

NAME <input style="width: 90%;" type="text"/>	LOOK
--	-------------

Human: Varro, Segovax, Kerza, Hamilcar, Duro, Saxa, Diona
Half-Orc: Corgak, Ergoth, Pughilug, Igmud, Knaraugh, Wokganit, Grop
Nickname: the Horrible, the Wild, Bonebreaker, the Blade, the Gruesome, Three-Knives, the Corpsemaker

Hard Eyes, Dead Eyes, or Wise Eyes
 Shorn Hair, Mask, or Scalp Tattoos
 Huge Body, Ropy Body, or Scarred Body
 Loincloth, Barbaric Costume, or Themed Costume

Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(+0), 9 (+0), 8(-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE	D10	ARMOR		HP	 CURRENT MAX	YOUR MAX HP IS 8+CONSTITUTION
---------------	------------	--------------	--	-----------	----------------------------------	----------------------------------

ALIGNMENT

- LAWFUL:**
Best an opponent in a fair fight.
- GOOD:**
Step aside so an ally can bask in the glory of victory.
- CHAOTIC:**
Chase personal glory, regardless of the risk.

RACE

- HUMAN:**
When you go among your fans after a victory, you may Carouse at +0.
- HALF-ORC:**
Once per battle, when you take damage, you may give into the rage within your blood. Take +2 damage and gain +1 forward.

BONDS

_____ freed me from the arena
 _____ would be dead if it weren't for me
 I made _____ a lot of money with my victories.
 _____ bet against me once. *Once.*

STARTING MOVES

ARSENAL
 Years of fighting unpredictable foes in the arena have taught you to be prepared for just about anything. In addition to whatever primary weapons you carry, you're loaded down with lethal oddments: darts, hidden knives, spiked armor, whatever. Your arsenal is abstract, disposable, not really a "thing."
 Choose a look for your arsenal:

- Savage
- Exotic
- Themed
- Improvised
- Hidden

When you go into battle fully equipped, you have 2-Arsenal. During battle, if you pick up something lethal, gain 1-Arsenal. You can have up to 3-Arsenal at any given time.

RIGHT TOOL FOR THE JOB

- At any time you can spend your arsenal, one-for-one, on the following effects.
- Add any weapon tag to your weapon for one move.
 - Roll two damage die and use the highest.

ARE YOU NOT ENTERTAINED?

When you grandstand for the benefit of an audience, roll+CHA. On a hit, take +1 forward. On a 10+, the audience showers you with love and money. Gain +1d4 coin.

THE GLADIATOR	LEVEL <input style="width: 90%;" type="text"/>
	XP <input style="width: 90%;" type="text"/>

GEAR

Your Load is 10+STR. You carry your arsenal (2 weight), dungeon rations (5 uses, 1 weight), and a symbol of your status as a freed slave, describe it (0 weight).

Choose two:

- Adventuring gear (5 uses, 1 weight)
- Bandages (3 uses, slow, 0 weight)
- 1 Healing Potion (0 weight)
- 20 coin (your last winnings)

Choose your gladiatorial kit:

- The Horseman: short sword (close, 1 weight), spear (reach, thrown, near, 1 weight), chainmail (1 armor, worn, 1 weight)
- The Fisherman: trident (reach, 1 weight), net (stun, reach, thrown, near, 1 weight), dagger (hand, 1 weight), leather armor (1 armor, worn, 1 weight)
- The Soldier: spear (reach, thrown, near, 1 weight), chainmail (1 armor, worn, 1 weight) shield (+1 armor, 2 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ I DO NOT HIT...

When you hack & slash, roll+Arsenal instead of roll+STR.

☐ WALKING ARMORY

When you go into battle fully equipped, you have 3-Arsenal. If you go into battle completely unprepared, you still manage to scrounge up 1-Arsenal.

☐ TRASH TALK

When you insult an enemy before a fight, roll+CHA. On a hit, their only concern is getting to you. On a 10+, they're scared, and you take +1 forward against them. On a miss not only are they pissed, but they rattle your cage; take -1 forward against them.

☐ CUTTHROAT

Choose one non-multiclass move from the fighter, ranger, or thief class list.

☐ I'LL HAVE THAT

When you grab an enemy's weapon, roll+STR. On a 10+, he's disarmed and you gain +1-arsenal. On a 7-9, he's disarmed, but his weapon's way over there.

☐ WALL OF BLADES

When you defend, you can spend Arsenal as though it were hold.

☐ SCARRED AND LEATHERY

When you wear no armor, or armor that is not clumsy, you get +1 armor.

☐ WITH A TURNED THUMB

When you attack an incapacitated or helpless opponent, you deal +1d4 damage.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ ...IT HITS ALL BY ITSELF

Requires: I Do Not Hit...

When you hack & slash, you can spend 1-arsenal to turn a 6-result into a 7-9, or 2-arsenal to turn a 7-9 result into a 10+.

☐ LEARNED THIS ONE OUTSIDE THE RING

Choose one non-multiclass move from the fighter, ranger, or thief class list.

☐ BETTER A BROKEN SWORD THAN A BROKEN SKULL

When you take damage, you can spend 1-Arsenal to negate it completely. This move reduces your maximum Arsenal by one until the end of the fight.

☐ AM I NOT MERCIFUL?

When you spare the life of a vanquished enemy, roll+CHA. On a 10+, hold 2 over them. On a 7-9, hold 1. At any time, you can spend your hold to call on them for a favor. This counts as making the parley move and hitting with a 10+ result.

☐ ARMED TO THE TEETH

Requires: Walking Armory

You can have up to 4-Arsenal at one time.

☐ MORITURI TE SALUTANT

When you roll a 12+ on hack & slash, it also counts as making the Are You Not Entertained move and hitting with a 10+.

☐ WHAT'S YOURS IS MINE

Requires: I'll Have That

Add the following option to the Defend basic move:

- take your enemy's weapon and gain 1-arsenal.

☐ COUP DE GRÂCE

Replaces: With A Turned Thumb

When you attack an incapacitated or helpless opponent, you deal +1d8 damage.