

Fate Roll Chart

Roll 1 Die. Do not use luck.

6	Massive adrenaline rush. Your gladiator immediately heals 10 health, is concous and not stunned It is your turn. You may fight or quit the battle.
5	Adrenaline dump. Your gladiator immediately heals 7 health, is concous, but is stunned It is your turn, or you may quit the battle.
4	Your gladiator is weakly alive. If you want to 'Stay Concious' roll 1 die, or drop unconcious and lose.
3	Your gladiator falls unconcious and loses the fight. He develops an insanity. Roll for a random insanity on the Insanity Table.
2	Your gladiator falls into a 24 hour coma. No fights allowed for this gladiator until the same time tomorrow. Note the time. Also, he develops an insanity. Roll for a random insanity on the Insanity Table.
1	You stare death in the face. Adrenaline rush. Your gladiator immediately heals 8 health, is concous and not stunned It is your turn. Your gladiator MUST win the fight or will die (even if his health is above -11). If you win and live, roll for a random insanity.