

Characters in the Arena

All characters for the Arena must start at level 1. All permanent character sheets will remain at the store. Tiers 1 and 3 allows the use of the 3 core books. At tier 6 the 3 core books, Player's Guide to Forgotten Realms, and the 3 "Complete" books will be allowed. There will be a list of banned prestige classes, feats, items, and abilities later. **Ability scores** are generated using the 32 point spend as described in the DMG pg. 169. **Hit points** are max for 1st level, then 75% there after. As per core rules, round fractions down. **Races** for 1st level include the core races in the PHB plus kobold, goblin, and orc (i.e. +0 monster races from DMG). **Equipment** see below.

Scoring

All scoring is based on a Pot of "virtual gold" or credit that is divided among each contestant. A jackpot is equal to the total XP value of all participants. The scoring is based on ranking. First place gains shares equal to the number of participants, while each subsequent place gets one less share, until the last place, which receives 1 share.

For example: if 6 PCs of level 3 compete, each is worth 900 xp to the pot, for a total of 5,400 in credit. With 21 total shares (1+2+3+4+5+6), each share is worth 257.14 credits, or 257 (5,400 divided by 21). See the table below to see the rewards.

Ranking	Shares	Credit /share	Total credit
1 st place	6	257	2,570
2 nd place	5	257	2,056
3 rd place	4	257	1,542
4 th place	3	257	1,028
5 th place	2	257	514
6 th place	1	257	257

If there is a tie, the tied places average their final awards with each other. Thus, if 4th to 6th tied in the example above, then you would add (1,028 + 514 + 257 = 1,799) then divide by 3 to get 599.66 or 600 each.

There are 3 types of scoring in the Arena: Crowd, Damage, and Standings.

Crowd

The crowd watching the Arena matches is picky and finicky. They want action, blood, and excitement. Their favorites usually get paid much more than others, and this is measured by Crowd Favor points. Each PC starts the match with 2 Crowd Favor +/- his or her Charisma modifier. Various acts and situations can cause a PC to lose or gain favor, as indicated by the table below.

Crowd Favor Conditions	Modifier
PC is a returning loser (last place in Standings).	-2
PC is a returning loser (2 nd to last place in Standings).	-1
PC spends > 1 round engaged in non-aggressive action, and fails a Charisma check (DC 15). Check each subsequent round, at a cumulative -2 penalty.	-1
PC is successfully taunted (talked trash to) and runs away.	-1
PC talks trash (perform) and is eliminated the next or same round	-1
PC does something that is unfavorable to the crowd (obscuring mist, invisibility, etc) for >1 round, then fails a Charisma check (DC 15). Check each subsequent round, at a cumulative -2 penalty. The mediators of the Arena may <i>dispel</i> the effect after 2 rounds, too.	-1
PC is intimidated by another PC or critter by 5 pts. or more	-1
PC is bitch-slapped (unarmed, provokes AoO, no damage) by another PC or critter	-1
PC makes a perform check: <i>immediately</i> before or a kill, and must kill the one taunted. The perform check must provoke an AoO. DC 5 or 10 if the AoO hits.	+1

PC makes a perform check immediately after a kill. DC 10	+1
PC talks trash (and provokes an AoO), DC 15 perform, 20 if the AoO hits.	+1
PC talks trash to a free opponent (who knows they are there) and is within movement/attack range of said opponent. DC 20 perform.	+1
PC is a returning runner-up (2 nd place in Standings).	+1
PC is a returning champion (1st place in Standings).	+2

*** Of course, the Referee can impose positive or negative favors at any time and for any reason.

Damage: This is pretty straightforward: PC's are ranked among who deals the most damage total, to any PC or critter, except his or her self.

Standing: Usually the Arena is a 'Last man standing' format. The 1st to be eliminated is last place, and so forth.

Total Score and Standings

Your total score, thus standing, is the sum of all 3 areas of scoring MINUS value of expendable resources used during the Arena.

Equipment and Magic Items

At the beginning of each tier each character will visit the bazaar and equip using the chart below. The character's equipment list will remain with the character sheet. This is your list for the entire tier. At the beginning of each arena you can restock from your list. A character can only ever have on his/her person the total value of gold for the tier. Charge items must be purchased "fully" charged. The characters list can be generic for potions. (i.e., you can list 150 gold in potions). Remember as stated above at the end of each arena you must spend xp/gold to replenish potions, scrolls, charges, etc, etc used for that arena. You DO NOT have to pay for permanent items that have been destroyed/sundered.

Level	Gold	Max gold / item	Max charged items	Max 1-Use items
1	400	200	1	3
3	2,700	1,350	2	4
6	13,000	6,500	3	5
9	36,000	18,000	4	6
12	88,000	44,000	5	7
13	110,000	55,000	6	8

Spell Durations:

- Hours = x3 rounds
Minutes = x2 rounds
Rounds = Rounds
- Incapacitating spells have a maximum duration of 1d3 rounds.

Spell-casters

- Single-classed Sorcerers & Wizards can cast 1 spell on themselves (only) before entering the arena. It is assumed to take effect immediately at the start of the first round.

Raising the Dead

- Players may purchase a scroll of *Raise Dead* to be cast on them upon their death. This scroll costs 6,125 gp, and will be used to revive them should they die.
- As per Core Rules, being brought back from the dead costs the PC 1 level of experience. This price still has to be paid in Arena. If a PC loses enough levels to be brought down to a lower Tier level, then they are dropped down to that Tier. For example, a level 3 PC that dies twice will be placed in the Level 1 Tier.

- PC's at level 1 who are raised lose one point of Constitution permanently, as per Core Rules.

Resilient Gladiators

Arena is all about tough, epic combats. With this in mind, you may try to stay conscious at -1 hp or less. Whenever your hp change and are at -1 to -9, you must make a Constitution check at DC 10+ the amount of hp you are in negatives. Thus, if you are at -6 hp, you have to succeed at a DC 16 Constitution check. Success means that you stay conscious. Failure means you pass out. While conscious at 0 or less hp, you can only take partial actions. At the end of your turn, if you have taken any actions other than trying to heal yourself, you lose 1 hp (and thus must make another Con check). Of course, you still die at -10 hp.

Other Races

Once a character has advanced to the 6th tier (i.e., 6th level) that character may undergo a "polymorph" into a different race. The character must pay for the spell and must keep his/her base ability scores. First unadjust for previous race and then adjust for new race. A character must "trade" in class levels to make up for the racial level adjustment. In addition class levels must be traded in across all classes equally starting with the class with the highest overall level.

Example- A human fighter 5th/thief 4th wishes to undergo a polymorph to a race with a +6 level adjustment. He must trade in first 3 levels of thief then 3 levels of fighter resulting in a new race at fighter 2nd/thief 1st.

Banned

(See Cheese Grinder bans)

Arena Random Events

These random arena events are here to spice up your matches. Random events occur every “x” PC turns + 1. “X” is the number of PCs that start the Arena. IE, if 7 PCs are in the Arena the event occurs every 8 PC turns. Thus as PCs are knocked out of the Arena the events occur less frequently. Players # 1-7 start the Arena. The start sequence may look like this (1,2,3,4,5,6,7,event,1,2,3,4,etc, etc). Later only players 3, 5, and 7 remain. Now the sequence looks more like this (3,5,7,3,5,7,3,event,5,7,etc etc). There is no readying or delaying of actions based on the event.

Unless otherwise noted:

- X = Tier level
- No items dropped stay in the PC's possession after the match, except for gold.

(Roll 1d6: 1-2 = d10, 2-3 = d10+10, 5-6= d10+20)

1. *CRAZY EVENTS!* A random event is centered on each PC (roll separately for each, ignoring 1's).
2. Pit Trap! 2x2 area. (10X) feet deep, spikes at bottom. X spikes for 1d6 each at +(2X) to hit. A reflex save DC 12+X avoids the pit entirely. All victims are teleported after fall to random location.
3. The porkilator! 1 PC is hit, Fort. Save DC 12+X or Polymorph into a pig for 1d3 rounds. Pig stats listed below.
4. Falling block trap centered on one PC. Hits 2x2 area. Xd4 damage, DC 12+X reflex to avoid.
5. Sack of (X*200) gold drops.
6. Rune of Strength: +4 strength
7. Rune of Redemption: negates the first effect or attack that would drop the PC to 0 or less hp and randomly teleports PC afterwards. The rune then leaves the PC's inventory and drops in a random square.
8. Random PC is truck blind for 1d3 rounds (Willpower DC = 12 + X to negate)
9. Rune of Vengeance: If the PC is slain, a laughing skull appears and explodes 1d20 segments later. The explosion is equivalent to an Xd6 *Fireball* with a DC of 14. The *Fireball* damage is awarded to the dead PC.
10. Rune of Haste: *Expeditious Retreat* and +2 to Dexterity.
11. Rune of Defense: +3 AC (Dodge bonus)
12. Poison Gas trap! 10' radius cloud, Fort DC 12+X, 1d4 Con, 1d6 Con damage Cloud lasts for 2 rounds
13. Beacon of Truth: All players immediately know the exact location of every other player, and invisibility is purged for the duration. This effect lasts for d4+1 rounds.
14. Winds of Death deal X damage. Fort Save DC 12+X for half.
15. *Dispel Magic* hits an area near a PC. Caster level for the *Dispel* is Tier level +4, and hits *all* ongoing spells and effects in the area.
16. Saving Grace: a small charm lands in a square. The PC who uses it may force a re-roll of any 1 die that directly affects him. Then the charm crumbles.
17. Roll for a random PC. That PC can force a random event onto any PC of his choice (including himself).
18. Amulet of repulsion. Can be used as a free action at any point in the combat. Repulses any opponents within 10 feet, flinging them 10-40 feet away, and inflicting 1d3 points per 10 feet.
19. Revolution! First person stepping onto this rune is given the right to exchange hp with highest hp character.
20. Power up!! This potion heals 4X hp, and gives +2 to hit, damage, saves, and checks for 1d6 rounds.