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Welcome to the world of Gladius. Sometime ago, the nation of Imperia sought to conquer the land. All but one nation fell to them. Nordagh, however, resisted. The Imperial Emperor led his army against the Barbarian King's horde. The two armies clashed at their shared borders. The Affinity Gods, sensing nothing but calamity, sent violent storms to stop the fight but neither side turned back. At the height of battle, the dark god, who fed on the destruction and death caused by the battle, arose from his slumber. He devastated both armies. The Valkyries from on high joined the battle to slay the dark god but were dispatched with ease. Lending the Valkyrie Queen their power, the Affinity Gods places their hopes in her. With great sacrifice from her, the Valkyrie Queen slew the dark god. The Imperial Emperor and Barbarian King vowed to never allow such a thing to happen again. The emperor returned to Imperia and together with the Barbarian King forges an uneasy peace. The Gladiator Games spread from Imperia across the land. Arenas were built in every city or settlement. Schools of gladiators were created to fight in them. Gladiatorial games became a common thread uniting the land and its people. Now you are here. There is much more underneath the surface. A quiet darkness stalks the land. Are you going to destroy it or help it? Whatever you decide take this

1000CP

and prepare yourself for the games.

Location
Roll 1d6 or pay 50CP to pick your starting location.

1. **Nordagh**: Home of the Barbarian King that stood defiant of Imperia's aggression. Nordagh is home to many strange and exotic games. It isn't odd to see fights against wild berserkers or warriors fighting alongside vicious wolves or bears. Nordagh is an analogue of Ancient Gaul.
2. **Imperia**: Home of the Imperial Emperor that attempted to take over Nordagh. Imperia is the birthplace of the Games. And is the site of Caltha, home of the greatest tournament in the land. Only the best of the best can compete in those tourneys. Imperia is an analogue of Ancient Rome.
3. **The Steppes**: The Steppes are a flat open plain. While a few towns are made of wood or stone. A large number of them are a collection of tents. Those towns are constantly moving as they belong to nomads. Each town is ruled by a khan. The Steppes is an analogue of the Asian Steppes.
4. **The Expanse**: The great desert that is The Expanse. Exotic magic permeates the land. Expect to encounter magic and magical beings alike. The games here are more interesting in more ways than one. The Expanse is an analogue of Ancient Egypt.
5. **High Mountains**: The High Mountains were once the home of the legendary warrior women known as the Valkyries. Now that they have been wiped out, their halls have become empty. Despite being in Nordagh, no one dares climb those mountains to loot or steal from their graves.
6. Free Pick

Backgrounds
Roll 2d8+16 that will be your age or pay 50CP to choose. Keep the same gender from the previous jump or pay 50CP to change it.

Spectator (Drop-In)
You have been a fan of the games since you were small. You always watched the games in your local arena. Your favorite school has been disbanded but that hasn't stopped you yet.

Advisor
You were once a gladiator who competed in the games. But a bribe to your old's school advisor saw them shutting down your school. Instead of joining another one you decided to start a new one. This not as a gladiator but as an advisor and owner.

Gladiator
You have worked hard earning your spot in your current school. You beat out many hopefuls looking to take you out. Now you have to keep performing at your best unless you want them to give away your spot to another.

Agent of the Dark One
You are an agent of the Dark God. Your only goal is to ensure not only your dark master's return but that his goals are achieved.

Perks

Spectator
All Perks are discounted for the Spectator background by half. Spectators receive Best Seats In The House for free.

Best Seat In The House (100CP)
For you, you have a knack for getting the best seats in the house. Even if you are late and tickets are sold out, fate conspires to get you seats far better than the ones would have got if you paid for them. This also works on private events you shouldn't be allowed to go to.

Lost In The Crowd (200CP)
You have no problem disappearing in a crowd. You almost dissolve instantly into the sea of faces especially when being chased. Attempts to track by magical or technological means once you slipped into a modernly sized crowd of ten to twenty become difficult. But if you slip into a large crowd it becomes impossible to find you. This doesn't have to be a crowd of humans or anything organic. As long as you are being obscured by a large number of the same items, this will take effect.

Voice From The Crowd (400CP)
When in a crowd of fellow fans, your voice can be drowned out by everyone else. Not anymore. Whenever your voice would be drowned out the intended recipient hears you are clear as a bell. This always works on crowded battlefields or in hectic situations where people are panicking. You don't need to visually see your recipient as long as they are within proximity, they will hear you fine.

Rigging the Game (600CP)
When you place a bet or a wager, no matter how unlikely or impossible that wager should be, fate conspires to make sure you are on the winning side. Minor bets will always go in your favor. The harder the odds, the more fate will *jury rig* the system. Often to comedic effect. Impossible odds will require you to put in an equal amount of effort to *help* grease the wheels of fate. Fate will Rube Goldberg you into a complex web of events that could potentially end in your favor. Effort is still needed to accomplish as the possibility for failure is there. You are also protected from attempts to cheat you. Whether it is a game of chance or a merchant trying to up-sell low quality, fate will intervene on your behalf to return you to a favorable position. In the case of the merchant, if you decide to purchase up sold goods, fate will make sure you receive four times the paid value.

Advisor
All Perks are discounted for the Advisor background by half. Advisors receive Encyclopedic Knowledge for free.

Encyclopedic Knowledge (100CP)
Upon entering a region or area, you are instantly given all the knowledge that a scholar of the region would have. This includes knowledge of local customs, government structures, flora and fauna and general information.

A Keen Eye (200CP)
Simply by observing a person for a few minutes, you can accurately assess someone's capabilities. This includes strength, weaknesses and a bit about their personality. Spend more than five hours with them and you will have an accurate account of all their quirks, joys, fears and dreams without them expressing such things. Spend a day with them and you can piece together their past with a 85% to 95% accuracy rate.

Training Regime (400CP)
You can come up with a training regiment that will bring out of the potential of anyone. They will grow at a 5x the normal rate. As long as they stick to your training, you will start seeing progress almost instantly.

Battlefield Knowledge (600CP)
By observing the area where a conflict will take place, whether that conflict is a gladiatorial battle, battle between armies or street side brawl, you can give your gladiators a tactical advantage against their opponents. This advantage can turn a struggle merely to survive into an easy battle. Post jump, this perks on any type of *space* where combat will take place. This includes but isn't limited to physical locations.

Gladiator
All Perks are discounted for the Gladiator background by half. Gladiators receive Battlecry! for free.

Battlecry! (100CP)
By screaming your signature battlecry , you can rally and raise the spirits of your allies. Helping them to fight on. As a side effect, your battle cry also demoralizes your opponents.

A Weapon For Every Hand (200CP)
You are capable of using every weapon found in the jump. Your skills are on par with a master who has spent a lifetime using the weapon. You are aware of any and all techniques or schools of combat for that weapon. You can never be disarmed.

For the crowd (400CP)
When you fight, you draw a huge crowd to watch. Because of this, you have learned to play to the crowds. In turn, the more attention you are getting from the crowd, the stronger you become. The bigger the show or flashier the moves, the more power you get. At the end of the fight, the amount of gold or spoils is proportional to the amount of attention and focus on you. Post jump, this perk includes anyone and everyone that can perceive or view whether visually assisted by magic or technology. You also choose exactly what you will receive at the end. It is possible to end up with some impossible to acquire stuff if the draw is large enough.

Coup De Grace (600CP)
Combat for is more of an art form than physical exercise. As such you have a signature move that when it lands will always end combat. You can choose if this blow is fatal or not. This move is unique to you and is next to impossible to mimic or learn by anyone but you. It can be defended against only by the most stalwart or hardy of opponents. Anyone of lesser pedigree will fall. Post jump, the only people that can defend against this are elite warriors, immortals, or godlike beings.

Agent of The Dark One
All Perks are discounted for the Agent of The Dark One background by half. Agents of The Dark One receive His Blessing for free.

His Blessing (100CP)
It is easy for you to sway people to your side even when your side is clearly the wrong one. Common rabble are instantly brought to your side. Stronger willed individuals require more to wear down their resistance. Post jump, you can easily sway strong willed individuals as you would the common rabble.

His Favor (200CP)
The Dark One grants to all his servants knowledge of dark magic. For them abilities like seduction and manipulation becomes easier. Post jump, if a setting has magic that would be considered *Dark,* you instantly gain knowledge of it and all of its applications. You can also use it on day one of the jump even if it has restrictions on its usage.

His Savagery (400CP)
Your actions in battle rival even the most battle crazed of Berserkers. But the most frightening bit is you achieve this without losing your mental acuity. In your *battle crazed* state, your blows are far more punishing than they would appear. In your hands, feathers are as dangerous and deadly as swords.

His Form (600CP)
You have achieved only what many of his servants desire. You have become a conduit of his dark power. Through you, even in death, he may affect the mortal world. You now gain an additional form of a great dark wyrm. No weapon unblessed by the Elemental Gods, can harm you. Even should they bless such weapons your flesh repairs instantly. You can breath a stream of dark miasma that will kill anything within 30 feet radius of you. You mutate animals into horrid abominations to carry out your whims. Post jump, weapons not blessed by the setting appropriate god or godlike figures will do you no harm. If the setting lacks gods then you have nothing to fear.

<u>Items</u>

Arena (300CP)
You are now the proud owner of an Arena. Here official Cup games will take place. You can choose how many and what type of matches are held here. Also what licenses are needed to get your Cup Championship. The standard rules of the arena will apply such as non lethal combat with real weapons. This Arena can be imported to future jumps. Doing so will cause Gladiatorial Games and similar (albeit jump appropriate) arena to appear with local teams. As well variant and unique match types. You are always considered the owner of your school and Arena. You can choose to be a player and/or a general manager. Otherwise these roles will be automatically filled. Your school can consist of companions and non companions. You will find at least one random Arena dedicated to the games in every jump. With at least three competing schools. After about four jumps, a Multiversal League will begin. It will add teams with each jump or subtract them as they begin to lose. The league will be divided into seasons. You will make $15 million in jump appropriate currency if you have a bad season, or $30 million in jump

appropriate currency, if you have a good season, after each Multiversal Championship at the end of the season. $45 Million in appropriate currency if your team plays in the Multiversal Championship Game. $70 Million in jump appropriate currency if you are the Multiverse Champs. Characters from past jumps associated with combat or gladiators may appear as owners, general managers, players or spectators. You will receive news about the events of your chosen league.

Imperial Villa (200CP)
You are the proud owner of an imperial villa. It comes with slaves, indentured servants and staff that will cater to your every whim. It is large with nine bedrooms, a massive foyer area for entertaining guests, a large open air garden, a massive private bath and several other amenities usually befitting an imperial noble. Post jump, it can be upgraded with technology and/or other additions would look like to have. Former characters from past jumps of noble birth or high standing may visit you on occasions. These visits are never “out of the blue” and you will know instantly when you have such visitors and you are able to turn them away if you don’t want to receive them or guests in general.

Steppe Tent (200CP)
Here is your very own Steppe Tent. Until other steppe tents this one can be summoned to you with a mere word. It appears instantly in front of you already set up. Inside is large and spacious. In the center is a fire pit with a wizened crone and a cooking pot. She will always be inside and will never leave the tent. Inside the pot you will find jump appropriate local delicacies, even things that should be impossible to make in a cooking pot such as pastries and breads. When she serves you the meal, it will consist of a meat dish, a vegetable, a bread, a dessert and a beverage. There is always enough for you and anyone you bring into your tent. Before you sit down with the intention to eat, you can request she make a dish even ones from previous jumps or make a current dish with ingredients from a previous jump. There is room for up to twelve people inside without being cramped. Inside you will also find a portal to your warehouse. Inside you can choose to hear the sounds of a quiet night with chirping crickets, the soft rain hitting the tent roof, or a busy nomad community.

Expanse Temple (400CP)
You are now the owner of an Egyptian style temple and a cult dedicated to me. I know I am awesome too. Fineeeeeeeeee! The cult can worship you. You are considered a deity to them and can designate anyone of your companions a major or minor deity as well. Through your word and actions are law, your companions will be obeyed as long as it doesn’t contradict your orders. Loyalty is an understatement. They will fall upon their own swords if they thought it would make you look their way. You can set policies like hatred of a group or religion. If commanded they will insert themselves into organizations, governments, or groups and await your commands. They will tithe to you monthly which will include jump appropriate money, exotic items, spices and slaves. You can request more of one or two objects then the others. Post jump, you can choose if the temple, and by extension the cult, appears in the setting. If they do, the temple will be the center of their operations and the only place they will make contact with you. If not, the cult’s influences can be still felt some places will mysteriously have your cult’s iconography and those places will give you and companions premium service. Your cult will steadily recruit members even without your direct commands. Eventually you will notice species or people from past jumps have joined even if the temple was left at the Warehouse.

Nordagh Town (300CP)
Congratulations on being named Jarl of the town. As Jarl, you are in control of the growth of the town. You will find almost everything you need to run a successful town.

Valkyrie's Retreat (300CP)
The legendary home of the Valkyries. Or rather it was until they were killed off by doing the Great War. You now own it. The entire retreat is a mountain fortress. There is plenty of space to house an army with plenty of supplies. There is a large public bathhouse and training grounds. There is a large stable that houses flying horses. This mountain will always appear in every jump usually overlooking the site of a great battle. Because of the reverence, no one will attempt to climb the mountain and disturb the lost legacy of the Valkyries. You will be able to teleport to the Retreat at will and take any number of passengers with you.

Companions

Import Gladiators(50CP For One 200 For Eight)
You can import your companion with this option. They gain a background and 600CP to spend on Perks and Items. They gain access to any discounts and freebies provided to their background. They can't buy companions or take drawbacks.

Custom Gladiators (200CP)
Maybe a young gladiator or wizened old advisor caught your eye. Maybe a fellow agent of the dark one. Create a brand new character. They gain a background and 600CP to spend on Perks and Items. They gain access to any discounts and/or freebies provided by their background. They can't buy companions or take drawbacks expect for Agent of The Dark One required drawback **He Whispers In Your Ear.** Or you can take a canon character for that amount and treat them as if they were a custom.

Pet (Varied)
You now have a pet monster. They will fight alongside you. Because they have varying levels of sapience, their ability to follow complex orders varies. They don't not count as companions and therefore can never be given a background, perks, CP or drawbacks.

- **Mongrel** (100CP): This savage creature is home to the Sloan Forest of Nordagh. Despite their tribal nature and usage of primitive tools, the Mongrels are only slightly above the apes they resemble. Will bludgeon an opponent to death with a stone club or stab you to death with a stone knife. Receive a slight advantage when paired with either a Mongrel Shaman or an Ogre.
- **Mongrel Shaman** (200CP): A smarter and clever variant of the base Mongrel. Shamans are leaders among their lesser cousins. Using primitive tools and rites, Shamans cast magic. While not on par with other casters, their lack of refinement limits their potential, they make up for it with the use of deadly poison they coat their stone weapons with. Receives a slight advantage when paired with an Ogre.
- **Satyr** (300): A highly intelligent creature found commonly in Nordagh. They are crowd pleasers wherever they go. They can speak and are fond of liquor. They make experts in crafting a flavor and very flammable known as Satyr's Brew. It is so good that Satyr are rarely harmed outside of the Arena. Satyr's Brew can also be weaponized. A single spark is enough to ignite.

- **Minotaur** (400CP): Highly valued and rare in the lands, Minotaurs tend to only appear in certain matches in Imperia. Officially, there are only two minotaurs in all. These brutes are incredibly strong and with enough intelligence to wield a great axe with skill that rivals most humans. It is unknown if they can speak. Line up your foes and watch them knock them down for you.
- **Yeti** (400CP): Yetis are the mysterious masters of ice and cold. Hailing from the high mountains of Nordagh(usually). Very rarely do they venture down the mountain. Except to fight. With each strike they attempt to freeze their victims to death.
- **Cyclops** (200CP): One of, if not, the most feared monsters on the continent. It can cause an opponent to flee in terror and then bullseye them in the back with their eye beams. A tactic they enjoy immensely. Surprisingly good depth perception for a being with a single eye.
- **Undead Legionnaire** (100CP): One of the two variants of undead. Animated by dark magic. They lack skin, feelings and fear. And will relentlessly pursue until ordered to stop. Possibly the vanguard to the Dark One's army. Not quite sure yet.
- **Undead Shaman** (300CP): Once a great channeler, now just a pile of bone animated by dark magic. Undead Shaman have, despite being dead, gained so much more than living channelers. Chief among them is access to the dark magic. Undead Shamans are feared for good reason.
- **Ogre** (500CP): Considered to be royalty among the monster classes. It is with good reason this is so. Whenever and wherever an ogre enters the arena, you can expect two things. One a great match. Two someone is going to get turned into red smear on the arena floor, walls and ceiling if the arena has one.

<u>Drawbacks</u>

Flat Out Broke (200CP)
You have some serious debts. And they are due. Because of this you haven't much coin to do anything with. Even if you pay off your debts another one will manifest itself and set you back to square one.

+Some Mean Debtors (200CP)
Your debtors are some real nasty people. In fact they sent a special observer along with you to make sure you don't forget your monthly payments. This observer is always with you. Killing them will not stop them as their death only adds on to the debt and you will get a more resilient and *dedicated* observer.

+Lifetime In The Red (300CP)
You have to pay off at least four debts before you can leave the jump. If you fail, pay off at least four before the ten years is up, your chain will be considered broken and you will be stranded in this jump. And with the debts still intact.

Child of Prophecy (300CP)
The servants of the Dark God have gotten into their head that you are somehow connected to the resurrection of their god. Be it your death will assist in the revival or you are the herald needed to call him back from the dead. Because they are unsure the servants found in each of the four regions will have a different approach to you. Some may attempt to kill you while others

will assist you. A group may even dedicate themselves to your service. Good luck dealing with this crazy.

Exiled! (200CP)
You have been exiled from one of the regions. In order to completely earn the regional championship you will need to seek in or be killed.

He Whispers In Your Ear (400CP) (Required For Agent of The Dark One)
You began to hear a voice in your head. It is subtle at first. It encourages you to be selfish. Eventually it will morph into promises of glory and greatness exchange for small favors. Winning a match or throwing a fight to advance another. He will make good on those promises. Eventually, he will ask for more exchange for powers and authority. Murders, kidnapping, and thefts. You can resist him but eventually he will always come back. If you are his agent, resisting is not an option. But giving in is much more rewarding. Agents of the Dark One do not receive CP for this drawback.

Corrupting Influences (300CP)
You notice you are more prone to seriously injuring an opponent or lacking mercy to a surrendering opponent. You relish in the bloodshed. You even berate your kinder teammates for their weakness. As much as would like to fight it, giving in is so much more pleasant. In fact it is painful to resist. And pleasurable to give in.

Conclusion
At the end of ten years you will be offered a choice

Return to your homeland in disgrace!
You can end your jump chain here and go home with all your perks, items, and companions.

Reign as the Eternal Champion of The Games!
You could stay here, enjoy endless wealth, prosperity and fame as the Champion of Calthan Games.

Journey Beyond This Land!
Continue with the jump chain by moving on.

<u>Notes</u>

Rigging the Game
The second power in regards to sold goods. The power works in regards to the true value of the goods versus the mark up. So a $15 glass bead sold at $150 will some be worth $150 times 10. Maybe the glass bead is the key to a treasure worth 1500.

For The Crowds
Without a crowd this perk has little effect but having no crowd doesn't hinder any other perk that affects loot or drops nor does it hinder baseline drops from foes. As many as three people are needed for it to count as a crowd.