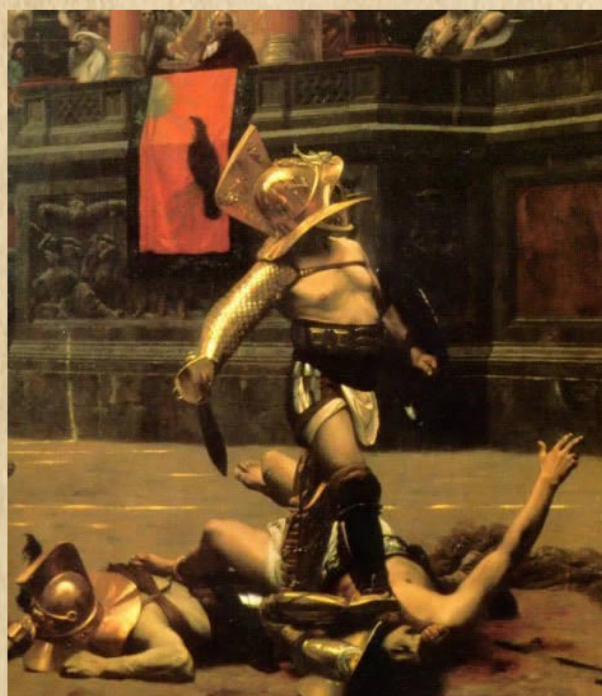


Gladiator



**A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games**

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

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Requirements: Str 9, Con 9, Cha 9

Prime Requisite: STR and CHA

Hit Dice: 1d8

Maximum Level: 20th

Whether born as a slave, taken as a prisoner, or condemned for a crime, the past of a gladiator does not matter. What matters now is his new life, a life of slavery and blood. Owned by an empire, they are taught to fight and die for the entertainment of others. They are not masters of organized warfare like fighters, nor are they the subtle dagger of a thief. They are performers in a blood sport, and if they are less than perfect, they die. But if they succeed, their fame and glory can exceed that of emperors and kings. They have the potential to become living

legends, if they live long enough and earn the love of the crowd.

Gladiators are proficient in all weapons and are may wear padded, leather, studded leather, chain mail and scale mail armor. They may also use shields. They use fighter Attack Values and Saving Throws.

Because they are taught to fight for show, Gladiators are trained to entertain crowds in a series of unorthodox fighting styles. These methods of combat are often unknown to more traditionally trained warriors and offer unique benefits.

Reaching 9th Level: Upon reaching 9th level a gladiator gains the attention of a wealthy patron or sponsor, typically a noble or emperor. This patron will show favor to the gladiator, often offering support in the way of political influence and equipment. If the patron is able, he will often provide the gladiator with gold, well-crafted or even magical equipment. As long as the gladiator retains the favor of their patron, they will also be provided with a lavish home in a city of the patron's choosing.

Retiarri – Spear and Net: All gladiators who fight with a spear in their primary hand and a net in the other may distract or entangle a single foe each round, causing that foe to suffer a -4 penalty to any single melee attack made against the gladiator for that round of combat.

Flashy Performer: Gladiators are taught to put on a show and those who survive the arena long enough learn the

value of putting on a good show. Starting at 3rd level, any time a gladiator is engaged in melee combat they put on such a dazzling performance that any opponents within 30' who can see the gladiator suffer a -2 penalty to all their attack rolls because they cannot help but be distracted by the gladiator's flashy style of combat. This penalty applies even to enemies who are engaged in combat with targets other than the Gladiator, but undead, animals and creatures who are not capable of intelligent thought are immune to this ability.

Dimachaerii - Twin Short Swords:

Gladiators of 6th level or higher who fight with a short sword in each hand may make a single extra melee attack each round, but suffer a -4 penalty to this attack.

Tharican – Scimitar and Shield: A gladiator of 12th level or higher who fights with a scimitar and a shield has become so deft and protecting himself that he may ignore the effects of a single critical hit during a single combat encounter. They still suffer regular damage from this attack.

Heroic Slave: At 15th level a gladiator has become so famous that his name is known in nearly every civilized corner of the world. Whenever they enter a town or village primarily populated by humans, they automatically receive free lodging and food, as well as being provided with non-magical arms, armor and equipment – should they request it and these requests be within reason. This benefit does not extend to their adventuring companions.

Experience	Level	Hit Dice (1d8)	Special Ability
0	1	1	Retiarri – Spear and Net
2,035	2	2	
4,065	3	3	Flashy Performer
8,125	4	4	
16,251	5	5	
32,501	6	6	Dimachaerii – Twin Short Swords
65,001	7	7	
120,001	8	8	
240,001	9	9	
360,001	10	+2 hp only *	
480,001	11	+4 hp only *	
600,001	12	+6 hp only *	Tharican – Scimitar and Shield
720,001	13	+8 hp only *	
840,001	14	+10 hp only *	
960,001	15	+12 hp only *	Heroic Slave
1,080,001	16	+14 hp only *	
1,200,001	17	+16 hp only *	
1,320,001	18	+18 hp only *	
1,440,001	19	+20 hp only *	
1,560,001	20	+22 hp only *	

*Hit point modifiers from constitution are ignored

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