

THE GLADIATORS



To our newest Gladiator,

Welcome to the arena! Home to anyone willing to put on a good show and fight with their all for the baying crowds, the Gladiators welcome all who show tenacity in the fight. Members of the guild often find profitable work outside the arena in the Barony patrol network. Out there you may find greater challenges to do combat with, but will also find that few of them play by the rules - those on your own side included.

Principles

As a Gladiator you must be supremely confident in your ability with your weapons. A Gladiator may never refuse a challenge to combat and may never accept any Spells or Miracles which affect your ability to fight - even healing, if you're in the middle of a bout.

Skills

The Gladiators provide the Kingdom's finest and most comprehensive instruction in the use of all forms of *melée* weapons. In the Gladiators you will be able to learn the highest forms of mastery with all non-ranged weapons (missile weapons being for those who don't like to get their hands dirty) as well as specialist skills: the ability to disarm opponents or send them flying, find weak points in heavy armour or strike faster than even the most nimble opponent can dodge. You will be expected to focus on learning your weapons and armour as well as physical conditioning. The guild forbids its members from learning Magical or Miraculous abilities as these are nothing more than a crutch.

Martial feats

As you gain more experience in relying on your own skill rather than outside assistance, you will come be able to replicate some of the abilities on which others have to rely on spells and miracles. Experienced Champions can call on their inner reserves to boost their strength or their physical resilience or even to imbue their weapons with power to bypass armour or affect opponents that would normally be impervious to them.

I look forward to seeing you in the arena,

Champion JET

OOC: Playing a Gladiator

You can find out the details of being in The Gladiators on the website:

Player Rules > The Kingdom > Guilds > The Gladiators

The guild of Gladiators is made up of warriors who make a living fighting for the entertainment of the crowd. The reason for choosing this line of employment are as varied as they come. Those who joined for a bed and board in return for their blood in the sand may find themselves fighting against, or alongside, the rich sons and daughters of nobility looking for their next thrill.

Gladiators tend to learn at least basic skills in most weapons so they can swap weapons at will and use whatever is available if their own get destroyed. Gladiators of this school tend to resemble walking armouries.

Alternatively you could focus on skill with a single weapon, allowing you to be more powerful with that weapon but less capable if it were to be destroyed in combat (which happens with regrettable frequency).

As a Gladiator, you will at once be one of the party's most capable and most vulnerable fighters. The guild's training bonuses let you become proficient with any weapons you want, but you'll never be as protected as a warrior who can take advantage of support casters in the party.

As a Gladiator increases in rank they earn 'Gladiator points', which can be used in a similar way to mana and standing to increase your character's abilities in a number of varied ways, from providing power damage and protection to increasing strength, and resisting mental effects. Your own Gladiator points will allow you to take on anything that the battle might throw at you, but at an extremely limited number of times per day. Gladiators make the best "single-fight" damage machines in the system, but at the expense of all-day power that warriors supported by casters have.