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| **Name** | **Type** | **Size** | **XP Rating** |
| Gladiator | Human | Medium | 7 (110 XP) |

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| **Strength** | 10 (+5) |  | **Armor Class** | 12 (Metal, H) | | **Action Points** | 10 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 81 | | **Hit Dice** | 9d8 + 45 |
| **Endurance** | 10 (+5) |  |  | |  | | |
| **Charisma** | 8 (+3) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 10 (+5) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Veterancy (3).** The gladiator has a bonus +3 to all attack rolls. | **Distract (2 AP).** The gladiator chooses a creature within 15 feet it can see and that can see or hear it. This creature has disadvantage on attacks not targeting the gladiator until the gladiator’s next turn.  **Rallying Cry (3AP).** The gladiator grants every allied creature that can hear it advantage on all attack rolls until the end of their next turn. |

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| **Description** |
| Gladiators are warriors through and through. They act as entertainers for the Legion, participating in bloodsports against captured wastelanders trying to win their freedom. And while this may be the most popular image of them, gladiators also put their extensive experience to use teaching melee and thrown-weapon combat to legionarii and running drills.  In rare instances where the Legion low on troops, or needs an inspiring champion on the battlefield, a gladiator may be deployed to terrifying effect. |