

# Gladiator

by Nick Cyronek

for **Advanced Dungeons & Dragons**

A Gladiator is an armed combatant that entertains audiences in violent arena battles with animals, monsters, and other gladiators. They eventually learn to wield two weapons, use shields as weapons, and trip opponents on the battle field. They will ultimately decide on opponents that they favor to fight in battle, performing better against such foes.

*The Gladiator gains the following skills as they progress in levels:*

**2nd level:** Gladiators can attack with either a fist or a kick. This attack will do 1d4 damage with the addition of any strength bonus they may have.

**4th level:** Gladiators may use two weapons at the same time with the primary weapon at a -1 modifier and the off-hand weapon at -2.

**6th level:** Gladiators may choose a favored humanoid opponent. This may be an orc, goblin, kobold, bugbear, etc. Any attacks against such opponents grant the gladiator a +2 to hit and +2 damage.

**8th level:** Gladiators are able to trip an opponent if they announce such when they are making their attack roll. A successful hit will cause an opponent to fall where they must spend the next 1d3 rounds getting back up. They may only do this with melee weapons.

**10th level:** Gladiators may use shields as weapons which not only provides the armor class bonus, but will do 1d6 damage on a successful hit.



**12th level:** Gladiators may choose any favored large humanoid opponent. This may be a titan, hill giant, troll, ogre, etc. Any attacks against such opponents grant the gladiator a +2 to hit and +2 damage.

**18th level:** Gladiators may choose a favored monstrous opponent. This may be a dragon, spider, serpent, lizard, etc. Any attacks against such opponents grant the gladiator a +2 to hit and +2 damage.

## The Gladiator Character

Minimum Scores: Str 15, Dex 14, Con 14

Hit Die Type: d12 (max 10)

Alignment: Any

Experience Bonus: None

Armor/Shield Permitted: Banded/splint mail & shields allowed

Weapons Permitted: Any

Weapon Proficiencies: 6 + 1 every 4 levels

Penalty to Hit for  
Non-Proficiency: -1 (-3 for missile weapons)

Weapon Specialization: Optional

Races Allowed: Any

## **Gladiator Level Advancement**

Level	Experience Points Required*	Hit Dice (d12)**	Attacks Per Round
1	0-2,500	1	1/1
2	2,501-5,000	2	1/1
3	5,001-10,000	3	1/1
4	10,001-20,000	4	1/1
5	20,001-40,000	5	1/1
6	40,001-80,000	6	3/2
7	80,001-160,000	7	3/2
8	160,001-300,000	8	3/2
9	300,001-500,000	9	3/2
10	500,001-750,000	10	3/2
11	750,001-1,000,000	10+3	2/1
12	1,000,001-1,300,000	10+6	2/1
13	1,300,001-1,600,000	10+9	2/1
14	1,600,001-1,900,000	10+12	2/1
15	1,900,001-2,200,000	10+15	2/1
16	2,200,001-2,500,000	10+18	2/1
17	2,500,001-2,800,000	10+21	2/1
18	2,800,001-3,100,000	10+24	2/1
19	3,100,001-3,400,000	10+27	2/1
20	3,400,001-3,700,000	10+30	2/1

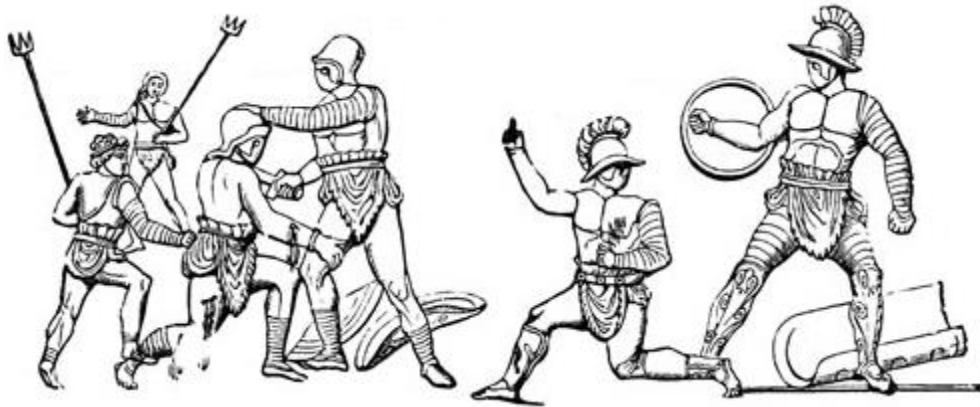
\* 300,000 XP points per level after 14th.

\*\* 3 HP per level after 10th.

## Gladiator Saving Throw Table

Type of Saving Throw

Level	Rod, Staff, or Wand	Breath Weapon	Death, Paralysis,		Petrification,	Spell
			Poison		Polymorph	
1-2	16	17	14		15	17
3-4	15	16	13		14	16
5-6	14	13	11		12	14
7-8	13	12	10		11	13
9-10	10	9	8		9	11
11-12	9	8	7		8	10
13-14	7	5	5		6	8
15-16	6	4	4		5	7
17-18	5	4	3		4	6
19+	4	3	2		3	5



## Gladiator to Hit Table

Roll required to hit Armor Class

Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9