

- PIT KING -

DESCRIPTION

Few pit fighters truly desire to repeatedly risk life and limb on the blood-soaked floors of the fighting pits, and fewer still possess the skill or luck required to do so successfully. These few are the Pit Kings, the renowned champions of the arena, heavily-scarred veterans grown to love the cheers of the crowds, the visceral thrill of combat, the spectacle and drama of bloody triumph. Pit Kings have invariably purchased or won their freedom, but continue to fight still, often enjoying the spoils to be gained in the gambling surrounding their heavily touted fights. Even the appearance of these warriors is remarkable, resplendent in heavy armour harkening back to great heroes of old, their brows adorned with the laurel wreath crown that is granted to all such arena champions as a mark of status.



- Pit King Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+35%	+10%	+15	+15%	+20%	+5%	+15%	+10%

Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
+2	+6	-	-	-	-	-	-

Skills: Charm or Intimidate, Dodge Blow, Gamble.

Talents: Ambidextrous or Lightning Parry, Disarm or Wrestling, Menacing or Public Speaking, Specialist Weapon Group (Entangling), Quick Draw or Strike to Injure, Strike to Stun or Very Strong, Sturdy or Very Resilient.

Trappings: Flail, Great Weapon, Heavy Armour (Good Craftsmanship Full Plate Armour), Laurel Wreath Crown

Career Entries: Pit Fighter

Career Exits: Assassin, Champion, Judicial Champion, Sergeant, Witch Hunter