

# GLADIUS MAXIMUS™

Gladiator Name: \_\_\_\_\_

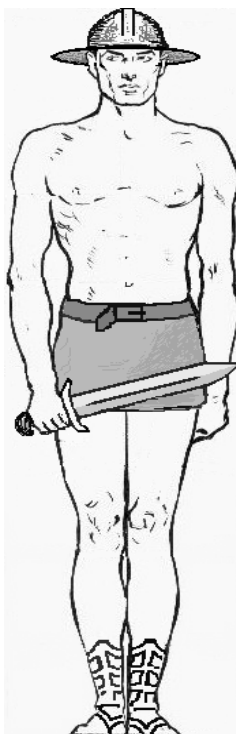
Patron: \_\_\_\_\_

Victories: \_\_\_\_\_

Denarii Value: \_\_\_\_\_

Background: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



<u>Hit Location</u>	<u>Damage</u>
1-2 Legs	Normal
3 W. Arm	Normal
4 O. Arm	Normal
5 Torso	x2
6 Head	x4

Injury  
 Notes: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## ----- ATTRIBUTES -----

Initiative	Move	Str	Wounds

## ----- SKILLS -----

Basic Skills:	Attack	Parry	Riposte	Counter Parry	Remise
Roll 1:					

Other Skills:					
Notes:					

## ----- WEAPONS -----

Weapon Type	Attack Dice	Defense Dice	Length	Wounds caused

## ----- ARMOR -----

Armor Type	Coverage	Penalty	Absorption

