

NAME \_\_\_\_\_

LOOK \_\_\_\_\_

**Dwarf:** Birgaz, Drod, Frya, Ghaldran, Kesi, Korm, Lazra, Yulkat

**Elf:** Antioch, Nesine, Neura, Melim, Odalwa, Rolwin, Sonnia, Tessa

**Human:** Brendal, Kratos, Rav, Regal, Solt, Spartacus, Trent, Veronica

**Ogre:** Atrocla, Den-dro, Crag, Gall, Gors, Grendal, Ghundra, Krala, Trokk

Hard Eyes, Dead Eyes, or Wise Eyes

Savage hair, Shorn Hair, or Scalp Tattoos

Huge Body, Ropy Body, or Scarred Body

Elaborate Costume, 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
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE



ARMOR



HP



CURRENT  
MAX

YOUR MAX HP IS  
10+CONSTITUTION

ALIGNMENT

- GOOD  
Step aside in your moment of victory for the sake of another.
- NEUTRAL  
Chase personal glory, no matter the risks.
- LAWFUL  
Best an opponent in a fair fight.

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: bone darts, obsidian knives, razor-edged gloves, whatever. Your arsenal is abstract, disposable, not really a "thing."

When you **go into battle fully equipped**, you have 2-arsenal. You can have a maximum of 3-arsenal at any time.

Choose a look for your arsenal:

- Savage
- Exotic
- Themed
- Improvised
- Hidden

**RIGHT TOOL FOR THE JOB**

At any time you can spend your arsenal, one-for-one, on the following effects.
• Add a weapon tag from the list or any range tag to your weapon for one move. (The Range tags are: Hand, Close, Reach, Near, Far)
• Treat a single damage die as though it had rolled the maximum value.

**HE'S NOT USING IT ANYMORE**

When you **kill an armed enemy**, gain 1-arsenal.

**ARE YOU NOT ENTERTAINED? (CHA)**

When you **grandstand for the benefit of anyone watching**, roll +Cha. On a 10+, take +1 ongoing until you roll a 6- on a move or your audience leaves. On a 7-9, take +1 forward instead.

RACE

- DWARF  
You ignore the forceful tag on enemies' weapons.
- ELF  
When you **use the Right Tool For the Job move to add a weapon tag to your attack**, you can add two tags.
- HUMAN  
When you **go among your fans after a great victory**, it counts as the Carouse move with a 10+ result.
- OGRE  
When you **are mobbed by smaller enemies**, you have +1 armor.

BONDS

Fill in the name of one of your companions in at least one:

\_\_\_\_\_ 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.

WEAPON TAGS

- +1 Armor: You gain +1 armor.
- +1d4 damage: You deal +1d4 damage.
- Forceful: It knocks someone back a pace, possibly off their feet.
- Messy: Damage from this weapon tears people and things apart.
- 2 Piercing: Ignore 2 points of armor.
- Precise: Roll +DEX instead of +STR with Hack & Slash.
- Stun: The weapon deals stun damage instead of normal damage.
- Thrown: You can Volley with this weapon. If you do, you can't choose to mark ammo on a 7-9 result, and the weapon is lost until you can retrieve it.

THE GLADIATOR

LEVEL \_\_\_\_\_
XP \_\_\_\_\_

\*When a player takes The Right Tool for the Job using a multiclass move, they also gain the Arsenal and He's Not Using It Anymore moves.

# GEAR

Your Load is 12+STR. You carry your arsenal (2 weight) and survival rations (5 uses, 1 weight).

## Choose a defense:

- Beast hide armor (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight)
- Piecemeal metal armor (2 armor, clumsy, 3 weight)
- Hard shell shield (+1 armor, 1 weight)

## Choose a serious weapon:

- The Impaler (close, 2-piercing, messy, 2 weight)
- Sledgehammer (reach, forceful, 2 weight)
- Executioner's axe (close, reach, messy, 1 weight)

## Choose three backup weapons:

- Rapier (close, precise, 1 weight)
- Throwing hammers (near, forceful, 2 weight), 3 ammo
- Battle axe (close, messy, 1-weight)
- Forearm blade (hand, +1 armor, messy, 2 weight)
- Punching dagger (hand, +2 damage, 1 weight)
- Wicked knife (hand, messy, 1 weight)

## Choose one:

- 3 healing potions (0 weight)
- Antitoxin (0 weight), dungeon rations (5 uses, 1 weight), and poultices and herbs (2 uses, slow, 1 weight)

# ADVANCED MOVES

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

### ARMED TO THE TEETH

When you **go into battle fully equipped**, you have 3-arsenal.

### ARMOR EXPERT

You ignore the Clumsy tag on armor you wear.

### BLOOD ON THE SAND

When you **deal your damage**, you may spend 1-arsenal to inflict a debility on your target. (NPCs don't have stats, but the debility still hinders them according to the fiction.)

### CUTTHROAT

Take one non-multiclass move from the Fighter, Thief, or Ranger class list.

### I DO NOT HIT...

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

### I'LL HAVE THAT

When you **try to disarm a foe**, 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. You can go get it, and gain that 1-arsenal, but you'll have to expose yourself to danger to do it.

### MANO-A-MANO

When you **call out an opponent for single combat**, roll+CHA. **On a 10+**, it's on. No one else will attack you, and your chosen foe won't attack anybody else. **On a 7-9**, choose one:

- Your chosen foe honors the duel. His buddies? Not so much.
- Nobody else will come at you, but your chosen foe has no compunction about killing anybody between you and him.

### NEVER UNARMED

When you **go into battle completely unprepared**, you still have 1-arsenal.

### TRASH TALK

When you **insult an enemy before a fight**, roll+CHA. **On a 10+**, they're rattled; they take -1 damage ongoing until the end of the fight. **On a 7-9**, they take -1 damage ongoing against your allies, but they gain +1 damage ongoing against you until the end of the fight--you really pissed 'em off.

### WALL OF BLADES

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

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

### 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 over them. 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 (the hold also counts as the necessary leverage).

### BETTER A BROKEN SWORD THAN A BROKEN SKULL

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

### DEATH SMILES UPON US ALL

When you **take your Last Breath**, roll +CHA.

### GOD OF THE ARENA

*Requires: Blood on the Sand*

When you **fight an opponent with a debility**, deal +1d6 damage.

### ...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

Take one non-multiclass move from the Fighter, Thief, or Ranger class list.

### MORITURI TE SALUTANT

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

### MY TEETH ARE ALSO ARMED

*Requires: Armed to the Teeth*

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

### ROPE-A-DOPE

*Requires: Mano-a-Mano*

As long as you're fighting your chosen foe, take +1 ongoing.

### WHAT'S YOURS IS MINE

*Requires: I'll Have That*

Add the following option to the Defend basic move:

- Disarm the attacker of their weapon and gain 1-arsenal.