

Campaigning

School Rank

A formalized method of ranking schools has evolved over the years. The Empire has been divided up into seventeen different regions. In each region the local governor is obligated to write letters of recommendation for schools that have proven themselves. Usually a school will simply need to gain enough reputation in the local arena to get his attention. Sometimes there is a specific gladiatorial advisor that it is more important to impress. Sometimes bribes and special missions are required.

The ranking for schools are as follows:

Letters	Rank	Notes
0	Sacrificium	These schools are expected to lose. When they fight it is like a MAC team facing a Big 10 for the money.
1	Varietas	Entertainment. Still not expected to win, but they are expected to be more entertaining to watch.
3	Professio	Professionals. Standard gladiator school.
6	Veneratio	Honored. A professional school with some achievements.
9	Veneratio cum Laude	Usually just "Laude". A well respected school.
12	Optimus	The best of the best.
17	Vinco	Masters of the circuit. Only one school has ever achieved this. The Emperor personally freed the entire school and granted them each one boon.

Recruiting Gladiators

There are several ways to recruit a gladiator into a school. The basic way is to visit the local slave traders and see if they have anyone for sale. Gladiators usually cost about 100gp/lvl to recruit, but some may cost more or less depending on the circumstances of their slavery.

Another way is to purchase them from a rival school. This needs to be negotiated, but generally the rival school will never sell anyone for less than 150% of their usual value. This will vary depending on how desirable the gladiator is to this particular school.

Finally a citizen may join a gladiator school by selling himself to the school - some do this for profit, some do it for excitement. Remember that any slave can buy his freedom for 100 gp, so usually there is a contract guaranteeing that the citizen will not purchase his freedom for a set amount of time.

Each arena will have a list of the sources and types of gladiators available for recruitment.

Costs

The general cost for upkeep on a gladiator is 1sp a day. This includes lodging, food, training and upkeep of weapons. Travel overland costs 1sp/gladiator/8 miles traveled. Travel by ship costs 1sp/gladiator/mile traveled.

Rewards

Rewards for individual matches come in treasure and Reputation.

Gold rewards for matches tend to follow this pattern:

Small Prize: 10gp/level

Medium Prize: 50gp/level

Large Prize: 100gp/level

In addition, some matches may have special pieces of equipment available as a prizes.

Reputation is kept in two scores - Local and Imperial. When a new region is entered, the Local Reputation will be set to a portion of the Imperial Reputation (based on the locality).

Generally the Local Reputation goal is around 100 for getting a letter. The Imperial Reputation is increased by 10% of the local reputation after leaving the region.

Bookers

Gambling often takes place to some degree at gladiator competitions, but for underground games is is often the only way a school can make money. These arenas will have a “booker” who will negotiate a fight between two schools and then handle the betting. Odds are generally determined by the difference between the two schools’ local reputation. In addition, the booker will usually have requests for type of fights that will increase the popularity of the fight - this can be rated from 1 to 10. Some bloodthirsty underground arenas require death matches in order to make any significant money at all. Use the following formula to abstract the “take” for each match for the winners. The losers get 1/10th of that.

$((1/10\text{th Opponent's Rep} - 1/10\text{th Your Rep}) \times 5) + (\text{Popularity of Match} \times 5) \times \text{level}$