

# Arena Rules

## Working the Crowds

In addition to the fight at hand, there is also always an ongoing skill challenge during gladiatorial fights for the favor of the crowd. As the fight progresses, each team will have a Crowd score that will go up and down during the fight. The crowd will favor whomever has the higher Crowd score. If both scores are low they will be bored and angry. If they are both high they will be whipped into a frenzy.

Crowd scores go from 0 to 20 with bonuses occurring every 4 points. The bonuses are:

<b>Crowd Score</b>	<b>Bonus</b>
4	+1 to skill checks that manipulate the crowd
8	+1 to attack rolls
12	+1 to all rolls
16	+2 to all rolls, may re-roll initiative with bonus and take higher result
20	+3 to all rolls, add 1W to crit damage

Each team starts with a Crowd score equal to 1/10th of their local reputation plus 5 minus the popularity of the match. The Crowd score can be increased the following ways:

<b>Action</b>	<b>Crowd Score</b>
Perform for the crowd - Acrobatics check standard DC	+2
Mock your opponents - Bluff check standard DC	+2 or -2 to opponent
Praise and work the crowd - Diplomacy check standard DC	+2
Impress the crowd with your ferocity! - Intimidate check standard DC	+2 or -2 to opponent
Read the crowd - Insight check standard DC	Double bonuses until end of next turn.
Critical Hit	+2
Successful use of any power	+1 per dot
Opponent falls	+3
Turn passes without Crowd score increasing	-1
Missed attack	-1

## Ability Points

During combat a character begins with 5 ability points (AP), usually represented by the player with a pool of stones or counters. AP are a measure of how complicated a maneuver the character is capable of at that time. They are spent as the character uses various powers. No character can ever go beyond 5 AP nor go below 0 AP.

By default, a character regains one AP at the beginning of their round. An additional AP can be gained by passing your whole turn.

AP costs are as follows:

Making a basic attack - 0 AP

Moving your base movement - 0 AP

Using an At-Will Power - 1 AP

Using a Heroic tier Encounter Power - 2 AP

Using a Paragon tier Encounter Power - 3 AP

Using an Epic tier Encounter Power - 4 AP

Using a Daily Power - 5 AP

Using a proactive skill (such as for working the crowd) - 1 AP

Using any non-standard actions (double move, charge, etc) - 1AP

Powers that act as Stances or have effects that last “for the rest of the encounter” cost 1 AP to maintain. So if you active a Daily Power that has an effect that lasts the rest of the encounter then you will never have more than 4 AP until you end that effect.

## Healing Surges

Healing surges work as per usual with the following notes:

- The Second Wind encounter power costs no AP for the first use. After that, it costs 3 AP.
- During games that use padded weaponry (king of the hill, etc) Healing Surges may be used at will - no powers are required to activate them. Anyone taken below 0 HP in those cases simply pass out from exhaustion.