

Ludi Gladiatorii

Credits

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Introduction

It's a long way to Moesia, to my family. The manacles are cold around my wrists. I can hear the roar above me: the crowd, the cries, the rumble of armored feet.

They knock loose the pin from my manacles, force a bronze helm over my head and a Gladius into my shaking hand.

The sunlight is blinding, the crowd deafening, my opponent's armor glistens in the sun. Presenting my salute, I say what may be my last words, "Laudable Editor! We who are about to die salute you!"

My heart pounds. My opponent, a bear of a man, drives me back with impatient thrusts of his sword. His shield comes into view. Connecting, it shatters my senses. My feet leave the sand, the crowd roars, I collapse to the ground in a daze. Facedown in the sand, clutching my Gladius, I hear his armor rattle as he closes in to finish the job.

Blinded by sand, I desperately roll on my back, thrusting my Gladius towards the approaching noise. My sword meets resistance... with all my strength I drive the blade forward; the crowd erupts into cheers. I let go of the hilt. I hear my opponent clatter to the ground.

Wiping the sand from my eyes, my opponent lies motionless in the dust. The crowd wildly cheers my victory but I feel empty inside.

The Coliseum exacts a terrible price for its glory, but if glory can secure my return to Moesia, I will play the Romans' game.

Basic System

The Arena Master

The Arena Master is the player who runs the game for the other players. The responsibilities of the Arena Master are discussed in the "World of Gladiators" chapter of this book.

The Players

Each player creates his or her own gladiator. During play, each player adopts the persona of his or her gladiator. As a player, your goal is to survive the trials of the arena, grow stronger, and win the adoration of the Roman people. These rules refer to “you” and “your gladiator” interchangeably.

Record Sheet

Your Record Sheet is used to keep track of information about the state of your gladiator. During play, you will update the information on your Record Sheet to reflect your gladiator’s current condition and growth over time.

Dice

Ludi Gladiatorii is played using polyhedral dice. The dice used to play are:

The Four-Sided Die: Abbreviated in this book as “**d4**” it generates a random number between 1 and 4.

The Six-Sided Die: Abbreviated in this book as “**d6**” it generates a random number between 1 and 6. It is the die with which people are most familiar.

The Eight-Sided Die: Abbreviated in this book as “**d8**” it generates a random number between 1 and 8.

The Ten-Sided Die: Abbreviated in this book as “**d10**” it generates a random number between 1 and 10. Note: On some d10s the “10” is abbreviated as a “0.”

The Twelve-Sided Die: Abbreviated in this book as “**d12**” it generates a random number between 1 and 12.

Reading Dice Abbreviations

In the game rules, dice rolls are presented in an abbreviated form. For example: $2d10$. The number before the “d” indicates how many dice to roll, while the number after the “d” indicates the type of die to roll. The results of the rolls are always totaled. In the previous example, $2d10$ means “roll two ten-sided dice and total the results.” This generates a number between 2 and 10.

Modifiers: A modifier is a number that is added to or subtracted from a die roll. For example: $1d6 + 5$ or $2d8 - 1$. The specified dice are rolled, and then the modifier is added or subtracted accordingly. The previous two examples respectively mean “roll one six-sided die and then add five” and “roll two eight-sided dice, total the results, and then subtract one.”

Additional Examples:

$1d12 + 3$ = Roll one twelve-sided die and add three. This generates a result between 2 and 13.

$3d4 - 1$ = Roll three four-sided dice, total the result, and then subtract one. This generates a result between 2 and 11.

Basics of Play

In *Ludi Gladiatorii*, play follows a simple system:

- 1 The Arena Master describes the environment and its inhabitants to the players.
- 2 After hearing the Arena Master's description, each player declares how he--that is to say, his gladiator--reacts to the situation. If a player attempts to perform a challenging or dangerous action, the Arena Master asks the player to perform a *Check* to determine if the player succeeds or fails.
- 3 Using the rules as a guide, the Arena Master determines how the players' actions affect the environment; the process then begins anew.

Actions

An Action is anything you want your gladiator to do: from attacking an opponent to picking dandelions. If you want to perform an Action that is challenging or dangerous, you will need to make a *Check*.

Checks

During play you will encounter scenarios that test your abilities. When this happens, the Arena Master will ask you to make a *Check*. A Check is a modified die roll. The outcome of a Check determines if you succeed or fail when performing a challenging Action.

There are two types of Checks: *Stat Checks* and *Skill Checks*. Stat Checks rely on natural ability, (see the Stats chapter) while Skill Checks rely on both natural ability and training (see the Skills chapter).

To accomplish an Action requiring a Check, the result of your Check must meet or exceed the Difficulty set by the Arena Master.

Check Difficulty

Depending on how challenging your Action is, the Arena Master assigns a *Difficulty* to the task. The Difficulty is the number your Check must match or exceed to accomplish an Action; it ranges between 5 and 40. A Difficulty 5 Action is considered trivial, but it is still possible for an unskilled person to fail. Any Difficulty higher than a 25 requires special skills to overcome.

Stat Checks

Stat Checks rely on your gladiator's inherent abilities or "Stats." Your gladiator has three Stats: Strength, Dexterity, and Endurance. Each Stat is used to accomplish different kinds of Actions. For example, breaking down a door requires a *Strength Check*, balancing on a narrow ledge requires a *Dexterity Check*, and surviving without food or water requires an *Endurance Check*. All Stat Checks are resolved in the following way:

$$2d10 + \text{Relevant Stat} + \text{Additional Modifiers}$$

Skill Checks

Skill Checks represent your gladiator using specialized training to accomplish an Action. Skill Checks allow you to accomplish that which is impossible using Stats alone. Skill Checks are explained in detail in the Skills chapter of this book. All Skill Checks are resolved as follows:

$$2d10 + \text{Governing Stat} + \text{Skill Level} + \text{Additional Modifiers}$$

Additional Modifiers

Additional Modifiers represent special circumstances that enhance or detract from your chances of success. These Modifiers add to or subtract from your Check and are applied at the Arena Master's discretion. The size of the Modifier depends on how much the special circumstances differ from what the Arena Master considers "normal circumstances."

Example Table of Additional Modifiers

Circumstances	Modifier	Example Situation
<i>Normal Circumstances</i>	0	<i>Attacking an enemy.</i>
<i>Minor Favorable Circumstances</i>	+1	<i>Fighting an enemy who is intimidated by you.</i>
<i>Minor Unfavorable Circumstances</i>	-1	<i>Fighting an enemy who intimidates you.</i>
<i>Favorable Circumstances</i>	+3	<i>Sneaking past someone on a moonless night.</i>
<i>Unfavorable Circumstances</i>	-3	<i>Fighting an enemy on the deck of a ship at sea.</i>
<i>Major Favorable Circumstances</i>	+5	<i>Breaking your fall by landing in deep snow or straw.</i>
<i>Major Unfavorable Circumstances</i>	-5	<i>Fighting an enemy while blinded by sand.</i>
<i>Extremely Favorable Circumstances</i>	+10	<i>Tackling an enemy who is unaware of your presence.</i>
<i>Extremely Unfavorable Circumstances</i>	-10	<i>Fighting an enemy on the deck of a ship at sea during a storm</i>
<i>Favor of the Gods</i>	+15	<i>Attacking a sleeping enemy.</i>
<i>Wrath of the Gods</i>	-15	<i>Fighting an enemy who intimidates you on the icy deck of a burning ship during a storm at sea.</i>

Opposing Checks

Sometimes someone (be it another player or a Non-Player Character) will resist your attempt to perform an Action. For example, if you are trying to open a door while someone is holding it closed from the other side or if you are trying to outrun someone who is chasing you. These situations call for *Opposing Checks*: both you and your opponent make a Check using the Stat and/or Skills specified by the Arena Master; whoever gets the higher result “wins” the Check. The winner successfully performs his Action, while the loser fails to perform his Action. If you tie with your opponent, nothing changes (neither of you accomplish your intended Action).

Gladiator Creation

Novice Gladiator Creation

This method yields a novice or “*novicius*,” a new recruit who will one day fight in the arena. It is recommended that new players create a novicius gladiator. You build your gladiator actively during play: first at the gladiator school and then in the arena.

Selecting this creation method grants you the following points to build your gladiator.

5 Stat Points

12 Skill Points

To create a Novice Gladiator, follow these steps:

Record Details

Flesh out the details of your gladiator’s life. Is your gladiator male (*gladiator*) or female (*gladiatrix*)? Where was your gladiator born? How did he or she become a gladiator? Use the “Your Beginnings” chapter to help you.

Review the Gladiator Classes

Take a look at the types of gladiators in the Gladiator Class chapter.

Determine Your Stats

Use the *Stats* chapter to determine your gladiator’s Stats. When you have done so, record them in the Stats section of your Record Sheet.

Calculate Your Derived Stats

Using your Stats, calculate your Derived Stats using the rules. When you have done so, record them in the Stats section of your Record Sheet.

Determine Your Skills

Skills define your gladiator's knowledge and training. Use the *Skills* chapter to determine your gladiator's Skills. Record each Skill in the Skills section of your Record Sheet.

Ready to Play?

Once you complete each of these steps, your novicius gladiator is ready for training. **Ask the Arena Master about "The Path of the Gladiator" to find out what your training entails.**

Veteran Gladiator Creation

This method yields a veteran or "*veteranus*," a gladiator who has completed his training and is preparing to fight his first arena match. This method of character creation is recommended for experienced players.

Selecting this creation method grants you the following resources to build your gladiator.

5 Stat Points

24 Skill Points

To create a Veteran Gladiator, follow these steps:

Record Details

Flesh out the details of your gladiator's life. Is your gladiator male (*gladiator*) or female (*gladiatrix*)? Where was your gladiator born? How did he or she become a gladiator? Use the "Your Beginnings" chapter to help you.

Review the Gladiator Classes

Take a look at the types of gladiators in the Gladiator Class chapter.

Determine Your Stats

Use the *Stats* chapter to determine your gladiator's Stats. When you have done so, record them in the Stats section of your Record Sheet.

Calculate Your Derived Stats

Using your Stats, calculate your derived stats using the rules. When you have done so, record them in the Stats section of your Record Sheet.

Determine Your Skills

Skills define your gladiator's knowledge and training. Use the *Skills* chapter to determine your gladiator's Skills. Record each Skill in the Skills section of your Record Sheet.

Record Equipment

Review your chosen Gladiator Class's *Starting Equipment*. Record it in the Equipment section of your Record Sheet. Your gladiator's equipment includes his personal belongings as well as the weapons and armor he carries into battle. For detailed information on equipment, see the *Equipment* chapter.

Ready to Play?

Once you complete each of these steps your veteranus gladiator is ready for the arena.

Your Beginnings

This chapter is designed to help you determine who your gladiator is on a personal level, and how he or she came to be a gladiator.

Origins

Where were you born? What was your life like before you were a gladiator? Use the information below to define your gladiator's origins. Select a homeland for your gladiator. Your gladiator can speak the native languages listed for his/her homeland. Your gladiator automatically has a skill level of 5 in each language native to his/her homeland. (See the Language Skill in the Skill Chapter).

Homeland	Modern Equivalent	Native Language(s)
Achaia	Greece	Greek
Aegyptus	Egypt	Coptic
Africa	Northern Tunisia	Punic, Berber
Arabia	Jordan & Saudi Arabia	Greek, Nabataen, Aramaic
Asia	South Western Turkey	Greek
Britannia	England	British
Caledonia / Pictavia	Scotland	Pictish

Dacia	Romania	Dacian
Dalmatia	Albania, Croatia, Bosnia, Herzegovina, Montenegro, & Serbia	Illyrian
Galatia	Central Turkey	Galatian
Gallia Aquitania	Southern France	Aquitanian, Gaulish
Gallia Belgica	France, Belgium, Luxembourg, Netherlands, and the Rhineland	Gaulish, Belgae
Gallia Lugudunensis	France	Gaulish
Gallia Narbonensis	South Eastern France	Gaulish
Germania	Germany, Belgium & the Netherlands	Germanic
Hibernia	Ireland	Gaeilge
Hispania Baetica	Iberia	Tartessian
Hispania Lusitania	Portugal	Lusitanian
Hispania Tarraconensis	North Eastern Spain	Gallaecian, Celtiberian
Italia	Italy	Latin, Etruscan, Oscan, Greek
Judaea	Israel & Palestine	Aramaic, Greek, Hebrew
Macedonia	Greece, Republic of Macedonia, Bulgaria, Albania, & Serbia	Greek, Thracian, Illyrian, Paeonian
Moesia	The Balkans	Illyrian, Thracian
Noricum	Austria & Slovenia	Noric
Pannonia	Hungary, Austria, Croatia, Serbia, and Bosnia	Illyrian
Raetia	Switzerland & Bavaria	Raetian
Syria	Syria	Aramaic
Thracia	Bulgaria	Thracian, Dacian

Enrollment

How did you end up at your Ludus (Gladiator School)? *Arenarii*, those who appear in the arena, find themselves there for one of several reasons. Choose the option you feel best fits your gladiator. Use your enrollment option to flesh out your gladiators back story. Each of the enrollments below has stories.

The Criminal

You are a criminal convicted (justly or wrongly) of a heinous crime such as arson, banditry, theft, desertion, treason, or murder. You have been condemned *ad ludum*. This sentence is a death sentence unless you are manumitted.

Those who committed minor crimes will fight in the arena for at least 3 to 5 years. The most despised criminals, called Noxii, have little to no hope of surviving beyond their first match.

The Slave

You are a slave who, for one reason or another, has been purchased by a Lanista to serve in his ludus as a gladiator. You will serve at the Ludus until you can buy your freedom or are granted manumission.

Sample Story: Prisoner of War

"I was a proud warrior of the Thracian people. But we were crushed by the might of Rome. I was captured in battle and sold to one of the countless slave traders that follow the Roman legions in their conquest. After days of travel I found myself in a Roman slave market where my military background caught the eye of the local Lanista."

Sample Story: Slave of Preferable Stock

"The Romans were working me to death in the mines: 7 days a week 12 hours a day. I had to get out. When the Lanista came looking for recruits for his ludus I weighed my options, I could face certain death here or face the dangers of the arena. To get the Lanista's attention I picked a fight with the biggest, meanest slave in the quarry. The Lanista was clearly impressed; he fancied me "slave of preferable stock" and purchased me on the spot. I'm not happy about going to the arena, but at least my life will be in my own hands for a change."

The Volunteer

You are a gladiator for hire or "*Auctoratus*." Whether you are a gambler seeking to repay your debts or a senator's son who gave up his political future for the excitement of the arena, you've struck a dangerous bargain with a Lanista: blood for glory and gold.

For the duration of your contract you sign away your rights and are legally enslaved. You will fight in the arena and receive a cut of your hiring cost. Each contract runs 2 years at which point it can be renewed.

The Stats

The Core Stats

Stats define your gladiator's basic physical capabilities. They affect his ability to perform Actions and define the way he fights. There are three core Stats: *Strength*, *Dexterity*, and *Endurance*. Each ranges in value from 0 to 5 (five being the human limit).

Strength

Strength represents your gladiator's physical power. It affects his ability to perform physical Actions that require raw power such as: lifting heavy objects, breaking things, blocking his opponent's attacks, and striking his opponent with force.

Dexterity

Dexterity represents your gladiator's reflexes. It affects his ability to perform physical Actions that require quick reflexes such as: dodging a spear thrust, parrying a sword swing, running through a crowded market, or sneaking around at night.

Endurance

Endurance represents your gladiator's physical toughness. It affects his ability to perform physical Actions that require a strong constitution such as: distance running, fighting for extended periods, holding one's breath, and surviving injuries.

What about Intelligence and Charisma?

In *Ludi Gladiatorii* your gladiator is as intelligent and charismatic as your portrayal of him or her. If you want your gladiator to be more than a just a violent brute, show it in your roleplaying.

Determining Your Stats

When creating a new Gladiator, you get 5 *Stat Points* to distribute between the 3 Core Stats as you see fit. You must allocate all of your stat points. Once you have determined your stats, record them on your Record Sheet and use them to calculate your Derived Stats.

The Derived Stats

Your Derived Stats are determined by your Core Stats. Unlike your Core Stats, Derived Stats change over the course of the game. Your derived stats cannot be reduced below 0 or increased beyond their

maximum value (which you will determine shortly). You have three Derived Stats: Vitality, Stamina, and Speed.

Vitality

Vitality represents the heartiness of your body. In combat, most enemy attacks inflict *Damage* to your Vitality. If your Vitality is reduced to 0, you die from your wounds.

$$\text{Vitality} = (1 + \text{Strength} + \text{Endurance}) \times 2$$

Stamina

Stamina represents your degree of exertion. Many Actions require Stamina to perform and some enemy attacks Damage Stamina. Wearing heavy armor can drain your Stamina over time. If your Stamina is reduced to 0, your combat effectiveness is diminished and you become open to *Critical Hits*.

$$\text{Stamina} = (1 + \text{Dexterity} + \text{Endurance}) \times 2$$

Speed

Speed determines how fast you can move when sprinting at full tilt. Your Speed is measured in miles per hour. A high Speed allows you to move farther faster. Wearing armor reduces your Speed. If someone is chasing you, or you are chasing someone, you get closer to or farther from him based on the difference between his Speed and yours.

$$\text{Speed (in MPH)} = (5 + \text{Dexterity} + \text{Strength}) \times 2$$

The Gladiator Classes

The following section contains an entry for each of the Gladiator Classes. Before you start creating your gladiator, we recommend that you familiarize yourself with each Class.

Understanding the Classes

Gladiators are divided into specific schools of combat called classes. Each Gladiator Class fights differently and enters the arena with a specific set of weapons and equipment.

The inspiration for the Gladiator Classes is drawn from Roman history and mythology. Some classes represent historical enemies of Rome while others represent mythical beasts.

The Romans divide gladiators into two major groups: *parmularii* (small-shield men) and *scutarii* (big-shield men). *Parmularii* rely on Dexterity while *scutarii* rely on Strength and Endurance. Traditional gladiator matches are fought between a *parmularii* and a *scutarii*.

Qualifying for Classes

As a gladiator, you don't have to stick to a single class: you can fight in the arena under any class you *Qualify* for. To Qualify for a class, you must meet or exceed all of the class's Skill and Stat Requirements. When you enter the arena, the Gladiator Class you select determines the weapons you will use and the Gladiator Class you will fight.

Equipment

Each Gladiator Class is trained in the use of a specific set of weapons. The weapons used by each Gladiator Class falls into one of two categories: "Primary" and "Secondary." Each class has access to specific armor sets. Equipment is described in detail in the Equipment chapter.

Primary Weapon

Your Class's Primary Weapon is carried into battle in your dominant hand. It is the weapon you will use most frequently.

Secondary Weapon

Your Class's Secondary Weapon is carried into battle in your offhand.

Armor

Each Gladiator Class has access to specific *Armor Classes*. There are three Armor Classes: *Light*, *Medium*, and *Heavy*. Each Armor Class consists of several *Armor Sets* that you can wear. At the start of each match, select the Armor Set you will wear from one of the Armor Classes used by your Class. The available Armor Sets are listed by Armor Class in the Equipment chapter.

Dimachaerus

Pronunciation: dee - ma - chai - roos

Plural: Dimachaeri (pron. Dee - ma - cheree)

Dimachaeri are parmularii gladiators that specialize in dual wielding Sicas or Gladiuses. No specific body type is associated with the Dimachaeri. Dimachaeri commonly fight Hoplomachi, Murmillones, and other Dimachaeri.

The Romans view Dimachaeri as treacherous. Due to the difficulty of wielding two blades, most Dimachaeri are experienced gladiators. Most Dimachaeri have fought for years under other classes and hold the rank of “Primus Palus” –the gladiatorial equivalent of a black belt.

Qualification Requirements

In order to enter the arena as a Dimachaerus gladiator you must meet the following minimum requirements:

Stat Requirements

Strength: 0, Dexterity: 2, Endurance: 1

Skill Requirements

Weapon (Straight Sword): 6 or **Weapon (Curved Sword):** 6

Dodge: 2

Dimachaerus Equipment

Primary Weapon: Sica (Curved Sword) or Gladius (Short Sword)

Secondary Weapons: Sica (Curved Sword) or Gladius (Short Sword)

Armor Class: Light, Medium, or Heavy.

Strategy

The Dimachaerus tries to Advance to Sword’s Length as quickly as possible. Using his swords for both attack and defense, he skillfully parries his opponent’s attacks while looking for his opportunity to land a match ending blow.

Eques

Pronunciation: Eh - ques

Plural: Equites (pron. Eh - quee - tes)

Equites or “Horsemen” are parmularii gladiators modeled after the horsemen of the Roman Legion. Despite their origins, the Equites fight on foot. In the arena, Equites matches are always the first of the day. The Equites only fight other Equites.

Qualification Requirements

In order to enter the arena as a Eques gladiator you must meet the following minimum requirements:

Stat Requirements

Strength: 1, Dexterity: 2, Endurance: 0

Skill Requirements

Weapon (Straight Sword): 2

Weapon (Shield): 2

Weapon (Javelin): 1

Eques Equipment

Primary Weapon: Spatha (Long sword) or Gladius (Short Sword)

Secondary Weapons: Parmula (Small Shield), Verutum (Light Javelin)

Armor Class: Medium

Strategy

The Eques begins each match by throwing his Verutum. He then advances to Sword’s Length to engage his opponent in close combat.

Hoplomachus

Pronunciation: Oplo - ma - choos

Plural: Hoplomachi (pron. Oplo - ma - key)

Hoplomachi are parmularii gladiators modeled after the Greek Hoplite. Typically, Hoplomachi have long arms and toned shoulders, akin to modern Olympic swimmers. The Hoplomachus carries a small shield called a “Hoplon.” Hoplomachi frequently use this shield to knock their opponents off their feet. Hoplomachi usually fight the Dimachaeri, Murmillones, and Thraeces.

Qualification Requirements

In order to enter the arena as a Hoplomachus gladiator you must meet the following minimum requirements:

Stat Requirements

Strength: 1, Dexterity: 1, Endurance: 1

Skill Requirements

Weapon (Straight Sword): 2

Weapon (Shield): 2

Weapon (Spear): 2

Hoplomachus Equipment

Primary Weapon: Hasta (Spear)

Secondary Weapons: Hoplon (Small Shield), Gladius (Short Sword)

Armor Class: Medium or Heavy

Strategy

The Hoplomachi are able to fight effectively at both Spear's Length and Sword's Length. The Hoplomachus initially tries to stay on the offensive by keeping his opponent at Spear's Length. If he loses his Hasta or is engaged at Sword's Length, he uses his Gladius to fight his opponent.

Murmilllo

Pronunciation: moor-mee-lo

Plural: Murmillones (pron. moor-mee-lo-nes)

The Murmillones or "Fishmen" are scutarii gladiators modeled after the Gallus Warriors of Gaul. Most Murmillones are short stocky individuals, akin to the Hooker in modern Rugby. The Murmillones traditionally fight the Dimachaeri, Hoplomachi, Retiarii, and Thraeces.

This class of gladiator was originally called the Gallus. As the Gauls were subjugated and Romanized, it became "politically incorrect" to portray such a large segment of the Empire's population as enemies of Rome. As a result, its name was changed.

Murmillones are the most popular Gladiator Class amongst male arena goers. Their helmets traditionally feature fish ornaments, as they embody the ferocious power of sea monsters.

Qualification Requirements

In order to enter the arena as a Murmillo gladiator you must meet the following minimum requirements:

Stat Requirements

Strength: 1, Dexterity: 0, Endurance: 2

Skill Requirements

Weapon (Straight Sword): 2

Weapon (Tower Shield): 2

Murmillo Equipment

Primary Weapon: Gladius (Short Sword)

Secondary Weapons: Scutum (Tower Shield)

Armor: Medium or Heavy

Strategy

Murmillones engage at Sword's Length as quickly as possible. A good Murmillo does not initiate attacks but rather responds to his opponent with brutal parries and shield bashes. Once his opponent is exhausted, he uses his Gladius to finish the job.

Noxius

Pronunciation: Nox-usa

Plural: Noxii (pron. Nox-see)

The Noxii are not professional gladiators; they are criminals condemned *ad ludum* (to the games). In *Ludi Gladiatorii* a Noxius is a gladiator who does not Qualify for any other Gladiator Class. Noxii often fight matches en mass. With no proper instruction or training Noxii have a slim chance of surviving in the arena beyond their first match.

Qualification Requirements

You do not need any specific special Stats or Skills to enter the arena as a Noxius. If you plan on doing so, we warn you, your days are numbered.

Noxius Equipment

Primary Weapon: Gladius (Short Sword) or Decided by the Arena Master.

Secondary Weapons: Decided by the Arena Master.

Armor: Unarmored (Noxii aren't worth protecting).

Strategy

Noxii have no specific battle plan. Noxii who survive are simply lucky. The best way to survive as a Noxius is to never enter the arena.

Retiarius

Pronunciation: Reh - tee - ar - eus

Plural: Retiarii (pron. Reh - ta - ree)

The Retiarii or "Net-Men" are parmularii gladiators modeled after Roman fishermen. Retiarii are usually taller and thinner than other gladiator, akin to modern distance runners. The Romans consider them to be the most effeminate Gladiator Class. They are the least respected Gladiator Class; they are only slightly above the Noxii in social standing. Retiarii frequently fight Secutores and Murmillones.

Retiarii stand apart from other Gladiator Classes in many ways. Unlike other gladiators, who are expected to exchange blows, the Retiarii are expected to harass and evade their opponents. In Roman society men are expected to be impassive and direct and the Retiarii are anything but.

The Retiarii are the only Gladiator Class without a helmet. This gives Retiarii a unique advantage: because the crowd can see their faces, they are difficult to dehumanize and, as long as they fight well, tend to win sympathy from the crowd.

Qualification Requirements

In order to enter the arena as a Retiarius gladiator you must meet the following minimum requirements:

Stats Requirements

Strength: 0, Dexterity: 3, Endurance: 0

Skill Requirements

Weapon (Trident): 2

Weapon (Net): 2

Dodge: 2

Retiarius Equipment

Primary Weapon: Tridens (Trident) or Cubic Fourdent

Secondary Weapons: Rete (Net), Pugio (Dagger)

Armor Class: Unarmored or Light

Strategy

The Retiarius tries to stay at Net Range or Spear's Length and harasses his opponent. A good Retiarius chips away at his opponent's endurance by forcing him to continually block.

Rudarius

Pronunciation: Rudi-ari-oos

Plural: Rudarii (pron. Roo -dia-ree)

Rudarii are a class of gladiator, or more accurately former gladiators, who have been presented with a *Rudis*, the wooden sword of freedom, and have been granted *manumission* (freedom). Rudarii are unique among gladiators, as they fight in the arena by their own free will. A match featuring a Rudarius draws massive crowds.

Some Rudarius never fight again, and instead choose to pursue a career as a *Doctore* (Gladiator Trainer) or match arbiter.

Qualification Requirements

In order to enter the arena as a Rudarius gladiator you must meet the following minimum requirements:

Stats Requirements

No specific stats are required.

Skill Requirements

No specific skills are required.

Special Requirements

You have earned your Rudis and won your freedom.

Rudarius Equipment

Primary Weapon: Any weapon of your choice.

Secondary Weapons: Any weapon of your choice.

Armor Class: Any

Strategy

Rudarius use whatever strategy suits them. If a gladiator survives to this point in his career, he or she obviously has an effective strategy.

Secutor

Pronunciation: *Se - koo - tor*

Plural: *Secutores (pron. Se - koo - tor - res)*

Secutores or “Pursuers” are scutarii gladiators closely related to Murmillones. Secutores typically have broad and powerful shoulders, akin to modern football linebackers. Their heavy armor and powerful stature make them the most “manly” Gladiator Class. Secutores are designed specifically to fight Retiarii.

Unlike most gladiator helmets, which have perforated visors, the Secutores wear a distinct unornamented iron helmet designed to deflect Tridens. The helmet fits snugly around the neck and has two small eye holes. This design greatly restricts the wearer’s vision and air flow. Consequently, Secutores must win their matches quickly before they pass out.

Qualification Requirements

In order to enter the arena as a Secutor gladiator you must meet the following minimum requirements:

Stats Requirements

Strength: 3, Dexterity: 0, Endurance: 0

Skill Requirements

Weapon (Straight Sword): 2

Weapon (Tower Shield):2

Secutor Equipment

Primary Weapon: Gladius (Short Sword)**Secondary Weapons:** Scutum (Tower Shield)**Armor Class:** Heavy

Strategy

Secutores rely on being fast and furious. A good Secutor uses devastating but high-energy actions to win the fight quickly before he exhausts himself.

*Thraex***Pronunciation:** Thro - e - kus**Plural:** Thraeces (pron. Thraw - e - che)

Thraeces are parmularii gladiators modeled after the Thracian warriors of Thracia (Ancestors of modern Bulgarians). Thraeces are usually tall and toned but not heavily muscled. Thraeces traditionally fight Hoplomachi, and Murmillones.

The Thraex's helm features a griffin's head crest. The Thraex specializes in executing leaping attacks. Thraeces are the most popular gladiator class among female arena goers. Spartacus, the most famous gladiator in history, fought in the arena as a Thraex.

Qualification Requirements

In order to enter the arena as a Thraex gladiator you must meet the following minimum requirements:

Stats Requirements

Strength: 1, Dexterity: 2, Endurance: 0

Skill Requirements

Weapon (Curved Sword): 2**Weapon (Shield):2**

Thraex Equipment

Primary Weapon: Sica (Curved Sword)

Secondary Weapons: Parmula (Small Square Shield)

Armor Class: Medium

Strategy

The Thraex is an aggressive close-quarters specialist. The Thraex relies on closing range quickly and staying on the offensive. He is the quickest of the close-range fighters. A good Thraex controls his opponent's shield and strives to disable his opponent's defensive capabilities.

Skills

Skill Overview

What are Skills?

Skills reflect your specialized knowledge and training. Skills are measured in *Skill Levels*; each Skill has its own separate Skill Level. The greater your Skill Level, more adept you are at using that Skill.

Acquiring Skills

You buy Skill Levels with *Skill Points*. Each Skill Level has a Skill point cost. Purchased Skill Levels are permanent and Skill Points cannot be reassigned or regained once they are spent. The number of Skill Points you must spend to increase a Skill by 1 level equals:

$$\text{Skill Point Cost for Next Skill Level} = \text{Current Skill Level} + 1$$

Examples:

To upgrade a Skill from level 0 to level 1 you must spend 1 Skill Point.

To upgrade a Skill from level 5 to level 6 you must spend 6 Skill Points.

To upgrade a Skill from level 0 to level 6 you must spend 21 Skill Points.

Skill Subtypes

Some Skills are actually a collection of similar but independent Skills called *Subtypes*. Rather than list each one separately, we grouped them under common names. Skills with Subtypes are marked with “(Subtype)” after their names; a Skill’s Subtypes are listed in its entry. Each Subtype is an independent Skill that is upgraded separate from other Subtypes. Each Subtype is recorded separately on your Record Sheet.

Example:

Weapon (Curved Blade) and Weapon (Spear) are two Subtypes of the Weapon Skill.

Acquiring Skill Points

You need Skill Points to improve your gladiator. You start with some Skill Points and earn more as you play the game.

Starting Skill Points

When you create a new gladiator, you receive a certain number of Skill Points. The number of Skill Points you get when you create your gladiator depends on your creation method:

Novicius Creation Method = 12 Skill Points

Veteranus Creation Method = 24 Skill Points

Earning Additional Skill Points

During the course of play, you will earn additional Skill Points. The Arena Master will tell you when you have earned Skill Points and how many you have earned. You do not have to spend Skill Points as soon as you receive them, but you cannot upgrade Skills while you are in combat.

Using Skills

When Do I Use Skills?

You only need to make a Skill Check when attempting a challenging or dangerous Action. In most cases, the Arena Master will tell you when you need to make a Skill Check and which Skill to use.

Which Skill Do I Use?

Different tasks call for different Skills. Specific examples of each Skill’s use are given in its Skill Entry below. If you are performing an Action that is unaddressed by these skill rules, ask the Arena Master if any of your Skills apply.

Skill Checks

Skill Checks represent your attempt to perform an Action using a combination of your natural ability and training. When you perform an Action, the result of your Skill Check determines whether you succeed or fail to accomplish your Action. Every Skill Check has a Difficulty (See the “Check Difficulty” rules in the Basic System chapter). A Check’s Difficulty is set by the Arena Master. If the result of your Skill Check matches or exceeds the Check’s Difficulty, you accomplish your Action. If the result of your Skill Check is less than the Check’s Difficulty you fail to accomplish your Action. To make a Skill Check, do the following:

$$2d10 + \text{Governing Stat} + \text{Skill Level} + \text{Additional Modifiers}$$

Governing Stat

Most Skills have a *Governing Stat*. When you use a Skill, this is the Stat you added to your Skill Check. When making a Skill Check for a Skill with no Governing Stat, you only add your Skill Level to the roll.

Examples:

The Dodge Skill is governed by Dexterity. When you make a Dodge Skill Check, roll 2d10 and add your Dexterity Stat and Dodge Skill Level to your roll.

The Vigilance Skill has no Governing Skill. When you make a Vigilance Skill Check, roll 2d10 and add your Vigilance Skill Level.

Opposing Skill Checks

Sometimes someone (be it another player or a Non-Player Character) will resist your attempt to perform an Action. For example, if you are trying to strike your opponent with your sword while he is trying to block your attack. These situations call for *Opposing Skill Checks*: you and your opponent each make a Skill Check. You use the Skill specified by the Arena Master, while your opponent uses its *Opposing Skill*; whoever gets the higher result “wins” the Check. The winner successfully performs his Action, while the loser fails to perform his Action. If you tie with your opponent, nothing changes (neither of you accomplish your intended Action).

Opposing Skill

When you are opposing someone’s Skill Check, you use its Opposing Skill to make your Opposing Skill Check. Not every Skill has an Opposing Skill. Skills with no Opposing Skill are never used to make Opposing Skill Checks.

Example:

It is after curfew and Tullius needs to deliver an important message to his friend Titus. To do so, he must sneak past the Legionary who patrols the training yard. The Arena Master asks Tullius's player to make a Sneak Skill Check.

The player rolls 2d10 and gets a 12. Dexterity is the Sneak Skill's Governing Stat, so the player adds Tullius's 1 point of Dexterity to increasing the result to 13. Finally, he adds Tullius's level 2 Sneak Skill bringing the total to 15. The player tells the Arena Master the final result of his Sneak Check.

The Arena Master now makes an Opposing Skill Check to determine if the Legionary sees Tullius. Vigilance is Sneak's Opposing Skill, so the Arena Master secretly makes a Vigilance Skill Check for the Legionary. Rolling 2d10 he gets an 8. Vigilance has no Governing Stat, so the Arena Master only adds the Legionary's Level 3 Vigilance Skill for a total of 11.

Tullius's Sneak Check of 15 beats the Legionary's Vigilance Check of 11; the Arena Master tells the player that Tullius creeps quietly past the Legionary and reaches his friend Titus.

The Skill Entries

This section lists the Skills your gladiator can learn. Each Skill has an entry that explains its use in detail.

Disarm

Governing Stat: Dexterity

Opposing Skill: Parry Defense Roll (See the "Parrying" rules in the Combat chapter on page 35).

The Disarm Skill represents special training that allows you to disarm an opponent of his weapon. Detailed rules for disarming weapons are presented on page 43.

Example Disarm Difficulty Table

Action	Difficulty
<i>Disarming an enemy of his Gladius.</i>	<i>2d10 + Enemy's Dexterity + Enemy's Weapon (Straight Sword) Skill</i>

Dodge

Governing Stat: Dexterity

Opposing Skill: Attack Roll (See "Attacking" rules in the Combat chapter on page 34).

The Dodge Skill affects your ability to evade things that are trying to hit you. The greater your Dodge Skill, the more adept you are at avoiding spear thrusts, falling rocks, or an oncoming scythe chariot. In order to dodge something, you must be able to move out of the way. For example, you can't dodge a herd of bulls charging down a blind alley towards you, but if an alcove or doorway is present you can step into to it and get out of their path.

Example Dodge Difficulty Table

Action	Difficulty
<i>Dodging an enemy's spear thrust.</i>	<i>2d10 + Enemy's Dexterity + Enemy's Weapon (Spear) Skill</i>
<i>Dodging out of the way of an incoming object</i>	<i>Objects Speed (in MPH) + Width (in feet) – its Distance from you (in Feet) when you see it</i>
<i>Dodging a 4-foot wide, out of control hay cart that is traveling at 20 MPH from 200 feet away.</i>	<i>No Check Required</i>
<i>Dodging a 4-foot wide, out of control hay cart that is traveling at 20 MPH from 20 feet away.</i>	<i>4</i>
<i>Dodging a 4-foot wide, out of control hay cart that is traveling at 20 MPH from 5 feet away.</i>	<i>19</i>
<i>Dodging Rain Droplets</i>	<i>Impossible</i>

Language (Subtype)

Governing Stat: None

Opposing Skill: None

This skill represents your gladiator's grasp of a specific language. Your gladiator automatically has 5 skill levels in all languages spoken in his/her homeland. If you want your gladiator to learn other languages you must spend skill points to learn them.

Types

Aquitanian, Aramaic, Belgae, Berber, British, Celtiberian, Coptic, Dacian, Etruscan, Gaeilge, Galatian, Gallaecian, Gaulish, Germanic, Greek, Hebrew, Illyrian, Latin, Lusitanian, Nabataen, Noric, Oscan, Paeonian, Pictish, Punic, Raetian, Tartessian, Thracian

Unlike other skills, the Language skill does not require any checks; use the table below to determine how well your gladiator can speak a language.

Example Roll Difficulty Table

Level in Language	Ability
0	<i>No Understanding of the language.</i>
1	<i>Knows only a few words</i>
2	<i>Simple Sentences</i>
3	<i>Simple conversations</i>
4	<i>Converse Fluently but with a strong accent</i>
5	<i>Indistinguishable from a native speaker</i>
6	<i>Complete mastery of the language</i>

Roll

Governing Stat: Dexterity

Opposing Skill: None

The Roll Skill represents special training enabling you to recover quickly when you are knocked off balance. Anytime you fall or are knocked down, you can make a Roll Skill Check to land safely and roll to your feet. If you fail a Roll Check, the Arena Master determines how much Damage, if any, you take from the fall.

Example Roll Difficulty Table

Action	Difficulty
<i>Rolling Out of a Fall</i>	<i>15 (+ 1 for every foot fallen)</i>
<i>Recovering from an Enemy's Knockdown Attack</i>	<i>20 + Enemy's Strength Stat</i>

Sneak

Governing Stat: Dexterity

Opposing Skill: Vigilance

The Sneak Skill affects your ability to move and perform Actions quietly without being detected. A high Sneak Skill allows you to move around the gladiator school after curfew at night, steal objects without drawing attention to yourself, and attack enemies without their companions noticing. However, if you fail a Sneak Check, the consequences can be dire.

Example Sneak Difficulty Table

Action	Difficulty
<i>Sneaking past an enemy undetected</i>	<i>2d10 + Enemy's Vigilance Skill Level</i>

Stealing something while people are watching you.

2d10 + Observer's Vigilance Skill + Object's Size (in Square Inches)

Vigilance

Governing Stat: None

Opposing Skill: Sneak

The Vigilance Skill affects your ability to notice details and hidden things. Vigilance affects all your senses. Spotting an eavesdropper, seeing a coin purse in a gutter, or noticing a storm rolling in are just a few tasks you can accomplish with the Vigilance Skill.

Action	Difficulty
<i>Spotting a person sneaking through the dark on a moonless night.</i>	<i>2d10 + Enemy's Sneak Skill Level</i>

Weapon (Subtype)

Governing Stat: A Weapon Skill's Governing Stat varies depending on how you use your weapon.

Attacking: If you use your weapon to attack an opponent, use Dexterity as the Governing Stat for your Skill Check. In combat, this is called an *Attack Roll*. (See the "Attacking" rules in the Combat chapter on page 34).

Parrying: If you use your weapon to parry an opponent's attack, use Dexterity as the Governing Stat for your Skill Check. In combat, this is called a *Parry Defense Roll*. (See the "Parrying" rules in the Combat chapter on page 35).

Blocking: If you use your weapon to block an opponent's attack, use Strength as the Governing Stat for your skill check. In combat, this is called a *Block Defense Roll*. (See the "Blocking" rules in the Combat Chapter on page 35).

Opposing Skill: The Skill you use to oppose a Weapon Skill Check depends on the situation. See the Combat chapter on page 29 for more details.

The Weapon Skill is split into several Subtypes. Each Subtype determines your ability to wield a specific type of weapon. Attacking, Blocking, and Parrying are just a few of the combat maneuvers that rely on your Weapon Skills.

Types

Curved Sword, Fists, Javelin, Kick, Net, Shield, Spear, Straight Sword, Tower Shield, Trident.

Example Difficulty Table

Action	Difficulty
<i>Hitting an enemy with your Gladius while he is trying to dodge your blow.</i>	<i>2d10 + Enemy's Dexterity Stat + Enemy's Dodge Skill</i>
<i>Hitting an enemy with your Gladius while he is trying to parry your blow with his Parmula (shield).</i>	<i>2d10 + Enemy's Dexterity Stat + Enemy's Weapon (Shield) Skill</i>
<i>Hitting an enemy with your Gladius while he is trying to block your blow with his Scutum (tower shield).</i>	<i>2d10 + Enemy's Strength Stat + Enemy's Weapon (Tower Shield) Skill</i>
<i>Parrying an enemy's Hasta (spear) thrust.</i>	<i>2d10 + Enemy's Dexterity Stat + Enemy's Weapon (Spear) Skill</i>
<i>Blocking an enemy's Gladius thrust.</i>	<i>2d10 + Enemy's Dexterity Stat + Enemy's Weapon (Straight Sword) Skill</i>
<i>Blocking an enemy's attempt to grab hold of your arm.</i>	<i>2d10 + Enemy's Dexterity Stat + Enemy's Weapon (Fists) Skill</i>

Wrestling

Governing Stat: Strength

Opposing Skill: Wrestling

The Wrestling Skill represents special training in various wrestling techniques. Wrestling gives you a tactical advantage in close quarters combat. You can use the Wrestling Skill to knock opponents to the ground and to prevent them from moving around. Detailed wrestling rules are provided in the in the Combat chapter on page 41 .

Example Difficulty Table

Action	Difficulty
<i>Gaining a dominant position against an enemy in a wrestling match.</i>	<i>2d10 + Enemy's Strength Stat + Enemy's Wrestling Skill</i>
<i>Avoiding getting pulled to the ground by an enemy who has grabbed hold of you.</i>	<i>2d10 + Enemy's Strength Stat + Enemy's Wrestling Skill</i>

Combat

Combat Overview

Combat plays out over a series of *Rounds*. During a Round, each combatant gets a chance to do something. Each combatant declares the Action he or she intends to perform (the players decide their own Actions while the Arena Master decides the Actions for the enemy combatants). These Actions are resolved using Skill Checks according to the “Turn Order.” When all combatants have resolved their Actions, the Round ends and a new Round begins. This process continues until one side defeats the other.

Actions

Each Round you get to take 1 Action. This Action can be anything the Arena Master deems possible. Every Action falls into one of three major categories: *Movement*, *Attacking*, or *Defending*. Movement Actions are used to maneuver through the battle, Attack Actions are used to harm opponents, and Defense Actions are used to counter enemy Attacks. You might use your Action to perform one of the following tasks:

- *Advance closer to your opponent.*
- *Retreat away from your opponent.*
- *Attack your opponent.*
- *Dodge your opponent’s attack.*
- *Block your opponent’s attack.*
- *Parry your opponent’s attack.*
- *Wrestle an opponent.*

Defense Actions

An enemy’s attack can prevent you from performing the Action you wanted to perform. When an enemy attacks you, you need to use your Action to defend yourself (Unless you are willing to let your opponent harm you). Defense actions are resolved as soon as they are declared and take the place of your normal Action.

Follow-up Actions

When you successfully perform certain Actions, you are allowed to perform a Follow-up Action. Follow-up Actions are resolved just like normal Actions, but they ignore the one Action per Round rule. A

Follow-up Action is resolved immediately after the Action that granted it. Actions that grant Follow-ups specifically state which Actions you may take as Follow-ups.

Action Volleys

Occasionally, two combatants will become locked in a back-and-forth chain of Follow-up Actions called an *Action Volley*. All the Actions performed in an Action Volley are resolved consecutively in the same Round. An Action Volley continues until one combatant lands an attack or performs an Action that does not grant Follow-ups.

Example:

Note: The Actions used in this example are explained in detail later in this chapter.

Flavius attacks Andronicus; Andronicus attempts to dodge the attack. Andronicus dodges the attack and, as a Follow-up, attempts to flank Flavius. Andronicus successfully flanks Flavius and makes an attack of his own as a Follow-up Action. Flavius attempts to parry the attack. Flavius parries the attack and attempts to disarm as a Follow-up. Flavius disarms Andronicus. Disarming has no Follow-up Actions, so the Action Volley Ends.

Turn Order

Combatants resolve their Actions according to their place in the Turn Order. Turn Order depends on several factors and varies between Rounds. It is possible to go last in one Round and then go first in the following Round (essentially getting two turns in a row). This is a good sign; it means you have gained the upper hand in the fight. At the start of a new Round, the Arena Master determines the Turn Order using the following guidelines:

Attacks are resolved before Movement Actions; Defense Actions are resolved as they arise.

Combatants attacking at close range attack before combatants attacking across longer ranges. (Attacks at Sword's Length are resolved before attacks at Spear's Length; attacks at Spear's Length are resolved before attacks at Net Range, etc.).

When you're unsure who should go next, select the combatant with the highest Dexterity Stat who has not resolved his Action.

If several combatants have the same Dexterity score, each of them makes a Dexterity Stat Check (2d10 + Dexterity Stat); the combatant with the highest result resolves his Action first and the others follow in suit: from highest to lowest result. Ties are rerolled.

Combat Ranges

Combat has four distinct “Ranges.” These ranges represent approximate distances between you and your opponent. The Combat Ranges are: *Sword’s Length*, *Spear’s Length*, *Net Range*, and *Safe Range*. During combat, you always occupy one of these combat ranges. You and your opponent always occupy the same Combat Range. At the start of combat, the Arena Master determines the distance between you and your opponents.

The Four Combat Ranges

Sword’s Length

Sword’s Length is the closest Range. Occupying this range means you are no more than 5 feet away from your opponent. Most gladiatorial weapons can only be used at Sword’s Length.

Spear’s Length

Spear’s Length is the second closest Range. Occupying this range means you are 5 to 10 feet away from your opponent. The Hasta (spear) and Tridens are most effective at this Combat Range.

Net Range

Net Range is the third Closest Range. Occupying this range means you are 10 to 15 feet away from your opponent. The Rete (net) is most effective at this Range.

Safe Range

Safe Range is the farthest Range. Occupying this range means you are more than 15 feet away from your opponent. The only weapons that can be used from this Range are javelins (The Verutum or the Pilum).

Ideal Combat Range (ICR)

Every weapon has an *Ideal Combat Range*. You are at your weapon’s Ideal Combat Range if its Range matches the Combat Range you occupy. If your opponent is within your *Ideal Combat Range* you “*Threaten*” him and can attack him on your turn.

You can attack with a weapon when you are closer to your opponent than its Ideal Combat Range, but it inflicts significantly less Damage (See Damage and Combat Ranges). You are closer than your weapon’s Ideal Combat Range when you occupy a Combat Range that is less (closer to Sword’s Length) than your weapon’s ideal Combat Range. Each weapon’s ICR is listed under its entry in the Equipment chapter of this book. If your opponent Advances or Retreats into your weapon’s ICR, you can immediately attack him (if you do, it counts as your Action for the Round).

Example:

A Tridens is at its Ideal Combat Range when you are at Spear's Length. When you are at Sword's Length, the trident is closer than its Ideal Combat Range.

Movement

Movement, like combat ranges, is relative to your opponent. There are three types of Movement Actions you may take: Advancing, Retreating, and Free-Movement.

Advancing

Advancing moves you one Combat Range closer to your opponent. For example, Advancing from Spear's Length to Sword's Length. If your opponent Threatens you, you cannot Advance without first Blocking, Dodging, or Parrying his Attack. If your opponent cannot or will not attack you, you can Advance normally. If your opponent Advances into your weapon's Ideal Combat Range, you can immediately attack him. (if you do, it counts as your Action for the Round).

Retreating

Retreating moves you one Combat Range farther from your opponent. For example, Retreating from Spear's Length to Net Range. If your opponent Threatens you, you cannot Retreat without first Blocking, Dodging, or Parrying his Attack. If your opponent cannot or will not attack you, you can Retreat normally. If your opponent Retreats into your weapon's Ideal Combat Range, you can immediately attack him. (if you do, it counts as your Action for the Round).

Free-Movement

When no opponents Threaten you, you can move around freely. As a single Action you can move any distance the Arena Master deems reasonable. In most cases, you can move right up to an opponent's Ideal Combat Range but to enter it you must Advance. However, if your opponent has already used his Action for the Round, you can move closer according to the Arena Master's discretion.

Example:

Last Round, Andronicus defeated his Noxius opponent. Looking across the arena he sees another enemy Noxius armed with a Hasta (spear). No one is currently threatening Andronicus so his player decides to run towards the enemy Noxius using Free-Movement. Andronicus ends his turn at Net Range (He cannot get any closer because the Noxius's Hasta has an Ideal Combat Range of Spear's Length and the Noxius has not used his Action for the Round). The Arena Master decides the Noxius will wait to see what Andronicus does next. On Andronicus's next turn he Advances into Spear's Length with the Noxius (the Noxius can immediately attack him as

he does so.) *Andronicus is now Threatened by the Noxi�'s Hasta; he will not be able to use Free-Movement again until he defeats the Noxi� or retreats out of the Noxi�'s Ideal Combat Range.*

Attacking

When you want to attack an opponent, you make an *Attack Roll*. An Attack Roll represents your attempt to land a damaging blow on your opponent. An Attack Roll is a Weapon Skill Check using the Subtype for the weapon you are wielding. The weapon skill required for each weapon is listed in the Equipment chapter.

Examples:

When attacking with a Gladius, you would make a Weapon (Straight Sword) Skill Check.

When attacking with a Hasta, you would make a Weapon (Spear) Skill Check.

When attacking with a Rete, you would make a Weapon (Net) Skill Check.

How to Make an Attack Roll

Declare which of your weapons you are using to attack. Before you can attack your opponent, he must be close enough for you "Threaten" him. You Threaten your opponent if he is within the Ideal Combat Range of your weapon. If you Threaten your opponent, make your Attack Roll.

$$\text{Attack Roll} = 2d10 + \text{Dexterity} + \text{Weapon Skill} + \text{Additional Modifiers}$$

Once you have made your Attack Roll, your opponent must defend against your attack by Dodging, Blocking, or Parrying. (See *Defending Below*). This is essentially an Opposed Skill Check. If your opponent fails to defend against your attack, you land your attack and deal him Damage. (See *Damage Below*).

Successful Attack Follow-Up Actions

Immediately following a successful attack you may take the following follow-up actions:

- *Ensnare (requires net).*

Defending

When your opponent attacks you, you must make a *Defense Roll*. There are three different kinds of Defense Rolls: *Dodges*, *Blocks*, and *Parries*. Each option has its own distinct advantages and drawbacks.

Your Defense Roll succeeds if it matches or exceeds your opponent's Attack Roll. A successful Defense Roll means that you are able to avoid or stop your opponent's attack (The attack does not harm you).

Your Defense Roll fails if it is less than your opponent's Attack Roll. A failed Defense Roll means that, your opponent lands his attack and inflicts Damage.

Dodging

Dodging allows you to evade your opponent's attack. You may attempt to Dodge any time an opponent attacks you. Dodging is essentially a Dodge Skill Check using Dexterity as its Governing Stat.

$$\text{Dodge Defense Roll} = 2d10 + \text{Dexterity} + \text{Dodge Skill}$$

Successful Dodge Follow-Up Actions

Immediately following a successful Dodge, you may perform one of the following Follow-up Actions:

- *Advance*
- *Retreat*
- *Flank*

Blocking

Blocking allows you to deflect your opponent's attack with your weapon or shield. You may attempt to Block at any time your opponent attacks you. You must have a weapon or shield to Block with (you can only block with your bare hands if your attacker is unarmed). Blocking is essentially a Weapon Skill Check using Strength as its Governing Stat.

$$\text{Block Defense Roll} = 2d10 + \text{Strength} + \text{Weapon Skill}$$

Successful Block Follow-Up Actions

Immediately following a successful Block, you may perform one of the following Follow-up Actions:

- *Advance*
- *Retreat*

Failing to Block: When you fail to block, your opponent's Attack Damage is subtracted from your Stamina instead of your Vitality.

Failing to Block While Exhausted: If you run out of Stamina, Damage is subtracted from your Vitality as normal.

Parrying

Parrying allows you to deflect your opponent's attack and respond with counter attack. You can only Parry if you Threaten your opponent when he attacks you. Parrying is essentially a Weapon Skill Check using Dexterity as its Governing Stat.

$$\text{Parry Defense Roll} = 2d10 + \text{Dexterity} + \text{Weapon Skill}$$

Successful Parry Follow-Up Actions

Immediately following a successfully Parry, you must take one of the following follow-up actions:

- *Attack*
- *Disarm*
- *Knockdown*

Damage

Whenever you successfully land an attack, you deal Damage to your opponent. Damage is subtracted from your opponent's Vitality or Stamina, depending on the circumstances. If you inflict enough Damage to your opponent, you will kill him.

Attack Damage

The amount of Damage inflicted by your attack depends on your weapon, Strength, Combat Range, and your opponent's Armor (See *Protection Rating* below). Different weapons use different *Damage Dice*. A weapon's Damage Dice is listed under its entry in the Equipment chapter. Unless specifically stated otherwise, your Attack Damage is subtracted from your opponent's Vitality.

$$\text{Attack Damage} = \text{Weapon's Damage Dice} + \text{Strength}$$

Damage and Combat Range

When you attack with a weapon from a Combat Range that is closer than its Ideal Combat Range, the weapon deals half its normal Attack Damage rounded down.

Example:

A successful attack with a Hasta (Spear) at Spear's Length deals (1d8 + Strength) points of Vitality Damage.

A successful attack with a Hasta (Spear) at Sword's Length deals ((1d8 + Strength) divided by 2) points of Vitality Damage.

Critical Hits

A Critical Hit can kill a gladiator in one fell swoop. These blows can inflict grievous and untreatable internal injuries. You become vulnerable to Critical Hits when your Stamina reaches 0.

Scoring a Critical Hit: You score a Critical Hit if your Attack Roll beats your opponent's Defense Roll by 10 or more while his Stamina is 0 or less. A Critical Hit doubles the Attack Damage of your normal attack and ignores your opponent's armor's Protection Rating.

Short-Term Effects of a Critical Hit: Even if your opponent survives the match is over. He is too seriously injured to continue fighting and is forced to yield.

Long-Term Effects of a Critical Hit: Critical Hits have dire long-term effects. The victim of a Critical Hit is permanently maimed and will never fight in the arena again. If a Critical Hit deals twice a gladiator's endurance in Damage but he survives the blow, he will die from untreatable internal injuries 1d4 weeks later.

You've taken a Good Bath: The arena crowds love to see a good hit. A Critical Hit elicits a wild cheer from the crowd. The grievously wounded gladiator is met by the cheer, "You've taken a Good Bath!" As a result, any gladiator who deals a Critical Hit immediately gains +1 reputation.

Armor

Different Gladiator Classes wear different types of armor. Armor both protects and burdens you. By wearing Armor, you increase your *Protection Rating* and your *Encumbrance Rating*. Gladiators can wear *Light*, *Medium*, or *Heavy Armor* or no Armor at all. The statistics for specific Armor Sets are given in the Equipment chapter.

Protection Rating

Protection Rating measures your armor's ability to shield you from harm. Whenever you take Vitality Damage, subtract your Protection Rating from the Damage; the remainder is the subtracted from your Vitality. Stamina damage is not reduced by your Protection Rating.

Example:

Titus is struck by an Attack that deals 8 Damage. Titus is wearing Armor with a Protection Rating of 5 so the Attack only deals him 3 Vitality Damage.

Encumbrance Rating

Encumbrance Rating measures your armor's weight and the strain it places on your muscles during long-term use.

Encumbrance and Speed: Many Armor Sets hamper your movement. When you wear Armor, your Speed is reduced by its Encumbrance Rating.

Encumbrance and Stamina: If you are not strong enough to bear the weight of your Armor, you will suffer negative effects during sustained combat. Each Round, if your armor's Encumbrance Rating is greater than your Strength; the difference is subtracted from your Stamina. Once your Stamina reaches 0, your Armor's Encumbrance Rating is subtracted from all your combat rolls (Attack Rolls and Defense Rolls).

Example:

Gallus is fighting in the arena under the Secutor class. His Strength is 4 but his Armor's Encumbrance Rating is 6. Each Round he loses 2 Stamina. His 12 Stamina will last him 6 Rounds before he exhausts himself. Once he reaches 0 Stamina, he must subtract 6, his armor's Encumbrance Rating, from all his Attack and Defense Rolls.

Yielding

As a gladiator, knowing when you have been bested is just as important as knowing how to fight. A gladiator who wishes for mercy raises his hand, extending his index and middle finger. This gesture is known as "*ad digitum*."

Ad digitum ends the match and places the gladiator's life in the hands of the Editor (The Patron of the Games). His opponent, who stands poised to strike a finishing blow, awaits the Editor's decision.

The Editor would either declare a "*misso*," sparing the defeated gladiator to fight another day or an "*iugular*," signaling to the victor to finish the job. The Editor's decision is made by the Arena Master and depends on a number of factors.

Dying

Gladiators are expected to face death unflinchingly. When a combatant's Vitality reaches 0 he dies. A dead combatant cannot be revived by any means. Fallen gladiators are buried in segregated cemeteries. The most famous gladiators are given lavish funerals and buried with great riches. If you are killed, you will need to create a new gladiator.

Healing

Over time, you regain Vitality and Stamina lost in combat. For each week of rest, you regain 1d4 points of Vitality. You cannot heal beyond your normal Vitality. For each hour of rest you regain 1d4 + Strength points of Stamina. You cannot heal beyond your normal Stamina.

Sample Combat Round

The Situation

Quintus the Thraex (played by Dave) and Hadrian the Murmillo (played by John) are paired to fight a match against 3 Noxii. Quintus and Hadrian stand side by side, roughly 15 feet (Net Range) away from their Noxii opponents. The signal is given and the match begins: starting the first Round of combat.

The Play

The Arena Master starts the round by asking the players what Actions they want to perform.

Arena Master: “First Round of guys, what’s the game plan?”

John: “What weapons are the Noxii carrying?”

Arena Master: “Two of them each have a Gladius and the Third has a Hasta.”

Dave: “How far away are they?”

Arena Master: “About 15 feet, that puts you at Net Range.”

Dave: “I’m going to Advance! Hit ‘em hard hit ‘em fast ‘eh John?”

John: “Sounds like a plan, I’ll do the same.”

The Arena Master needs to decide what the 3 Noxii will do. Looking at his notes, he sees that 2 of the Noxii each carry a Gladius (short sword) while the 3rd wields a Hasta (spear). He determines that the Noxii with the Hasta will hold his ground while the other 2 Advance.

The Arena Master now determines the Action Order for the Round. Since none of the combatants are attacking, the Arena Master determines the Action Order using each combatant’s Dexterity Stat.

Dave’s gladiator Quintus has a Dexterity of 3, the highest among all the combatants, so he will go first. The 3 Noxii each have a Dexterity of 1. (Normally, this would call for a Dexterity Stat Check to see who goes first, but since the Arena Master controls all three Noxii, so he can simply decide the order they will act in). John’s gladiator Hadrian has a Dexterity of 0, so he will resolve his Action Last.

Arena Master: “Alright Dave, readying your Sica and Parmula you advance towards your foes. You are now at Spear’s Length. “

By Advancing to Spear’s Length, Dave’s gladiator has entered the Ideal Combat Range of the Noxii’s Hasta. This means the Hasta wielding Noxii can immediately attack him. The Arena Master decides the Noxii will do just that. He makes an Attack Roll for the Noxii and gets 10.

Arena Master: “As you approach the Noxius wielding the Hasta strikes out at you. Defend yourself!”

Dave: “I’ll dodge his attack.”

Arena Master: “Make a Dodge Defense Roll.”

Dave makes a Parry Defense Roll: He gets 16: this beats the Noxius’s Attack Roll of 10.

Dave: “16! Did I make it?”

Arena Master: “Yep! You quickly jump out of the way of the Hasta’s deadly point. You get a Follow-up Action; do you wish to use it?”

Dave: “Yes! I’ll Advance towards him.”

Arena Master: “Are you sure you want to do that? You’ll be moving to Sword’s Length with both him and his two Gladius wielding buddies. If you Advance they’ll both get to attack you.

Dave: “I’ll Advance. Jupiter protects me! I do not fear Noxii!

John: “I was nice knowing you...”

The Arena Master Rolls two Attack Rolls: one for each of the Gladius wielding Noxii. (These attack actions replace the Advance Movement Actions the Noxii were going to take). He gets a 15 and a 12. He adds the results together because both Noxii are attacking Dave at the same time. The final result is a 28.

Arena Master: “Dave, you Advance forward to Sword’s Length, both the Gladius wielding Noxii set upon you. Defend Yourself!

Dave: “I’ll try to parry both their attacks with my shield.”

Dave rolls a Parry Defense Roll and Gets a 15.

Dave: “15.”

Dave’s Parry Defense Roll 15 falls short of the combined Noxii Attack Roll of 28. The Arena Master compares Dave’s result to the two separate Attack Rolls. He determines that only one of the Noxii hits Dave. He rolls the Damage Dice for the Noxius’s Gladius (1d6) and adds the Noxius’s Strength to the result. He gets 5 total.

Arena Master: “Dave, you manage to deflect the first blow with your Parmula but the second strikes your arm. You take 5 points of Vitality Damage.”

Dave: “Ouch... Well at least my armor’s Protection Rating Absorbs 3 of those points.”

Dave subtracts the 2 remaining points of Damage from his Vitality.

Arena Master: “John, all the Noxii are preoccupied with Dave. You can Advance from Net Range to Spear’s Length as you planned or can move freely to Sword’s Length.”

John: “Well, it looks like old Dave could use a hand; I’ll move to Sword’s Length and help him sort things out.”

Once John moves to Sword’s Length all the combatant’s Actions for the Round have been Resolved. The current Round Ends and a new Round begins.

Advanced Combat

This section provides advanced combat rules and Actions that supplement the basic combat rules. You can perform many of these Actions as Follow-ups to basic Combat Actions (Attack, Defending, Etc.).

Defending Against Multiple Opponents

When multiple opponents attack you simultaneously, combine the results of their Attack Rolls. To defend yourself, the result of your Defense Roll must match or exceed this number. If you succeed, you may make take an appropriate Follow-Up Action against one of your opponents. If you fail, compare your result to each of your opponent’s individual Attack Rolls. If an opponent’s Attack Roll matches or exceeds yours, he hits you. If your Defense Roll is better than each of your opponent’s individual Attack Rolls, only the opponent with the highest result hits you. If two or more of your opponent’s tie for the highest result, they both hit you.

Grabbing Hold of an Opponent

Grabbing Hold of an Opponent is an Advance Combat Action you can perform as an Attack Action.

Sometimes your opponent just won’t stand still; you can grab hold of him and make him stay put. You must have a free hand to grab an opponent. Anytime you want to grab a hold of someone who is trying to evade you, make an Attack Roll using your Weapon (Fists) Skill. If your attack hits your opponent, you grab hold of him instead of damaging him. An opponent you have grabbed cannot dodge your attacks (But can still Block and Parry).

Breaking Someone’s Grip: If someone grabs you, you can break their grip by hitting them with an attack or beating them in an opposed Strength Stat Check.

Wrestling

There are certain cases where you may want to knock your opponent down or overpower him. To do so, use these wrestling rules.

How to Start Wrestling: Before you can wrestle your opponent, you must first grab hold of him using the rules above. Once you have grabbed your opponent, make an opposing Wrestling Skill Checks against him. Winning the Check allows you to start wrestling him. If your opponent wins he can either break free of your grasp (resuming normal combat) or begin wrestling you.

How Wrestling Works: In a wrestling match one combatant is “dominant.” The dominant wrestler is the winner of the most recent Wrestling Skill Check. The dominant wrestler has more control over the situation than his opponent. At the start of each Round, you and your opponent roll opposing Wrestling Skill Checks; the winner becomes the dominant wrestler.

If you are not the dominant wrestler, every Action you take while wrestling deals you 1 point of Stamina Damage. If your Stamina reaches 0, your opponent pins you and you are forced to yield. You cannot use Movement Actions until you break free. Only the dominant wrestler can use an Action to break free (resuming normal combat).

Attacking While Wrestling: Add your Wrestling Skill to your Attack Rolls. You can use any of your weapons but all attacks made are made at Sword’s Length (adjust Attack Damage for weapons accordingly).

Defending While Wrestling: Add your Wrestling Skill to your Defense Rolls. You can Block, Dodge, or Parry as normal. You cannot Follow-up a successful Defense with a Movement Action or any Action the Arena Master deems impossible given the situation.

Attacking a Wrestler: If you are not wrestling and attack an enemy who is, he must defend against your attack using the “Defending Against Multiple Opponents” rules on page 41.

Knockdown Attacks

Knockdown attacks are an Advance Combat Action you can perform as an Attack Action or as a Follow-up to a successfully parry.

Knocking People Down: You can use kicks and shield bashes to knock your opponents to the ground. To try to knock your opponent over, make an Attack Roll using the Weapon(Kick), Weapon(Shield), or Weapon(Tower Shield) Skill. If you hit, make an opposed Strength Stat Check against your opponent. If you win, you knock him to the ground (In addition to dealing Attack Damage).

Getting Knocked Down: If your opponent knocks you down, you fall to ground and take 1 point of Stamina Damage. While you are on the ground you cannot use Follow-up Actions. A successful Dodge Defense Roll or Move Action allows you to stand up.

Rolling Out of a Knockdown: As soon as you are knocked down, you can make a Roll Skill Check (Difficulty = 20 + Opponent's Strength Stat). If you succeed, you land softly, roll to your feet, and automatically retreat one Combat Range away from your opponent.

Disarming Weapons

Disarming a weapon is an Advanced Combat Action you can perform as a Follow-up Action to successfully parrying an enemy attack.

The weapon you are trying to disarm must be the weapon you parried and you cannot disarm an opponent of his shield. When you try to disarm your opponent, make Disarm Skill Check, your opponent opposes you with a Parry Defense Roll using the Weapon Skill appropriate for the weapon you are trying to disarm.

If you win the Check, you take his weapon from him. If you have no free hands with which to hold the weapon you instead send his weapon flying across the arena. Your opponent must retreat to Safe Range before he can retrieve the weapon and use it again. If your opponent wins the Check, he keeps his weapon.

Ensnaring Enemies

Ensnaring an enemy is an Advanced Combat Action you can perform as a Follow-up Action to successfully attacking your enemy with your Rete (net).

To attempt to ensnare your enemy, you must roll an Attack Roll using your Weapon (Net) Skill. Your opponent defends against this attack with a Dodge or Block Defense Roll. If you win the Check, you ensnare him in your net. This forces him to yield and ends the fight immediately. If your opponent wins the Check, your net does not ensnare him.

Flanking

Flanking is an Advanced Combat Action you can perform as a follow-up to a successful dodge. This Action allows you to quickly move behind your enemy. In order to Flank an opponent you must Threaten him with your weapon.

When you attempt to flank your opponent you make an opposing Dodge Defense Roll against him. If you win the Check, you successfully flank him: make an attack with one of your weapons; your Weapon Skill for this attack is doubled. If your opponent wins the check, you are unable to flank him and he suffers no ill effects.

Equipment

The Roman week is divided into eight days with the eighth day being “Market Day.” This is the day when the craftsmen show their wears and the country folk come to town to sell their fresh produce.

As a respected gladiator, you will be given the privilege of attending these market days. You can use the money you earn from your matches to buy goods to take back to your ludus.

Reputation

Reputation may seem out of place in this Equipment section, but it is very relevant. As a gladiator, Reputation is a currency. Your reputation allows you to call in favors, gain access to better Armor Sets, fight in more prestigious venues, and gives you more freedom to do as you please.

You gain reputation by winning matches and appeasing the crowd. The Arena Master will let you know when you gain reputation.

Money

Depending on the enlistment type you chose while creating your gladiator, you may earn some money from your matches. You can use this money to buy various goods and services. Roman currency is broken down into several coins:

Aureus (“Golden”): Aurei are gold coins. A Roman legionary’s annual salary is equivalent to 9 Aurei.

Denarius: Denarii are silver coins. 25 Denarii equals 1 Aureus. A Roman legionary’s annual salary is equivalent to 225 Denarii.

Quinarius: Quinarii are small silver coins valued at half a Denarius. A Roman legionary’s annual salary is equivalent to 450 Quinarii.

Sestertius: Sestertii are large brass coins valued at quarter a Denarius. A Roman legionary’s annual salary is equivalent to 900 Sestertii.

Dupondius (“Two-Pounder”): Dupondii are brass coins valued at 1/8th a Denarius. A Roman legionary’s annual salary is equivalent to 1800 Dupondii.

As: Asses are bronze coins valued at 1/16th a Denarius. A Roman legionary’s annual salary is equivalent to 3,600 Asses.

Coins	Aureus	Denarius	Quinarius	Sestertius	Dupondius	As
Aureus	1	25	50	100	200	400
Denarius	1/25 th	1	2	4	8	16
Quinarius	1/50 th	1/2	1	2	1/4 th	1/8 th
Sestertius	1/100 th	1/4 th	1/2	1	2	4
Dupondius	1/200 th	1/8 th	1/4 th	1/2	1	2
As	1/400 th	1/16 th	1/8 th	1/4 th	1/2	1

Goods and Services

When shopping for goods, there are three important concepts to understand: haggling, rates, and Roman measurements.

Haggling: In the Roman world, the prices of goods were open to discussion. In fact, the prices given here are based on the maximum legal prices set by Emperor Diocletian in 301 A.D. These price limits do not exist in 79 A.D., the era when this game takes place, but keep this in mind while you are shopping for wares.

Rates: For much of history, rates, also called grades or qualities, were an important concept for shoppers to understand. Merchants intentionally and clearly divided the quality of their goods. Depending on the good, purity, freshness, and concentration were among some of the key determinants of a product's quality. First rate goods were usually affordable only to the wealthy; the less fortunate were expected to buy a product of lower quality that fit within their price range.

Roman Measurements: Many of these goods use Roman measurements. The three measurements used are the Libra, Sextarius, and Modius.

- **1 Libra is a little under a pound.**
- **1 Sextarius is a little more than a pint of liquid.**
- **1 Modius equals 8 dry liters.**

Oil, Salt, Sauces, and Spices

Olive Oil: Oil is a commodity very dear to the Roman way of life. It is used for cooking, cosmetics, lighting, and soap making.

Product	Cost	Amount
<i>Cibarium</i> (Commoner's Oil)	1 Denarius, 2 Quinarii	1 Sextarius
<i>Honey, First Rate</i>	5 Denarii	1 Sextarius
<i>Honey, Second Rate</i>	2 Denarii, 2 Quinarii	1 Sextarius
<i>Garum Sociorum</i> (Fish Sauce), The Best	1 Denarii, 1 Dupondius	1 Sextarius
<i>Liquamen</i> (Pickled Fish Sauce), First Rate	3 Quinarii	1 Sextarius
<i>Liquamen, Second Rate</i>	1 Quinarius	1 Sextarius
<i>Oil of Coleseed</i>	1 Denarius	1 Sextarius
<i>Olive Oil, First Rate: Olei Flos</i> (Flower of Oil)	5 Denarii	1 Sextarius
<i>Olive Oil, Second Rate</i>	3 Denarii	1 Sextarius
<i>Palm Honey</i>	1 Denarius	1 Sextarius
<i>Sal Conditum</i> (Medicated Salt)	12 Denarii, 2 Quinarii	1 Sextarius
<i>Salt</i>	12 Denarii, 2 Quinarii	1 Modius
<i>Vinegar</i>	3 Quinarii	1 Sextarius

Beer and Wine

"In vino veritas, in aqua sanitas"

Beer: Romans are familiar with beer and import it from other cultures. Unlike wine, which is a very "Roman" drink, beer is associated with barbarians and so reflects poorly on those who drink it. The beer is the favored drink of Gauls, Germanians, and Egyptians.

Wine: Wine has been produced around the Mediterranean for generations. It is a staple of daily life and plays an important role in religion and medicine. Classical peoples favor wine.

Product	Cost	Amount
Beer		
Egyptian Beer	1 Quinarii	1 Sextarius
Gallic Beer	2 Quinarii	1 Sextarius
Pannonian Beer	2 Quinarii	1 Sextarius
Wine		
Alban Wine	3 Denarii, 3 Quinarii	1 Sextarius
Caeretan Wine	1 Denarius	1 Sextarius
Labican Wine (10 Year)	3 Denarii	1 Sextarius
Marsian Wine	3 Denarii, 3 Quinarii	1 Sextarius
Nomentan Wine (5 Year)	2 Denarii	1 Sextarius
Praenestine Wine	1 Denarius	1 Sextarius
Sabine Wine	3 Denarii, 3 Quinarii	1 Sextarius
Setine Wine	3 Denarii, 3 Quinarii	1 Sextarius
Signine Wine	3 Denarii, 3 Quinarii	1 Sextarius
Spiced Wine	3 Denarii	1 Sextarius
Spoletine Wine	3 Denarii, 3 Quinarii	1 Sextarius
Tiburtine Wine	3 Denarii, 3 Quinarii	1 Sextarius
Tuscan Wine	3 Denarii, 3 Quinarii	1 Sextarius

Grain, Vegetables, Fruits, and Herbs

The vast majority of people in the eat grains and vegetables. Meat is a luxury only the wealth can afford. Many of Rome's urban poor rely on the grain dole for their daily bread.

Product	Cost	Amount
Grain		
Barley	7 Denarii, 2 Quinarii	1 Modius
Barley Grits	12 Denarii, 2 Quinarii	1 Modius
Millet, Ground	12 Denarii, 2 Quinarii	1 Modius
Millet, Whole	6 Denarii, 1 Quinarius	1 Modius
Panic Grass (For Animals)	6 Denarii, 1 Quinarius	1 Modius
Rice	25 Denarii	1 Modius

Rye	7 Denarii, 2 Quinarii	1 Modius
Sesame	25 Denarii	1 Modius
Spelt	12 Denarii, 2 Quinarii	1 Modius
Spelt Grits	25 Denarii	1 Modius
Wheat	12 Denarii, 2 Quinarii	1 Modius
Leafy Greens		
Artichokes, First Rate	1 Denarius, 1 Quinarius	5 Artichokes
Artichokes, Second Rate	1 Denarius, 1 Quinarius	10 Artichokes
Cauliflowers, First Rate	2 Quinarii	5 Cauliflowers
Cauliflowers, Second Rate	2 Quinarii	10 Cauliflowers
Endives, First Rate	1 Denarius, 1 Quinarius	5 Endives
Endives, Second Rate	1 Denarius, 1 Quinarius	10 Endives
Lettuce, First Rate	2 Quinarii	5 Heads
Lettuce, Second Rate	2 Quinarii	10 Heads
Mallows, First Rate	1 Denarius, 1 Quinarius	5 Mallows
Mallows, Second Rate	1 Denarius, 1 Quinarius	10 Mallows
Watercress	1 Denarius, 1 Quinarius	20 Watercress
Roots and Tubers		
Beets, First Rate	2 Quinarii	5 Beets
Beets, Second Rate	2 Quinarii	10 Beets
Parsnips, First Rate	3 Quinarii	25 Parsnips
Parsnips, Second Rate	3 Quinarii	50 Parsnips
Radishes, First Rate	2 Quinarii	10 Radishes
Radishes, Second Rate	2 Quinarii	20 Radishes
Turnips, First Rate	2 Quinarii	10 Turnips
Turnips, Second Rate	2 Quinarii	20 Turnips
Garlic and Onions		
Dry Onions	2 Quinarii	20 Onions
Garden Asparagus	3 Quinarii	25 Garden Asparagus
Garlic	7 Denarii, 2 Quinarii	1 Modus
Green Onions Second Rate	2 Quinarii	50 Green Onions
Green Onions, First Rate	2 Quinarii	25 Green Onions
Leeks, First Rate	2 Quinarii	10 Leeks
Leeks, Second Rate	2 Quinarii	20 Leeks
Wild Asparagus	2 Quinarii	25 Wild Asparagus
Gourds		
Cucumbers, First Rate	2 Quinarii	10 Cucumbers
Cucumbers, Second Rate	2 Quinarii	20 Cucumbers
Gourds, First Rate	2 Quinarii	10 Gourds
Gourds, Second Rate	2 Quinarii	20 Gourds
Melons		
Melons, First Rate	2 Quinarii	2 Melons
Melons, Second Rate	2 Quinarii	4 Melons
Watermelons	2 Quinarii	4 Water Melons

Beans		
Beans	7 Denarii, 2 Quinarii	1 Modius
Beans, Ground	12 Denarii, 2 Quinarii	1 Modius
Kidney Beans	2 Quinarii	25 Sprouts
Lentils	12 Denarii, 2 Quinarii	1 Modius
Peas	7 Denarii, 2 Quinarii	1 Modius
Peas, Split	12 Denarii, 2 Quinarii	1 Modius
Pulse	10 Denarii	1 Modius
Shoots		
Date Shoots	2 Quinarii	4 Date Shoots
Palm Shoots	2 Quinarii	4 Palm Shoots
Nuts		
Almonds	3 Quinarii	1 Sextarius
Chestnuts	2 Quinarii	100 Chestnuts
Dried Walnuts	2 Quinarii	100 Walnuts
Filberts	2 Quinarii	1 Sextarius
Green Walnuts	2 Quinarii	50 Green Walnuts
Pistachios	2 Denarii	1 Sextarius
Stone-Pine Seeds	1 Denarius, 2 Quinarius	1 Sextarius
Berries		
Capers	12 Denarii, 2 Quinarii	1 Modus
Mulberries	2 Quinarii	1 Sextarius
Herbs		
Sweet Herbs	2 Quinarii	8 bundles
Fruits		
Apples, First Rate	2 Quinarii	10 Apples
Apples, Second Rate	2 Quinarii	20 Apples
Apples, Third Rate	2 Quinarii	40 Apples
Cherries	2 Quinarii	1 Sextarius
Citron, First Rate	3 Denarii	1 Citron
Citron, Second Rate	2 Denarii	1 Citron
Dates, First Rate	2 Quinarii	8 Dates
Dates, Second Rate	2 Quinarii	16 Dates
Fig, Pressed and Dried	2 Quinarii	1 Fig
Figs, Dried	2 Quinarii	25 Figs
Figs, First Rate	2 Quinarii	25 Figs
Figs, Second Rate	2 Quinarii	40 Figs
Jujubes (Red Dates)	2 Quinarii	1 Sextarius
Pomegranates, First Rate	1 Denarii	10 Pomegranates
Pomegranates, Second Rate	1 Denarii	20 Pomegranates
Quinces, First Rate	2 Quinarii	10 Quinces
Quinces, Second Rate	2 Quinarii	20 Quinces
Yellow Plums, First Rate	2 Quinarii	30 Plums
Yellow Plums, Second Rate	2 Quinarii	40 Plums

Olives		
Olives	2 Quinarii	1 Sextarius
Olives, Pickled	2 Quinarii	1 Sextarius

Animals, Meat, and Animal Products

Product	Cost	Amount
Livestock Meat		
Bacon	2 Denarii, 2 Quinarii	1 libra
Beef	1 Denarius	1 libra
<i>Beef Isicium</i> (Fresh Sausage)	1 Denarius, 1 Quinarius	1 libra
<i>Beef Lucanicae</i> (Smoked Sausages)	1 Denarius, 1 Quinarius	1 libra
<i>Ficatum</i> (Fattened Hogs Liver), First Rate	2 Denarii	1 libra
Goat's Meat	1 Denarius	1 libra
Mutton	1 Denarius	1 libra
Pork	1 Denarius, 2 Quinarii	1 libra
<i>Pork Isicium</i> (Fresh Sausage)	1 Quinarius	1 Ounce
<i>Pork Lucanicae</i> (Smoked Sausages)	2 Denarii	1 libra
Animal Products		
Butter	2 Denarii	1 libra
Cheese, Dry	1 Denarius, 2 Quinarii	1 libra
Cheese, Fresh	1 Denarius	1 libra
Eggs	2 Quinarii	4 Eggs
Fresh Animal Fat	1 Denarius, 2 Quinarii	1 libra
Lard, First Rate	2 Denarii	1 libra
Sheep's Milk	2 Denarii	Sextarius
Tallow	3 Quinarii	1 libra
Livestock		
Camel, Bactrian, Female, First Rate	3,750 Denarii	1 Camel
Camel, Bactrian, Male, First Rate	7,500 Denarii	1 Camel
Camel, Bactrian, Second Rate, Male or Female	3,125 Denarii	1 Camel
Camel, Dromedary, First Rate	2,500 Denarii	1 Camel
Camel, Dromedary, Second Rate	1,500 Denarii	1 Camel
Cow	625 Denarii	1 Cow
Donkey	200 Denarii	1 Donkey
Donkey, Female, First Rate	875 Denarii	1 Donkey
Donkey, Male, First Rate	1,875 Denarii	1 Donkey
Donkey, Young	675 Denarii	1 Donkey
Goat, Female	50 Denarii	1 Goat
Goat, Male	63 Denarii, 2 Quinarii	1 Goat
Horse, Military	4,500 Denarii	1 Horse
Horse, Travel	1,250 Denarii	1 Horse
Kid (40 libra kid)	60 Denarii	1 Kid
Lamb (60 libra Lamb)	90 Denarii	1 Lamb

Mule	4,375 Denarii	1 Mule
Sheep	50 Denarii	1 Sheep
Suckling Pig (40 libra piglet)	80 Denarii	1 Piglet
Poultry		
Chicken	7 Denarii, 2 Quinarii	1 Bird
Cock Pheasant, Fatted	31 Denarii, 1 Quinarius	1 Bird
Cock Pheasant, Wild	15 Denarii, 2 Sestertii	1 Bird
Duck	5 Denarii	1 Bird
Goose, Fat	25 Denarii	1 Bird
Goose, Not Fatted	12 Denarii, 2 Quinarii	1 Bird
Grouse	2 Denarii, 2 Quinarii	1 Bird
Hen Pheasant, Fatted	25 Denarii	1 Bird
Hen Pheasant, Not Fatted	12 Denarii, 2 Quinarii	1 Bird
Partridge	3 Denarii, 3 Quinarii	1 Bird
Pigeon	3 Denarii	1 Bird
Quails	2 Denarii, 2 Quinarii	5 Birds
Starlings	2 Denarii, 2 Quinarii	10 Birds
Thrush	7 Denarii, 2 Quinarii	1 Bird
Turtle Dove	2 Denarii	1 Bird
Wood Pigeon	2 Denarii, 2 Quinarii	1 Bird
Small Game		
Hare	18 Denarii, 3 Quinarii	1 Hare
Rabbit	5 Denarii	1 Rabbit
Big Game		
Buck or Doe Meat	1 Denarius, 2 Quinarius	1 libra
Roe Meat	1 Denarius, 2 Quinarius	1 libra
Stag's Meat	1 Denarius, 2 Quinarius	1 libra
Wild Boar Meat	2 Denarii	1 libra
Fish & Seafood		
Anchovies	2 Denarii	1 libra
Oysters	12 Denarii, 2 Quinarii	100 Oysters
River Fish, First Rate	1 Denarius, 2 Quinarii	1 libra
River Fish, Second Rate	1 Denarius	1 libra
Salted Fish	3 Quinarii	1 libra
Sea Cockles	6 Denarii, 2 Quinarii	100 Cockles
Sea Fish, Deep Water	3 Denarii	1 libra
Sea Fish, First Rate	3 Denarii	1 libra
Sea Fish, Second Rate	2 Denarii	1 libra
Sea Urchins	6 Denarii, 1 Quinarius	100 Sea Urchins
Sea Urchins, Fresh Shelled	6 Denarii, 1 Quinarius	1 libra
Sea Urchins, Salted	12 Denarii, 2 Quinarii	1 libra
Beasts		
Live Lion	18,750 Denarii	1 Live Lion

Clothing and Shoes

Product	Cost	Amount
Clothing		
Birrus, First Rate	6 Denarii, 1 Quinarius	1 Garment
Birrus, Second Rate	5 Denarii	1 Garment
Caracallis, Large	2 Denarii, 2 Quinarii	1 Garment
Caracallis, Small	2 Denarii, 2 Quinarii	1 Garment
Breeches	2 Denarii, 2 Quinarii	1 Garment
Stockings	2 Quinarii	1 Pair
Woman's Common Tunic	2 Denarii	1 Garment
Woman's Common Tunic, Second Hand	1 Denarius, 1 Quinarius	1 Garment
Woman's Vest	1 Denarius, 1 Quinarius	1 Garment
Woman's Vest, Second Hand	3 Quinarius	1 Garment
Woman's Shirt	1 Denarius, 1 Quinarius	1 Garment
Woman's Shirt, Second Hand	3 Quinarius	1 Garment
Shoes		
Calcei, Patrician's	18 Denarii, 3 Quinarii	1 Pair
Caligae, Equestrian	8 Denarii, 3 Quinarii	1 Pair
Caligae, Laborer's (No Hobnails)	15 Denarii	1 Pair
Caligae, Military (No Hobnails)	12 Denarii, 2 Quinarii	1 Pair
Caligae, Senator's	12 Denarii, 2 Quinarii	1 Pair
Caligae, Women	7 Denarii, 2 Quinarii	1 Pair
Campagi	9 Denarii, 2 Sestertii	1 Pair
Gallicae, Men's (Double-Soled)	10 Denarii	1 Pair
Gallicae, Men's (Single-Soled)	6 Denarii, 1 Quinarius	1 Pair
Gallicae, Running	7 Denarii, 2 Quinarii	1 Pair
Gallicae, Women's (Double-Soled)	6 Denarii, 1 Quinarius	1 Pair
Gallicae, Women's (Single-Soled)	3 Denarii, 3 Quinarii	1 Pair
Mullei, Babylonian	15 Denarii	1 Pair
Mullei, Phoenician	7 Denarii, 2 Quinarius	1 Pair

Birrus: A thick woolen cloak.

Caracallis (Large): A Gallic hooded Long cloak.

Caracallis (Small): A Gallic short cloak.

Caligae: Thick soled shoes resembling modern sandals, the marching boot of the Roman legions.

Calcei: Leather shoes that entirely enclose the feet. The Calcei is intended for outdoor use. Slaves are forbidden to wear them.

Campagi: Hobnailed Military Sandals.

Gallicae: Gallic boots that end below the knee.

Mullei: Boots made for Roman senators. They are distinguished from Patrician's Calcei by their red or purple color. Slaves are forbidden to wear them.

Equipment

Product	Cost	Amount
Bags and Containers		
Cloak-Bag, First Rate	187 Denarii, 2 Quinarii	1 Cloak-Bag
Scortiae (Oil Bottles), holds 1 Sextarius	2 Denarii, 2 Quinarii	1 Scortiae
Utris, for Oil, holds 1 Sextarius	12 Denarii, 2 Quinarii	1 Utris
Utris, for Water, holds 1 Sextarius	15 Denarii	1 Utris
Riding Equipmet		
Bridle, Horse	12 Denarii, 2 Quinarii	1 Bridle
Bridle, Mule	15 Denarii	1 Bridle
Halter, Horse	8 Denarii, 3 Quinarii	1 Halter
Halter, Mule	10 Denarii	1 Halter
Pack-Saddle, Camel	43 Denarii, 3 Quinarii	1 Saddle
Pack-Saddle, Donkey	31 Denarii, 1 Quinarii	1 Saddle
Pack-Saddle, Mule	43 Denarii, 3 Quinarii	1 Saddle
Saddle, Military	62 Denarii, 2 Quinarii	1 Saddle
Saddle-Bags (30 Pounds)	5 Denarii	1 Pair
Whip, Charioteer's	1 Quinarii	1 Whip
Whip, Muleteer's	2 Denarii	1 Whip
Lamps		
Oil Lamp, Bronze	1 Denarius	1 Lamp
Oil Lamp, Decorated	2 Denarii	1 Lamp
Oil Lamp, Exotic	1 Denarius, 2 Quinarii	1 Lamp
Oil Lamp, Terracotta	2 Quinarii	1 Lamp
Statuettes		
Prayer Statue, Terracotta	10 Denarii	1 Statue
Prayer Statue, Bronze	30 Denarii	1 Statue
Prayer Statue, Silver	200 Denarii	1 Statue
Prayer Statue, Gold	800 Denarii	1 Statue

Utris: A leather sack used for carrying liquids (known as a "waterskin" in English).

Services

Service	Cost
100 Lines of Ornate Text Written by a Scribe	3 Denarii, 2 Sestertii
100 Lines of Text Written by a Scribe	2 Denarii, 2 Quinarii
Admission to the Baths	1 Quinarius
Barber's Shave	2 Quinarius

Bronze Smith making an object	3 Denarii per day of work
Iron Smith, making an object	6 Denarii per day of work
Weapon Repaired & Sharping	3 Denarii, 2 Sestertii

*A pound of metal requires two days to work.

Weapons

As a gladiator you cannot purchase weapons, they are given to you when you enter the arena based on the equipment of your chosen gladiator class.

Weapon Statistics

Weapon Skill

The Weapon Skill that is used when making an Attack Roll with the weapon.

Ideal Combat Range (ICR)

Every weapon has an *Ideal Combat Range*. ICR represents the distance at which a weapon is designed to strike an opponent. For example, a spear is meant to be used at a greater distance than a sword. In combat, a weapon can only be used at or closer than its ICR. A weapon is less effective when used at a distance closer than its ICR.

Damage Dice

A weapon's *Damage Dice* determine the amount of damage a successful attack with that weapon deals. A weapon's Damage Dice are modified by wielder's Strength Stat to determine its Attack Damage. If a weapon is used at closer than Ideal Combat Range, its Attack Damage is halved (rounding down).

Damage Type

A weapon's *Damage Type* determines which Derived Stat (Vitality or Stamina) the weapon's Attack Damage is subtracted from. Weapons that deal Vitality Damage are considered "lethal weapons" while weapons that deal Stamina Damage are considered "non-lethal weapons."

Weapon List

Name	Weapon Skill	ICR	Damage Dice	Damage Type
Cestus	Fists	Sword's Length	1d4 + Strength	Stamina
Cestus (Spiked)	Fists	Sword's Length	1d4 + Strength	Vitality
Cubic-Fourdent	Trident	Spear's Length	1d6 + Strength	Vitality
Fists	Fists	Sword's Length	1d4 + Strength	Stamina

Gladius	Straight Sword	Sword's Length	1d6 + Strength	Vitality
Hasta	Spear	Spear's Length	1d8 + Strength	Vitality
Hoplón	Shield	Sword's Length	1d6 + Strength	Stamina
Kick	Kick	Sword's Length	1d6 + (Strength x2)	Stamina
Parmula	Shield	Sword's Length	1d4 + Strength	Stamina
Pilum	Javelin	Safe Range	1d8 + Strength	Vitality
Pugio	Straight Sword	Sword's Length	1d4 + Strength	Vitality
Rete	Net	Net Range	1d4 + Strength	Vitality
Scutum	Tower Shield	Sword's Length	1d6 + Strength	Stamina
Sica	Curved Sword	Sword's Length	1d8 + Strength	Vitality
Spatha	Straight Sword	Sword's Length	1d8 + Strength	Vitality
Tridens	Trident	Spear's Length	1d6 + Strength	Vitality
Verutum	Javelin	Safe Range	1d6 + Strength	Vitality

Weapon Definitions

Cestus: Roman boxing gloves.

Cestus (Spiked): Roman boxing gloves that have been outfitted with iron spikes.

Cubic Fourdent: A variation of the Tridens featuring four prongs rather than three.

Gladius: A short stabbing sword; it is the standard issue weapon of Roman Legionaries.

Hasta: A Roman spear commonly used by the Hoplomachus gladiator.

Hoplón: A small bronze round shield commonly used by the Hoplomachus gladiator.

Parmula: A small shield commonly used by the Thraex and Eques gladiators.

Pilum: A heavy Roman javelin.

Pugio: A Roman dagger.

Rete: A weighted net commonly used by the Retiarius gladiator.

Scutum: A large rectangular curved shield commonly used by the Secutor and Murmillo gladiators.

Sica: A short curved sword commonly used by the Thraex gladiator.

Spatha: An Iron Roman long sword used mainly for slashing. It may be an adaptation of Celtic or Germanic swords the Romans have encountered in their conquests.

Tridens: A three-pointed trident commonly used by the Retiarius gladiator.

Verutum: A light Roman javelin.

Armor

There are a variety of armors available to you. Your choice of armor is restricted by your reputation and the Gladiator class you choose to enter the arena under. Respected gladiators have more choices of what they wear into the arena.

Armor Statistics

Armor Class

An Armor Set's Armor Class is used to determine which Gladiator Classes can wear it into the arena.

Protection Rating

When you take Vitality Damage, said Damage is reduced by your Armor Set's Protection Rating. See the "Protection Rating" rules on page 37.

Encumbrance Rating

Your armor's Encumbrance Rating reduces your Speed, it can also tire you out in combat. See the "Encumbrance Rating" rules on page 37.

Reputation Cost

Famous gladiators warrant protection. Only the most reputable gladiators have access to high quality armor. You cannot wear an Armor Set with a reputation cost that exceeds your own.

Armor List

Armor Set	Armor Class	Protection Rating	Encumbrance Rating	Reputation Cost
Galerus	Light	1	0	0
Linen Manica	Light	1	0	0
Galerus & Linen Manica	Light	2	0	0
Galerus & Scale Manica	Light	3	1	5
Galerus & Segmented Manica	Light	4	1	10
Linen Manica & Leather Ocrea	Medium	3	1	0
Scale Manica & Bronze Ocrea	Medium	4	2	5
Segmented Manica & Iron Ocrea	Medium	5	3	10
Leather Armor, Segmented Manica & Iron Ocrea	Heavy	6	3	0
Scale Armor, Segmented Manica & Iron Ocrea	Heavy	7	4	5

Breastplate, Segmented Manica & Iron Ocrea	Heavy	8	5	10
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Armor Definitions

Galerus: A light armor set consisting of a bronze shoulder guard designed to deflect blows away from the face.

Manica: A linen or metal arm guard that covers the sword arm.

Ocrea: Knee-high greaves made of boiled leather or metal.

The World of Gladiators

An Introduction to Arena Mastering

As the Arena Master, you will guide the players through their gladiatorial careers. As an Arena Master you are part narrator, part actor, and part referee. You describe the world around the players, play the cast of characters the players meet, and make the final call on any rule disputes encountered during play. It is your responsibility to keep the game fast, fair, and fun.

What Do I need to know to be an Arena Master?

Before you attempt to run a game, make sure you have a solid grasp of the rules. Also make sure you are familiar with the information presented in this section and in the “Path of the Gladiator” chapter.

Non-player Characters

Non-player Characters (NPCs for short) are all the people in the game world you control to create an engaging experience for the players. As Arena Master, you decide how your NPCs behave, how they talk, and how they fight. It is your job to make each NPC the players encounter seem as “real” as possible.

Rome

Ludi Gladiatorii is set in the year 79 A.D.

Recent Events

June 23, 79 AD: Emperor Vespasian dies. His son Titus Maximus succeeds him. He is the first Roman Emperor to succeed his father.

August 24, 79 AD: Mount Vesuvius erupts destroying the cities of Pompeii and Herculaneum. Thousands die in the disaster.

80 AD: The Flavian Amphitheater (The Roman Coliseum) completed. Its opening is commemorated with an unprecedented 100 days of gladiatorial games.

Spring, 80 AD: While Emperor Titus Maximus was visiting the Pompeii region; several districts of Rome were damaged by a fire that burned three days. Among the buildings lost was the Temple of Jupiter.

September 13, 81 AD: Emperor Titus Maximus dies of a fever. His younger brother Domitian succeeds him. His first act is to deify his brother.

Roman Society

Ancestral Classes

Roman citizens are divided by birth into two major groups: the Patricians of aristocratic birth and the Plebs of lesser birth. Once, this division was staunchly enforced, but the strength of this division has greatly diminished over the centuries.

Patricians

Singular(M): Patricius, **Singular(F):** Patricia, **Plural:** Patricii

Patricians are Roman citizens of aristocratic birth. It is said that they are descended from the first 100 senators appointed by Romulus, the founder and first king of Rome. In past centuries the Patricians reaped considerable benefits from their birth rights. As the Plebeian gained more and more civil rights, the increasingly level playing field has raised many Plebeians to prominence while driving many "noble" Patrician families into obscurity. However, the Patricians still enjoy better representation than the Plebs in Roman politics.

Plebs

Singular(M): Plebeius, **Singular(F):** Plebeia, **Plural:** Plebeii

Plebeians are the Roman citizens of non-aristocratic birth. They are farmers, shopkeepers, skilled and unskilled laborers, and freedmen. Plebeian birth has no bearing on one's wealth and power. Marcus Licinius Crassus the richest man in the history of Rome, if not the world, and patron of Gaius Julius Caesar was a Plebeian.

The Social Classes

Roman society is highly stratified and class conscious. At the top of Roman society sits the Imperial Dominus (The Emperor), followed by Senators, Equestrian, then Common People, Freeman, and Slaves.

Imperial Dominus (The Emperor)

The Emperor is the supreme ruler of the Roman Empire. His decrees are absolute. Technically, no imperial edict could pass without the Senate's approval, but a senator could only run for office if he was approved by the Emperor.

At the time this game takes place (79 A.D.), Rome has been an Empire for 106 years. The Roman emperor Vespasian dies in this year and his son Titus Maximus succeeds him. The transition between emperors is always a turbulent time Rome, and Titus Maximus must prove that he is fit to rule.

Senators

The Senatorial class (*Ordo Senatorius*) is a remnant of the Roman Republic. Once Rome's central governing body, the senate has become a shadow of its former self. Senate seats bring wealth and social prominence, but not real political power. Senatorial families are required to hold 250,000 Denarii worth of land and hold a seat in the Roman Senate. Failing to meet either of these two criteria means that the family falls to Equestrian rank. Only senators were allowed to wear purple (the most expensive dye color in the Empire).

Each of the Roman provinces is overseen by a member of the senatorial class (magistrate). The exception to this rule is the province of Aegyptus (Egypt) which is held by a member of the Equestrian class: the Emperor does not trust Senator's with Rome's main grain supplier.

Equestrian

The Equestrian or Knight Class (*Ordo Equester*) comprised the lower Roman aristocracy. Equestrians were defined by their land holdings. Any citizen that held property totaling at least 100,000 Denarii in value could claim Equestrian status.

Equestrians hold commanding positions throughout the Roman Legion and Navy, positions in the Roman treasury, priesthood, and courts. They are also commanders in the Praetorian Guard: the Emperor's personal guard.

Commoners

Between the privileged and the enslaved are the commoners. The commoners, often called the “Roman Mob” are the target audience of gladiatorial games. In the Roman Republic the people had a say in government affairs but under the reign of the Emperors such privileges mean little. The Roman Satirist Juvenal best captured this change,

“Already long ago, from when we sold our vote to no man, the people have abdicated our duties; for the people who once upon a time handed out military command, high civil office, legions—everything, now restrains itself and anxiously hopes for just two things: bread and circuses.”

The arena was the one place where the common people could, en mass, express their love or hatred for the powers that be. In many ways the arena was the public forum of the Roman Empire.

Freemen

Singular(M): Libertus, **Singular(F):** Liberta, **Plural:** Libertini

Role: Freemen are former slaves who have been granted *manumission*. There are many reasons a *Dominus* frees a slave: friendship, respect, years of loyal service, an act of great loyalty, or even as part of the master’s last will and testament. On rare occasions, a slave saves enough money to buy his or her own freedom. When a gladiator is granted manumission he is presented with a “rudis,” a wooden Gladius signifying freedom.

Rights: Freemen have the right to vote. However, they can never hold secular or religious office. The child of a freeman born after the parents’ manumission has full Roman citizenship.

Slave

Singular(M): Servus, **Singular(F):** Serva, **Plural:** Servi

Role: Rome’s economy and industry is driven by slaves. In the 1st century BC, between 35-40% of Italy’s population were slaves. Rome acquires slaves through, conquest, piracy, and breeding. These slaves work domestic, commercial, and civil jobs throughout the Empire. They are cobblers, bakers, quarry workers, doctors, accountants, tutors, scribes, farm labors, barbers, bathhouse attendants, street sweepers, house servants, seamstresses, construction workers, and gladiators (to name a few).

Slaves are either privately owned or public slaves (*servus publicus*) owned by the state. The largest and wealthiest Roman households might own 100’s of slaves. Slaves address male masters as “*Dominus*” and female masters as “*Domina*.” Failure to do so is often perceived as an act of insubordination.

Rights: Slaves are not Roman citizens. Under Roman law, slaves can hold property. Skilled and educated slaves can even earn money. However, under the same law, slaves are not people, but rather the property of their owner. As such, they expected to carry out their master’s orders unquestioningly. Unlike Roman citizens, slaves have no legal protection from corporal punishment or summary execution.

Escaped slaves are hunted by professional slave catchers. Captured runaways are branded with the letters FUG (short for *fugitivus*) on their foreheads.

Wages in Roman Society

Wages varied greatly over the history of the Roman Empire. From 0 to 301 A.D. inflation may have increased by as much as 1000%. The wages given here are from Emperor Diocletian's Edict of Maximum Prices, issued in 301 A.D. These wages have been adjusted for the year 79 A.D. using the change in a Roman legionary's yearly salary from 225 denarii in 79 A.D. to 1800 denarii in 301 A.D. This adjustment assumes that 100% of the change was the result of inflation. Most wages are paid "per diem" (per day) or "per annum" (per year) but some are paid per service rendered.

While it is unlikely that your players will pursue any of the careers listed below, the wages are intended to give you an idea of how much services cost in the Empire.

Unskilled Laborers

Job	Wage	Frequency
*Bathhouse Attendant	3 Denarii, 2 Sestertii	Per Diem
*Farm Laborer	3 Denarii, 2 Sestertii	Per Diem
*Mule Driver	2 Denarii, 2 Quinarii	Per Diem
*Sewer Cleaner	3 Denarii, 2 Sestertii	Per Diem
*Shepherd	2 Denarii, 2 Quinarii	Per Diem
*Water Carrier	3 Denarii, 2 Sestertii	Per Diem

*With maintenance (food and lodging).

Skilled Laborers and Craftsmen

Job	Wage	Frequency
Baker	6 Denarii, 1 Quinarius	Per Diem
Barber	1 Quinarius	Per Customer
Cabinet Maker	6 Denarii, 1 Quinarius	Per Diem
Carpenter	6 Denarii, 1 Quinarius	Per Diem
Stone Mason	6 Denarii, 1 Quinarius	Per Diem
Marble Worker	7 Denarii, 2 Quinarii	Per Diem
Mosaic Worker	7 Denarii, 2 Quinarii	Per Diem
Wall Painter	8 Denarii, 3 Quinarii	Per Diem
Figure Painter	18 Denarii, 3 Quinarii	Per Diem
Coach Maker	6 Denarii, 1 Quinarius	Per Diem
Iron-Smith	6 Denarii, 1 Quinarius	Per Diem
Shipwright (Sea Vessel)	7 Denarii, 2 Quinarii	Per Diem
Shipwright (River Vessel)	6 Denarii, 1 Quinarius	Per Diem
Veterinary Surgeon	3 Quinarius	Per Hoof Cleaning
Veterinary Surgeon	2 Denarii, 2 Quinarii	Per Head Cleaning

Brazier working in hard brass	1 Denarii	Per Pound
Brazier working in copper	3 Quinarii	Per Pound
Brazier making small idol of statue	2 Quinarii	Per Pound
Brazier working in ductile brass	3 Quinarii	Per Pound
Smith repairing the edge of a sword	3 Denarii, 2 Sestertii	Per Sword
Smith polishing a helmet	3 Denarii, 2 Sestertii	Per Helmet
Smith repairing an axe	3 Quinarii	Per Axe
Smith repairing a double-headed axe	1 Denarius	Per Axe

Gladiators in Roman Society

The Gladiators are a Roman social paradox. They are on the lowest of the low, on the same level as actors and other human wares, yet they are admired for their prowess and bravery in the arena. They are despised as outcasts, but they are an example for men, the darlings of the women, and a lesson to the children.

The Roman satirist Juvenal mockingly captured the gladiator's appeal in his writings:

"What was the youthful charm that so fired Eppia? What hooked her? What did she see in him to make her put up with being called 'the gladiator's moll'? Her poppet, her Sergius, was no chicken, with a dud arm that prompted hope of early retirement. Besides his face looked a proper mess, helmet-scarred, a great wart on his nose, an unpleasant discharge always trickling from one eye. But he was a gladiator. That word makes the whole breed seem handsome, and made her prefer him to her children and country, her sister, her husband. Steel is what they fall in love with."

The Gods

The gods are very important to the Roman people. The gods express their will in many ways: famine and bounty, victory and defeat, miracles and disasters. People make offerings to them and pray for help and guidance. Sometimes gladiator games are held to appease them. Many gods are worshiped throughout the Empire, but these are the gods of Rome.

God	Domain
Apollo	Sun, Music
Bacchus	Wine, Merriment, Theater
Ceres	Earth, The Harvest
Cupid	Love
Dianna	Moon, Hunting, Birth
Janus	Doors
Juno	Queen of the Gods, Women
Jupiter	King of the Gods, Air
Maia	Growth
Mars	War, Soldiers

Mercury	Travelers, Thieves, Business, Progress
Minerva	Wisdom, Artists, Craftsmen
Nemesis	Retribution, Gladiators
Neptune	Sea
Pluto	Death, The Underworld
Saturn	Time
Venus	Beauty
Vesta	Hearth, Home
Vulcan	Smiths

Vestal Virgins: The priestesses who tend the sacred flame in Rome's Temple of Vesta. As long as the flame burns, Rome shall triumph. The Vestal Virgins were given front row seats at all gladiator games.

Relevance of the Gods

As Arena Master it is important to understand the relevance of the gods in Roman society as well their relation to gladiator games. Romans lived in a time when natural disasters, military defeats, droughts, famine, and disease were directly caused by angry gods.

Keeping Rome in the favor of the gods was a governmental concern. Romans frequently held festivals for gods they wished to appease. These festivals often involved gladiator matches. If the Romans were afraid of an angry god, they were less merciful to defeated gladiators. For example, a gladiator defeated during a famine or shortly after a natural disaster is more likely to be killed than a gladiator defeated after a major Roman victory or a bountiful harvest.

Gladiator Life

Recruitment

The owner of a gladiator school, called a "Lanista", obtains new recruits from several sources. Some recruits are condemned criminals, some are slaves, others are free men who have fallen into debt, but the majority of gladiator recruits are free and willing volunteers seeking wealth and fame.

The Sacramentum Gladiatorium

The Sacramentum Gladiatorium is the sacred gladiator oath taken by all gladiators. It is a renouncement of one's freedom and a pledge to face the hardships of gladiator life unflinchingly.

The Stigma

Upon taking the Sacramentum Gladiatorium the gladiator is branded with the insignia of his Ludus. This brand, called the stigma, marks him as a gladiator for all to see.

The Ludus (Gladiator School)

Security

Following Spartacus's Gladiator Rebellion roughly 110 years ago major reforms have been made to stop gladiator riots. Not a single successful revolt has occurred since these reforms were implemented.

- No "real" weapons are permitted on school grounds; only wooden training weapons may be used.
- Most schools are government owned and is guarded night and day by Roman Legionaries (professional soldiers); they are quartered in a barracks outside of the school.
- Gladiators who speak a common language are to be placed in separate cells.
- The cells are closed and locked at night and all gladiators must be accounted for.

Living Conditions

Despite the gladiators' Spartan-like training regimen, they have several onsite amenities available to them.

- 3 vegetarian meals a day.
- Gladiators are expected to bath after training.
- Massages are available in the bath house upon request (aids Stamina recovery).
- A dedicated and highly skilled doctor ("medicius").
- Gladiators are lodged in their own cells or in a cell with 1 or 2 other gladiators.

Dangers of the Trade

During the 600 year history of the games at least 1,000,000 gladiators died in the Roman arenas; roughly 4.5 gladiators across the empire each day. 27 was the average age of death for gladiators; some maintained active careers into their mid 30's while a few still survived to train the next generation.

The Path of the Gladiator

Introduction

The Path of the Gladiator is an introductory “adventure” for novice (“novicius”) gladiators. As a novicius gladiators, your players must overcome the challenges of their gladiator school (“ludus”) before they are deemed fit for the arena.

This ensures that new players have a solid understanding of how to play the game before they ever set foot in the arena. This adventure is meant to be used as a launching point for a larger game (the player’s careers) and can take place at a gladiator school anywhere in the Roman Empire. What follows is the admission and training of a novicius gladiator.

The Training Regimen

There are four stages to the players’ gladiatorial training: Unarmed Training, Class Specialization, Class Weapon Training, and The Final Test.

Unarmed Training

Before learning to handle weapons, novicius gladiators are first taught the arts of unarmed combat. In order to advance to weapons training the players must demonstrate a solid understanding of fighting unarmed.

What you should do at this point

- 1 Introduce the players to their Unarmed Combat Doctore (Instructor).
- 2 Run the players through a few unarmed training matches either against each other or against NPC novicius gladiators.
 - a Explain attacking, dodging, blocking, and parrying to the players as they fight. Don’t tell the players about follow-up actions unless they specifically ask about them or wish to use them.
- 3 Once you feel the players are comfortable with the basics of combat, congratulate them on a job well done.

Class Specialization

Once the players have demonstrated their unarmed combat skills, you should encourage them to start thinking about the Gladiator Classes they want to Qualify for. Turn to the Gladiator Class chapter and let them see their options. Once everyone has in idea of what class they will Qualify for, return to the adventure.

What you should do at this point

- 1 Give each player 6 Skill Points to spend. Let them know that they don’t have to spend all of them immediately

Class Weapon Training

Once each player has chosen a Gladiator Class they will be trained to use the traditional weapons of their chosen Gladiator Classes. At this point they will begin to fight, using wooden weapons, against other Gladiator Classes. When you decide they are ready, they will each take the Final Test.

What you should do at this point

- 1 Introduce the players to their Weapons Doctore (instructor).
- 2 Run the players through several armed training matches matching them against each other or against NPC novicius gladiators. Ensure to match them according to their Gladiator Classes (see Traditional Match-Ups in the Arranging Match Chapter).
 - a Explain Combat Ranges, Advancing, Retreating, and Follow-up Actions to the players during the course of combat.
- 3 For each match a player fights, give him 3 Skill Points.
- 4 When a player has at least 24 Skill Points (12 from novice gladiator creation and 12 from training, tell him he is ready for the final test.

The Final Test

The Final Test is a bout between a player and his/her Weapons Doctore. The Doctore is armed with a quarter staff (a Non-Lethal Hasta) while the player is armed with a wooden version of his/her Class's primary weapon. The match takes place on a wooden platform measuring 4 by 8 feet (Sword's Length). The platform is elevated 5 feet above the ground. To pass the Final Test the player must throw the Doctore from the platform. If the player passes the final test he is ready for the arena. If the Doctore throws the player from the platform, he must return to Class Weapon Training and try again later.

Arena-Ready

Once a player is deemed arena-ready he will fight against an NPC opponent of equal ability who is trained in a different Gladiatorial Class. A feast will be held the day before the match. (See Pre-Match feast in the Arranging Matches chapter). May the best gladiator win.

Surviving the First Fight

A novicius gladiator who survives his first fight earns the title of "veteranus." He is no longer a novicius. From this point forward he will fight 3 matches a year.

Climbing the Ranks

Gladiators were ranked according to ability. These ranks were called poles (“palus”). The best fighters in the school would hold the rank of first pole (“primus palus”), below them was the second pole (“secundus palus”), then the third pole (“tertius palus”), and so on.

Arranging Matches

Match Frequency

Most Veteranus gladiators fight three matches a year. The players can fight more than that if they wish to do so.

Traditional Matchups

Traditional gladiator fights are fought one on one between two different classes of gladiators. It is important to note that not all Gladiator Classes are intended to fight each other. The following table shows traditional Roman matchups that are popular, exciting, and balanced.

Gladiator Class	Dimachaerus	Eques	Hoplomachus	Murmillio	Noxius	Retiarius	Rudarius	Secutor	Thraex
Dimachaerus	Yes	No	Yes	Yes	Yes	No	Yes	No	No
Eques	No	Yes	No	No	Yes	No	Yes	No	No
Hoplomachus	Yes	No	No	Yes	Yes	No	Yes	No	Yes
Murmillio	Yes	No	Yes	No	Yes	Yes	Yes	No	Yes
Noxius	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Retiarius	No	No	No	Yes	Yes	No	Yes	Yes	No
Rudarius	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Secutor	No	No	No	No	Yes	Yes	Yes	No	No
Thraex	No	No	Yes	Yes	Yes	No	Yes	No	No

What are the Stakes?

Traditionally there are three types of gladiator matches: Ad Digitum, to the first Wound, and to the Death.

Ad Digitum: Ad Digitum (to the finger) is a match fought until one gladiator yields. Once a gladiator yields, his fate is decided by the Editor of the game.

To the First Wound: Matches are won by the first gladiator to deal Vitality Damage to his opponent.

To the Death: Matches fought to the death are the most prestigious and expensive type of match an Editor can arrange. Two gladiators enter the arena, but only one leaves.

Venues

Gladiators usually fight at their local venue, but as their reputation grows, they may be paid to fight in larger venues. Below is a list of historical arenas. Each lists the minimum reputation a gladiator needs to fight in the primus (main event) for said arena. If a gladiator is to fight in a far off arena, the coin it will earn the Lanista must surpass the travel costs and still earn more than a local match.

Venue	Audience Seating	Reputation for Primus
Public Venues		
Aquincum, Pannonia (Modern Budapest, Hungary)	16,000	12
Arelate, Gaul (Modern Arles, France)	20,000	14
Burdigala, Gaul (Modern Bordeaux, France)	1,000	5
Capua Amphitheater, Italy	50,000	18
Caralis, Italy (Modern Cagliari, Italy)	10,000	10
Carthago Nova, Hispania (Modern Cartagena, Spain)	10,000	10
Cemenelum, Gaul (Modern Nice, France)	5,000	5
Derventum, Gaul (Modern Drevant, France)	500	1
Emerita Augusta, Lusitania (Modern Merida, Spain)	15,000	12
Flavian Amphitheater, Puteoli, Italy (Modern Pozzuoli, Italy)	20,000	13
Flavian Amphitheater, Roma (Modern Coliseum)	50,000	20
Italica, Hispania (Near Modern Seville, Spain)	25,000	15
Larinum, Italy (Modern Larino, Italy)	12,000	11
Leptis Magna, Libya (Modern Khoms, Libya)	20,000	14
Lutetia, Gaul (Modern Paris, France)	15,000	12
Nemausus, Gaul (Modern Nimes, France)	24,000	15
Pietas Julia, Dalmatia (Modern Pula, Croatia)	23,000	14
Sarmizegetusa Regia, Dacia (Modern Sarmizegetusa, Romania)	25,000	15
Syracusae, Italy (Modern Syracuse, Italy)	20,000	14
Uthina, Tunisia	16,000	12
Verona, Italy	30,000	16

Private Venues		
Private Dinner Party, Emperor's	300	20
Private Dinner Party, Equestrian	150	10
Private Dinner Party, Senator's	200	15

The Pre-Match Feast

The night before a match, a feast is held for the gladiators who will fight the next day. These feasts are either held at the Ludus or at a location of the Editor's choosing. Many people attend these feasts to meet the gladiators.

Aside from Market Days, these feasts are a gladiator's main opportunity to interact with the general public. Use these feasts to build pre-match suspense and introduce new NPC's who live beyond the walls of the Ludus.

These feasts are grand occasions where the Editor shows off the quality of the gladiators he has secured. If the Editor has secured big name gladiators he will want everyone to know. In some ways the gladiators are there as show pieces, they are not expected to be personable, but statuesque.

Running Several Matches at Once

There will be times during a campaign where you will need to run several one-on-one matches simultaneously. In these cases each of the players is fighting a match against an NPC gladiator under your control. Although you are running all the matches simultaneously, each of these one-on-one matches takes place in the arena at a different time during the day. This section will help you run multiple simultaneous matches.

Action Volleys

When running multiple simultaneous matches divide, each match into *Volleys*. A Volley is a period of combat ending in a solid damaging hit or victory. Think of it as a volley in tennis. Each time a Volley ends in one match start a new Volley in the next match. Cycle through the matches in a cyclical order until each match has been resolved.

Example:

You are running three simultaneous matches for three different players: Match A, Match B, and Match C.

Start a Volley in Match A.

Run the combat until a combatant in Match A lands a Damaging hit on his opponent.

Start a Volley in Match B.

Run the combat until a combatant in Match B lands a Damaging hit on his opponent.

Start a Volley in Match C.

Run the combat until a combatant in Match C lands a Damaging hit on his opponent.

Returning to Match A, repeat this process until combat has been resolved in each match.

Rewarding Your Players

Reputation

Anytime your players fight well, reward them with Reputation. The more reputation a player has the more NPCs should idolize him (offering him help and favors). Use the following table as a guide for awarding a player reputation.

Acomplishment	Reputation Reward
Winning a Match Fought to the First Wound	1
Winning a Match Fought Ad Digitum	2
Winning a Match Fought to the Death	3
Scoring a Critical Hit	1
Winning a Match with Out taking Vitality Damage	3
Defeating a Famous Gladiator	Other Gladiator's Reputation – Player's Reputation

Awarding Skill Points

Anytime your players fight well in the arena, overcome challenging obstacles, or role-play their character extremely well, reward them with Reputation. Use the following table as a guide for awarding a player skill points.

Acomplishment	Skill Reward
Winning a Match Fought to the First Wound	1
Winning a Match Fought Ad Digitum	2
Winning a Match Fought to the Death	3
Winning a Match without taking Vitality Damage	3
Roleplaying his or her gladiator extremely well	1 – 3 (at your discretion)

Accomplishing a notable goal

1 – 3 (at your discretion)

Awarding Pay

Pay depends greatly on a gladiator's Reputation and Enrollment. Use the table below to determine how much money a gladiator should make per match.

Reputation	Enrollment	Pay
Any	Criminal	No Pay
0	Slave	50 Denarii
5	Slave	100 Denarii
10	Slave	250 Denarii
15	Slave	500 Denarii
20	Slave	1,000 Denarii
25	Slave	1,800 Denarii
0	Volunteer	200 Denarii
5	Volunteer	400 Denarii
10	Volunteer	600 Denarii
15	Volunteer	800 Denarii
20	Volunteer	1,000 Denarii
25	Volunteer	1,800 Denarii

Special Freedoms

As a gladiator wins fights and earns his Lanista's trust and respect he will earn increasing levels of independence. These rewards are to be given at your discretion.

Request goods through a house slave: The Lanista will permit the gladiator to buy goods from the through a house slave. Once per week, on market day, the house slave will leave the Ludus for the market. The gladiator tells the house slave which goods to buy, and gives him/her the money to pay for them. The slave will return at the end of the market day with the specified goods. This freedom should be given to gladiators who have won a fight and are obedient to the Lanista.

Visit the Market: The Lanista permits the gladiator to go to market, accompanied by two Ludus guards. This freedom would be given when an obedient gladiator win a notable match.

Attend Market Days Once per Month: The Lanista will permit the gladiator to go to market once per month with a group of his most trusted gladiators. These gladiators are expected to keep each other in check. If one of them acts out, they all lose market privileges. This freedom should be given if the Lanista likes an obedient gladiator who has won some fights.

Attend Market Days Bi-Weekly: The Lanista will permit the gladiator to go to market every two weeks with a group of his most trusted gladiators. These gladiators are expected to keep each other in check. If one of them acts out, they all lose market privileges. This freedom should be given if the Lanista likes and trusts an obedient gladiator who has won some fights.

Attend Market Days Weekly: The Lanista will permit the gladiator to go to market every week with a group of his most trusted gladiators. These gladiators are expected to keep each other in check. If one of them acts out, they all lose market privileges. This freedom should be given if the Lanista likes and trusts an obedient gladiator who has won many fights.

Allowing Family to Visit: If the Gladiator has family who lives nearby, the Lanista will permit them to visit in the evenings after training. This freedom should be given if the Lanista likes the gladiator. It is especially likely that a generous Lanista will give this privilege if the Gladiator has a spouse and/or children.

Awarding the Wooden Sword (manumission)

The wooden sword (Rudis) is the ultimate reward a player can receive. This sword is given to a gladiator who, after years of hardship and danger, has earned his freedom. What lies ahead of a freed gladiator is beyond the scope of this game, but it is in many ways the ultimate goal of *Ludi Gladiatorii*.

Once a gladiator has fought in the arena for at least five years (a minimum of 15 matches) he becomes eligible for “manumission,” (the granting of the wooden sword and his freedom) which you can dispense after any subsequent match.

A player who has been granted manumission can continue playing with his current gladiator or he can retire his old gladiator and create a new gladiator.

NPC Archetypes

NPCs come in many shapes and forms, but the following NPC archetypes are commonly mentioned or encountered in a gladiator’s daily life. Each NPC is accompanied by statistics detailing their abilities.

The Lanista

Every gladiator family (*gladiatoria familia*) is run by a Lanista. The Lanista owns the gladiators and the *Ludus* (school) that trains them. He buys and sells gladiators as well as contracts their fights. By modern

standards the Lanista is part manager and part salesman. He is reviled by the general public as a “peddler of human cargo.” In most campaigns the Lanista is one most frequently encountered NPC.

Relationship to Players

The Lanista is concerned with keeping his gladiators (the players) healthy and fight-ready. If one of his gladiators is killed or injured he will be the first to demand compensation. Most Lanistas view gladiators as a commodity and are always looking to increase their profit margin. Despite this, players can benefit tremendously from the winning the respect of their Lanista. Gladiators address their Lanista as “Dominus.” His wife is addressed as “Domina”

The Editor

An Editor is the sponsor of a gladiator game. Editors run the gamut from wealthy citizens and low level politicians to the Emperor himself. An Editor often has civic or political motivations when he sponsors a game.

An Editor pays a Lanista to provide gladiators for the games. For the duration of the games these gladiators’ lives are in the Editor's hands. When a gladiator is defeated, the Editor decides whether or not he should be spared. It is common for an Editor seeking public favor to defer this decision to the arena crowd.

The depth of an Editor’s pockets defines his willingness to dispatch a gladiator. Dead gladiators are expensive: costing between 50 to 100 times their hiring cost. An Editor wishing to dispatch a gladiator must pay for the “luxury.” Traditionally, willingness to pay is an expression of the Editor’s “great generosity” while sparing a gladiator’s life is considered an expression of his “infinite mercy.”

The wealthier the Editor, the less he values a gladiator’s life. Editors in small towns and frontier settlements will rarely dispatch a gladiator. Editors in providence cities may dispatch 1 or 2 gladiators a month. Editors in providence capitals may dispatch 1 or 2 gladiators a week. In Rome, dispatches are a daily affair.

Relationship to Players

In most cases the players will never meet editors face-to-face. Most of the time the Editor presents himself as a god-like figure: directing the games from his personal box. Occasionally, an Editor will request to meet a specific gladiator who fought well. In some cases, an Editor will hire famous gladiators to fight at his personal estate (as party or dinner time entertainment). These private matches pay very well but are unregulated and frequently fatal.

Doctore

A Doctore is a gladiator trainer. Doctores are usually former gladiators who have returned to train the next generation. Larger Ludi have Doctores that specialize in specific school of gladiatorial combat.

Relationship to Players

A gladiator's Doctore is his mentor. A Doctore is in many ways like a modern drill sergeant; his goal is to help his trainees survive, and he will push them to their limits. He gets the gladiators up at sunrise and, with the exception of food breaks, works them until sundown.

The Doctore is the first to deliver news to the gladiators. He will tell them about recent events in the outside world, upcoming matches, and gladiators they should look out for.

Pluto (Arena Slave)

Pluto is a grim figure who hovers at the edge of the arena. He is an Arena Slave dressed as the Roman god of the underworld: Pluto. He wears a black toga and an iron mask featuring a scowling face. He carries a small iron hammer that he uses to dispatch gladiators who are too injured to receive a proper finishing blow from their opponents. He also clears the slain from the arena floor.

Mercury (Arena Slave)

Mercury is a comical figure in the who hovers at the edge of the arena. He is an Arena Slave dressed as the messenger of the Roman gods: Mercury. He wears a loincloth and a winged helmet. He carries a red hot poker. When a gladiator is slain, Mercury prances on to the arena floor and uses with the poker to ensure he is not pretending.

NPC Gladiators

The following section contains premade NPC gladiators you can use into your campaigns.

NPC Dimachaeri

Veteranus Dimachaerus

Stats

Strength: 1, Dexterity: 3, Endurance: 1

Vitality: 6, Stamina: 10, Speed: 18 Mph (17 Mph with Armor)

Skills

Weapon (Straight Sword): 6, Dodge: 2

Primary Weapon

Gladius (Straight Sword, Sword's Length, 1d6 + 1, Vitality)

Secondary Weapon

Gladius (Straight Sword, Sword's Length, 1d6 + 1, Vitality)

Armor

Linen Manica & Leather Ocrea (Medium, PR: 3, ER: 1)

NPC Equites

Veteranus Equites

Stats

Strength: 1, Dexterity: 3, Endurance: 1

Vitality: 6, Stamina: 10, Speed: 18 Mph (17 Mph with Armor)

Skills

Weapon (Straight Sword): 4, Weapon (Shield): 2, Weapon (Javelin): 1

Primary Weapon

Spatha (Straight Sword, Sword's Length, 1d8 + 1, Vitality)

Secondary Weapons

Parmula (Shield, Sword's Length, 1d4 + 1, Stamina), Verutum (Javelin, Safe Range, 1d6 + 1, Vitality)

Armor

Linen Manica & Leather Ocrea (Medium, PR: 3, ER: 1)

NPC Hoplomachi

Veteranus Hoplomachus

Stats

Strength: 2, Dexterity: 2, Endurance: 1

Vitality: 8, Stamina: 8, Speed: 18 Mph (17 Mph with Armor)

Skills

Weapon (Straight Sword): 2, Weapon (Shield): 3, Weapon (Spear): 5

Primary Weapon

Hasta (Spear, Spear's Length, 1d8 + 2, Vitality)

Secondary Weapon

Hoplion (Shield, Sword's Length, 1d6 + 2, Stamina), Gladius (Straight Sword, Sword's Length, 1d6 + 2, Vitality)

Armor

Linen Manica & Leather Ocrea (Medium, PR: 3, ER: 1)

NPC Mirmillones

Veteranus Swordsman Murmillo

Stats

Strength: 1, Dexterity: 2, Endurance: 2
 Vitality: 8, Stamina: 10, Speed: 18 Mph (17 Mph with Armor)

Skills

Weapon (Straight Sword): 6, Weapon (Tower Shield): 2

Primary Weapon

Gladius (Straight Sword, Sword's Length, 1d6 + 1, Vitality)

Secondary Weapon

Scutum (Tower Shield, Sword's Length, 1d6 + 1, Stamina)

Armor

Linen Manica & Leather Ocrea (Medium, PR: 3, ER: 1)

Veteranus Heavy Murmillo

Stats

Strength: 3, Dexterity: 0, Endurance: 2
 Vitality: 12, Stamina: 6, Speed: 14 Mph (11 Mph with Armor)

Skills

Weapon (Straight Sword): 2, Weapon (Tower Shield): 6

Primary Weapon

Gladius (Straight Sword, Sword's Length, 1d6 + 3, Vitality)

Secondary Weapon

Scutum (Tower Shield, Sword's Length, 1d6 + 3, Stamina)

Armor

Leather Armor, Segmented Manica & Iron Ocrea (Heavy, PR: 6, ER: 3)

NPC Noxii

These Noxii should not fight alone and the players should not fight them alone. Match at least two players against a group of Noxii. Consider 1 to 3 Noxii per player depending on their characters ability. When running a match with Noxii, let the players go nuts.

Noxius Swordsman

Stats

Strength: 1, Dexterity: 1, Endurance: 1
 Vitality: 6, Stamina: 6, Speed: 14 Mph

Skills

Weapon (Straight Sword): 2

Primary Weapon

Gladius (Straight Sword, Sword's Length, 1d6 + 1, Vitality)

Secondary Weapon

None

Armor

None

Noxius Spearman

Stats

Strength: 1, Dexterity: 1, Endurance: 1

Vitality: 6, Stamina: 6, Speed: 14 Mph

Skills

Weapon (Spear): 2

Primary Weapon

Hasta (Spear, Spear's Length, 1d8 + 1, Vitality)

Secondary Weapon

None

Armor

None

NPC Retiarii

Veteranus Prancing Retiarius

Stats

Strength: 0, Dexterity: 5, Endurance: 0

Vitality: 2, Stamina: 12, Speed: 20 Mph

Skills

Weapon (Trident): 2, Weapon (Net):2, Weapon (Straight Sword): 2, Dodge: 5

Primary Weapon

Tridens (Trident, Spear's Length, 1d6, Vitality)

Secondary Weapon

Rete (Net, Net Range, 1d4, Stamina), Pugio (Straight Blade, Sword's Length, 1d4, Vitality)

Armor

None

Veteranus Skirmishing Retiarius

Stats

Strength: 2, Dexterity: 3, Endurance: 0

Vitality: 6, Stamina: 8, Speed: 20 Mph

Skills

Weapon (Trident): 4, Weapon (Net):2, Weapon (Straight Sword): 2, Dodge: 3, Disarm: 1, Roll: 1

Primary Weapon

Tridens (Trident, Spear's Length, 1d6 + 2, Vitality)

Secondary Weapon

Rete (Net, Net Range, 1d4 + 2, Stamina), Pugio (Straight Blade, Sword's Length, 1d4 + 2, Vitality)

Armor

Galerus & Linen Manica (Light, PR: 2, ER: 0)

NPC Secutores

Veteranus Secutor

Stats

Strength: 3, Dexterity: 2, Endurance: 0

Vitality: 8, Stamina: 6, Speed: 20 Mph (17 Mph with Armor)

Skills

Weapon (Straight Sword): 6, Weapon (Tower Shield): 2

Primary Weapon

Gladius (Straight Sword, Sword's Length, 1d6 + 3, Vitality)

Secondary Weapon

Scutum (Tower Shield, Sword's Length, 1d6 + 3, Stamina)

Armor

Leather Armor, Segmented Manica & Iron Ocrea (Heavy, PR: 6, ER: 3)

Veteranus Armored Secutor

Stats

Strength: 4, Dexterity: 1, Endurance: 0

Vitality: 10, Stamina: 4, Speed: 20 Mph (15 Mph with Armor)

Skills

Weapon (Straight Sword): 6, Weapon (Tower Shield): 2

Primary Weapon

Gladius (Straight Sword, Sword's Length, 1d6 + 4, Vitality)

Secondary Weapon

Scutum (Tower Shield, Sword's Length, 1d6 + 4, Stamina)

Armor

Breastplate, Segmented Manica, & Iron Ocrea (Heavy, PR: 8, ER: 5)

NPC Thraeces

Veteranus Thraex

Stats

Strength: 2, Dexterity: 2, Endurance: 1
Vitality: 8, Stamina: 8, Speed: 18 Mph (17 Mph with Armor)

Skills

Weapon (Curved Sword): 6, Weapon (Shield): 2

Primary Weapon

Sica (Curved Sword, Sword's Length, 1d8 + 2, Vitality)

Secondary Weapon

Parmula (Shield, Sword's Length, 1d4 + 2, Stamina)

Armor

Linen Manica & Leather Ocrea (Medium, PR: 3, ER: 1)

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