

CREATING A GLADIATOR

Choose a name, description, temperament, cult, stats, moves, and bonds.

DESCRIPTION

Circle one from each line, or make up your own.

- Ambiguous, Concealed, Female, Male
- Happy face, Ragged face, Scarred face, Worn face
- Distrusting eyes, Friendly eyes, Missing eye, Opportunistic eyes
- Athletic body, Massive body, Scarred body, Stringy body

TEMPERAMENT

Choose one: Choleric, Melancholic, Phlegmatic, Sanguine.

CULT

Choose one cult in which you are initiated:

Diana, Mars, Mercury, Minerva, Neptune, Pluto, The Sisters, Trivia, Venus, Vulcan, Faithless

STARTING STATS

ACUTUS -1, FORTIS +1, IMPETUS +1, LEPOS 0, FATUM 0

Add 1 to a single stat

MOVES

You know all the basic moves.

Choose either the retiarius or secutor move, one other gladiator move, and one cult move from your chosen cult.

BONDS

Everyone introduces their characters. Take your turn. List the other character's names. Go around

again for Bonds. On your turn, ask at least 1:

- *Which of you has fought alongside me in the arena?*

For that character, write Bond +2

- *Which of you do I think could take me in a fight if it came to that?*

For that character, write Bond +2

- *Which of you reminds me of my master?*

For that character, write Bond -2

For everyone else, write Bond +0.

You've spent most of your time with fellow gladiators and haven't developed connections with the other members of your cohort.

On the others' turns, answer their questions as you like.

STARTING GEAR

You get:

- Camping and mess gear
- 1-barter in Denarii and goods

If you are a Retiarius, you also get:

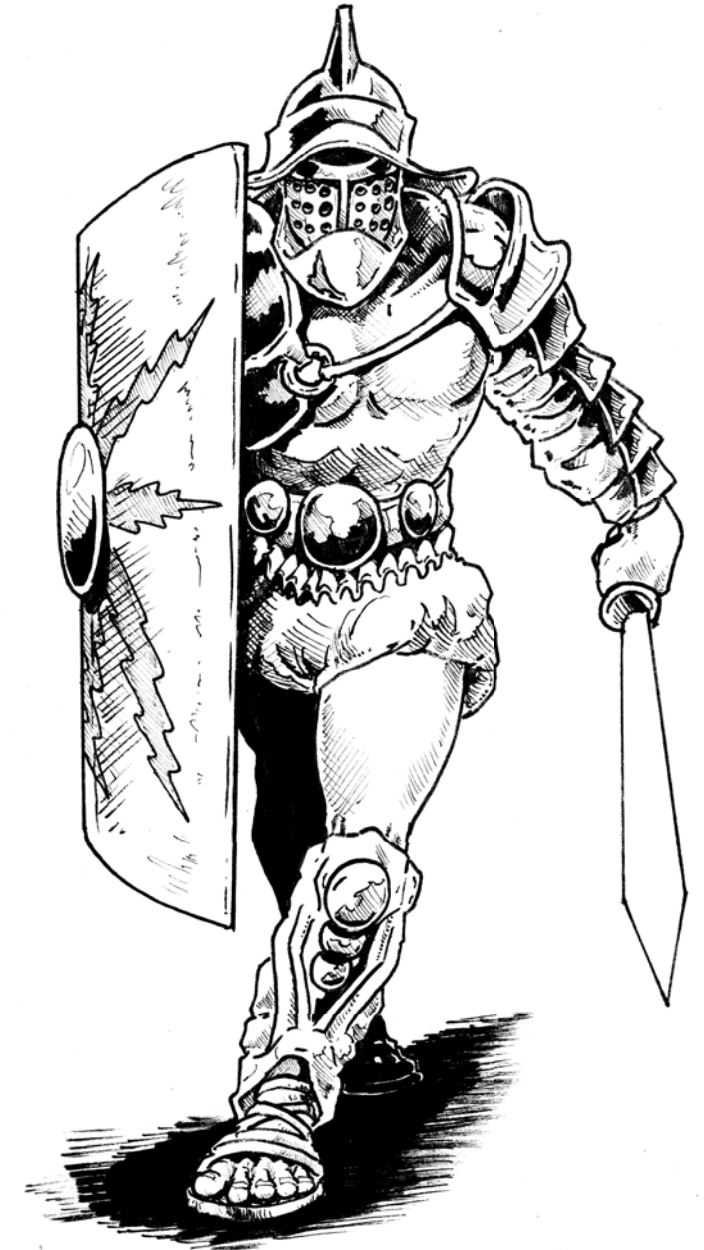
- A trident (2-harm close near)
- A net (near)
- A dagger (1-harm hand near)

If you are a Secutor, you also get:

- A heavy helm, arm guards, and greaves (1-armor)
- A large shield (1-armor +1armor)
- A gladius (2-harm hand)

NOTES

THE GLADIATOR



GLADIATOR MOVES

- Predatory Glare:** when you enter a charged situation, roll +IMPETUS. On a 10+, hold 2. On a 7-9, hold 1. Spend hold 1 to make eye contact with a creature who freezes or flinches and cannot take action until you break it off. On a miss, your enemies identify you as their foremost threat.
- Retiarius:** when you use your net to ensnare a target, roll +IMPETUS. On a 10+, you either trip your opponent or disarm/entangle their weapon. On a 7-9, you either trip your opponent or disarm/entangle their weapon, but also suffer harm from them. On a miss, take -1 forward and suffer harm from your opponent.
- Roar of the Crowd:** while in battle you may incite onlookers, if present, to fuel your battle frenzy, roll +LEPOS. On a 10+, take +1 ongoing until the end of the battle. On a 7-9, take +1 forward.
- Savagery:** when you inflict harm, you may take 1 harm ap to inflict +1 harm.
- Secutor:** when you suffer harm in battle, roll +FORTIS. On a 10+, suffer -1 harm and take +1 forward. On a 7-9, suffer -1 harm.
- Studied Combatant:** when you take the time to observe an enemy in battle, take +1 ongoing against that enemy until the end of the battle.

OTHER MOVES

GEAR

NAME

CULT AND CREDO

DESCRIPTION

TEMPERAMENT

BONDS

ACUTUS

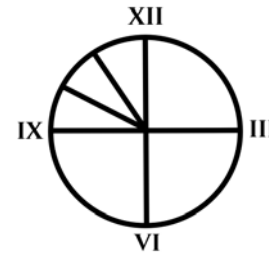
FORTIS

IMPETUS

LEPOS

FATUM

HARM



- Stabilized
- Shattered (-1 ACUTUS)
- Broken (-1 FORTIS)
- Crippled (-1 IMPETUS)
- Disfigured (-1 LEPOS)
- Haunted (-1 FATUM)

IMPROVEMENTS

Experience O O O O O O >>> Erase experience and choose one:

- +1 ACUTUS (max +3)
- +1 FORTIS (max +3)
- +1 IMPETUS (max +3)
- +1 LEPOS (max +3)
- +1 FATUM (max +3)
- Get a new gladiator move
- Get a new gladiator move
- Get a move from another playbook
- Get a move from another playbook
- Get a new cult move
- Remove a debility

You may choose from the following after you have taken at least 5 from above:

- Get +1 to any stat (max +3)
- Retire your character to safety and create a new character
- Create a second character to play
- Change playbook
- Change cult
- Choose 3 basic moves and advance them
- Choose 3 basic moves and advance them