

GLADIATOR

Class Sheet

Description: A machine of war dedicated to a single master

Weapon(s): Swords, Spears

Starting Weapon: Short Sword (1H, d8)

Class Prerequisites: Knight

Moves:

✓ **Dominus:** Declare a master (PC or NPC) _____

- +2 to any roll as commanded by your master.
- -2 to any roll that disobeys your master.
- Master can only be changed by previous master's approval or death.

☐ **Beast Killer:** +2 to attacks against Animal enemies

☐ **Contest of Champions:** +2 to attacks against during a tournament or game

☐ **I am Spartacus:** +2 to Diplomacy when convincing others you are somebody else

☐ **Shield (1 SP):** Take a defensive stance and take all attacks from a single enemy

☐ **Shield+ (2 SP):** Reduce damage by 1d4

☐ **Block:** Roll+Resilience to block a counterattack

Success ⇒ Attack is blocked

Minor Success ⇒ Attack does half-damage

Class Mastery Move (Requires all other moves in this class to be acquired)

☐ **Devastation (5 SP):** Take 3 rounds then Roll+Energy to unleash a wave of energy.

Success ⇒ 2d20 damage to all enemies.

Minor Success ⇒ 1d20 damage to all enemies.

Fail ⇒ 1d10 damage to all enemies and allies.