiss. If you rolled higher than 35, add an additional 5 points of damage for each number higher.	45/Stun

Piercing Weapons Critical Damage Table

Roll 1 die for each 6 you hit with on your attack. Subtract one die for each 6 your opponent rolled defending your critical.

C Weapons +1 die. D Weapons +2 dice. Roll and total all dice, then add any weapon Critical Damage Bonus.

Roll	Description	Damage
1 - 3	Low throw/thrust to opponent's thigh causes him to wince and stuns him (all critical hits cause a stun).	5/Stun
4	Your weapon stabs into your opponent on his hip.	5/Stun
5	Piercing throw/thrust to side slips between his ribs and he lets out a piercing 'EEEE' sound	5/Stun
6	Your attack gets through and hits him in the chest as he tries to turn away from it.	5/Stun
7	Throw/Thrust to leg pierces his knee cap. Opponent spins sideways, reeling in pain.	5/Stun
8	Your attack skipped off, or rather went through your opponent's forearm. Not the traditional parry technique most fighters use.	5/Stun
9	You hit him right on the side of his face. You spin his neck with the force.	5/Stun
10	Your hit your opponent in the shoulder and it stuck into the bone. (if not thrown: You had to yank it out.)	6/Stun
11	Your throw/thrust impaled your opponent right through his leg, and puts him down on one knee for a moment.	6/Stun
12	Your weapon strikes squarely into your opponent's side. The rib you fragmented probably saved his life.	6/Stun
13	Your strike penetrated a few inches below your opponent's heart, cutting the muscle below the ribs.	7/Stun
14	Your weapon grazed your opponent's neck and removed a ditch of flesh. You saw a flash of fatal fear lock into his eyes and stun him completely. <u>Opponent is severely stunned and may not attempt to focus (this turn only).</u>	7/Stun*
15	Permanent Scar - Write it down. Roll another die: 1. You caught him flat-footed. Now he is duck-footed. Your perfectly aimed shot, <u>removes one your opponent's toes completely (random toe).</u> 2. Your opponent tried to turn away and scream. <u>Now he has a hole through his face.</u> If he did not scream, he would also have no teeth. 3. A bigger, faster, heavier, toothpick right into your opponent's grimace. <u>All of opponent's front teeth are destroyed (random Top/Bottom).</u> 4. His elbow proves to be a weak substitute for a shield. The piercing wound turns into <u>a permanent baseball sized knob (random L/R elbow).</u> 5. In desperation, his hand protected his face. The results: <u>penetrated hand, pierced face and loss of a random finger.</u> 6. A full-speed, full-contact missile like attack blasts into your opponent's forehead. The weapon's shaft bends and vibrates from the rebound, <u>leaving a question mark shaped scar on a (random L/R side) of his forehead.</u> "BAAHWAWAHAAWA"	8/Stun
16	Not a whiff, a Whackk. Direct forehead 'whackk' causes <u>permanent purple bullseye wound in opponent's forehead.</u>	8/Stun
17	Your off-center shot/thrust to your opponent's neck goes right through it! Opponent is stunned. Go for the win!	9/Stun
18	Your brilliant shot found the mark. The wound is deep. Life bleeds out.	10/Stun*
19	The force behind the weapon drives it home <u>just below your opponent's stomach.</u> (if thrown: it remains there for the remainder of the battle).	11/Stun
20*	With lightning speed your attack proves skill at marksmanship. Your weapon penetrates the shoulder. <u>Opponent's shield is dropped.</u> It can be retrieved as if it were a weapon.	12/Stun
21	Defining the term 'attack with accuracy', you skewer your opponents calf, and cripple him. <u>Opponent defends with -2 PARRY/DODGE dice (if he is rolling any) for the remainder of the battle.</u>	13/Stun
22*	Your attack penetrates his wrist. Opponent's weapon is knocked from his hands. <u>Whichever weapon he last attacked with is dropped..</u>	14/Stun
23	Your throw/thrust drives into your opponent between the neck and shoulder and drops him to one knee for a moment.	15/Stun
24*	Your attack was a mighty blast directly to your opponent's chest. Your weapon damaged one of his lungs.	16/Stun
25*	Permanent Scar - Write it down. Roll another die: 1. Your attack strikes the side of his head, and your opponent loses a random ear, <u>leaving a purple scar surrounding the ear hole.</u> 2. Your weapon goes completely through your opponent's foot and momentarily pins him. <u>Hole through random foot and lose a random toe on the foot.</u> 3. Your weapon went <u>under his chin and up through the floor of his mouth and then through his tongue</u> to jab the roof of his mouth causing him to try to scream. 4. Speed and precision cause a direct hit to the abdomen. <u>Your opponent's belly button is obliterated and now is a gross looking scar.</u> 5. Your weapon spears through one of your opponent's hands. <u>Hole through a random hand and lose a random finger on the same hand.</u> 6. Perfectly aimed attack to the neck, stabs into your opponent's windpipe starting a circus of blood, and giving him <u>a permanent tracheotomy.</u>	17/Stun
26*	Your weapon buries itself so deep into your opponent's chest cavity, you consider letting him keep it. Blood spills out of the wound.	18/Stun
27	The throw/thrust got your opponent in the side, under his arm causing great pain. <u>He attacks with -1 dice for the remainder or the battle.</u>	20/Stun
28*	The throw/thrust didn't quite remove his shoulder, but it certainly dislocated it. <u>Opponent can not use a shield or a 2 handed weapon for the remainder of the battle.</u>	22/Stun
29	You cut your opponent deeply, and also cut off his armor. <u>Any armor that your opponent is wearing is destroyed (until the end of the battle).</u>	24/Stun
30*	You 'rang your opponent's bell' <u>He drops his weapon. But he is focused and can not be stunned for the remainder of the battle.</u>	27/Awake
31*	Your shot got your opponent in his pelvis and broke it. His leg spasms and jerks and your opponent dances about involuntarily.	30/Stun
32*	The missile like attack goes right through your opponent's closed eye and into his brain. <u>Lose a random eye. Stunned for 2 rounds. Focus will not work on the first round.</u>	33/Stun
33*	Deep penetration into chest damages multiple organs. <u>Internal bleeding will cause opponent to die slowly and painfully after the battle unless he is able to win.</u> Credit your gladiator with a kill if you win the battle.	37/Stun
34*	Your attack went right through your opponent's lung and lodged into his spinal chord. <u>Opponent will die at the end of the fight unless he is able to win.</u> Credit your gladiator with a kill if you win the battle.	40/Stun
35 +	The Whisper. Massive blow penetrates deep into opponent's brain. It is said that all the victim hears is the whisper of life blowing a sweet goodbye kiss. If you rolled higher than 35, add an additional 5 points of damage for each number higher.	45/Stun

Gladiator's Name: _____

Gladiator Personality Sheet

Player Name: _____

Dev. Points Spent 

Date: _____

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.

Bank:
 Unused dev. pts.

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

This gladiator has injuries or insanities (see back)

Gladiator's Name: _____

Gladiator Personality Sheet

Player Name: _____

Dev. Points Spent 

Date: _____

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.

Bank: Unused dev. pts.

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

This gladiator has injuries or insanities (see back)

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.

Bank: Unused dev. pts.

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

This gladiator has injuries or insanities (see back)

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.

Bank:
Unused dev. pts.

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

This gladiator has injuries or insanities (see back)

Gladiator's Name: _____

Gladiator Personality Sheet

Player Name: _____

Dev. Points Spent 

Date: _____

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.

Bank:
Unused dev. pts.

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	
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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

This gladiator has injuries or insanities (see back)

Gladiator Personality Sheet

Gladiator's Name: _____

Player Name: _____

Date: _____

Dev. Points Spent

Fight Record and Development Points

wins	losses	kills	Total Dev. Points
40 + <input style="width: 40px;" type="text"/>	x3 + <input style="width: 40px;" type="text"/>	x2 + <input style="width: 40px;" type="text"/>	= <input style="width: 40px;" type="text"/>

Health:
 Health costs 1 per point.

Skill:

		<i>Cost per Rank</i>														
		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 style="width: 100%; height: 20px;" type="text"/> Cost per rank														
Weapon	Class Throw+ P/D+ Crit+ Weight Special	<input style="width: 100%; height: 20px;" 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:

		<i>Cost per Rank</i>														
		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.

Bank: Unused dev. pts.

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

This gladiator has injuries or insanities (see back)

Gladiators Weapons Table

Weapon	Class	Throw Bonus	P/D Bonus	Crit. Bonus	Weight (Lb.)	Special	Cost Per Rank
Quarter Staff	A		+2		4	2 Handed Weapon.	1
Hammer	A	+1		+2	5		1
Foil	A		+2		3		2
Whip	A	N/A	*		3	Count all P/D as SHIELD. Called Attack: Disarm (rules p14).	2
Dagger	A	+1			1		1
Shurikin	A	+2			1	Must be thrown.	2
War Dart	A	+2		+2	2	Must be thrown.	1
Stiletto	A			+3	2	20% extra damage for signature move.	2
Cleaver	A	+2		+1/+3	3	+3 Criticals if thrown.	2
Chain	A/B			+1/+3	5	1 Handed = A Weapon. 2 Handed = B Weapon, +3 Crits.	1
Brawling	B	N/A	-2*		0	2 Handed weapon. -2 P/D after brawling (if using P/D).	1
Bo Stick	B		+2		8	2 Handed weapon.	1
Spear	B	+1			5		1
Cat-O-Nine-Tails	B	N/A	*		7	*Count all P/D as SHIELD.	2
Rapier	B		+2		5		2
Club	B			+3	14		1
Tri-Sectional Staff	B		+3		7	2 Handed weapon	2
One Handed Axe	B	+2		+1/+3	6	+3 Criticals if thrown.	2
Short Sword	B			+1	6		1
One Handed Maul	B	+1		+0/+1	7	+1 Criticals if thrown.	1
Broad Sword	B			+4	8		2
Boomerang	B	+2			2	Possible catch on whiff. Roll RETRIEVE - 2 dice. Roll a 6.	2
Razor Disk	B	+1			2	Must be thrown.	1
Javelin	B	+3			3	Must be thrown	2
Katana	B/C		+1	+0/+1	8	1 Handed = B Weapon. 2 Handed = C Weapon, +1 Crits.	2
Studded Gauntlets	C	N/A	-2 *		2	2 Hand weapon. -2 P/D after gauntlet attack (if using P/D).	1
Two Handed Scyth	C			+3	12	2 Handed weapon.	1
Pole Arm	C		+2		10	2 Handed weapon.	1
Morning Star	C			+3	10		2
Ball and Chain	C			+2	14		1
Scimitar	C		+2		7		2
Battle Axe	C	+3		+1/+4	11	+4 Criticals if thrown.	2
Khopesh	C	+2		+2	7		2
Long Sword	C			+1	9		1
Harpoon	C	+2			7	Must be thrown. +2 RETRIEVE WPN.	1
Battle Javelin	C	+3		+1	5	Must be thrown.	2
Combat Boomerang	C	+2			2	Possible catch on whiff. Roll RETRIEVE - 2 dice. Roll a 6.	2
Executioner's Sword	C			+5	17	2 Handed weapon.	2
Bastard Sword	C/D			+0/+3	12	1 Handed = C Weapon. 2 Handed = D Weapon, +3 Crits.	2
Two Handed Sword	D		+2	+1	13	2 Handed weapon.	1
2 Handed Battle Axe	D	+3		+2/+5	15	2 Handed Weapon. +5 crits if thrown.	2
Thor's Axe	D		+2	+1	10	1 handed weapon	2
Warhammer	D	+2		+2	12	1 Handed Weapon.	2
Two Handed Maul	D	+1		+1/+3	15	+3 Criticals if thrown. 2 Handed weapon.	1
Widowmaker	D	+2		+2	7	Must be thrown.	1
Claymore	D		+2	+5	21	2 Handed Weapon.	1

Health Tracker

Put a different marker or coin on the Health Tracker for each gladiator. Gladiators start each battle with their full HEALTH.

+20	+40	+60	+80	+100
For experienced gladiators only				

40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

Struggling to stay concious: Before every turn - You may attempt to stay concious. Roll a 6 or lose the battle.

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1
roll 1 die	roll 2 dice	roll 3 dice	roll 3 dice	roll 4 dice	roll 4 dice	roll 4 dice	roll 5 dice	roll 5 dice	roll 5 dice

At Death's Door: Before every turn - Roll a 6 or die. If you live, make a Fate Roll. Total Fights (TF) = Wins + Losses

-20	-19	-18	-17	-16	-15	-14	-13	-12	-11
R. I. P.	Roll TF ÷ 25 dice*	Roll TF ÷ 20 dice*	Roll TF ÷ 15 dice*	Roll TF ÷ 10 dice*	Roll TF ÷ 10 dice* (*round down)	Roll TF ÷ 10 dice* (*round down)	Roll TF ÷ 10 dice* (*round down)	Roll TF ÷ 10 dice* (*round down)	Roll TF ÷ 10 dice* (*round down)

