



Spartacus: Blood & Sand/Gods Of The Arena

v1.0

by LJGV/Sin-God

Welcome to the world of pre-Empire Rome, jumper. This is a brutal, bloody, and violent place, with a lot of gladiatorial action taking place in the long shadow cast by Rome. All roads lead to Capua, where a series of historic battles and violence will soon rock Rome to its core. What you, my dear jumper, must decide is who are you relative to all of this action? Are you a gladiator, fighting for glory and a sort of immortality in the arena? Are you an angry Thracian who desires to be on the warpath? Or are you one of the, occasionally, less violent individuals with dreams beyond the arena and the battlefield?

Special Note: This jump is designed to cover season 1: *Blood and Sand*, and season 2/prequel: *Gods of the Arena* of the *Spartacus* T.V. Series that aired on Starz. It is not intended as a jump for the entire television show.

Take **1000 Gladiator Points** to fund your adventures.

Starting Location

Roll a 1d5 to determine where you start, otherwise pay 50 GP to choose your Starting Location. Please note, while there is flavor text here that seems to describe your jump initiating at the time of season 1 of the show, you can instead choose to begin your jump during season 2, the prequel season, if you wish.

Capua

This influential city is home to various *Lanistas*: gladiator trainers, as well as is a center of the Roman bloodsport. By starting here you can start in a range of locations, but not in the House of Batiatus, or The Arena. That said there are still plenty of places this can

let you start your jump in, such as the sewers, multiple taverns, or even the homes of other, less significant characters.

Lower Danube

The Danube is the second longest river in Europe, and by starting off here you're initiating this jump somewhere in relative proximity to a unit of Roman Auxiliary about to begin a mutiny as their commanding legatus has just betrayed their trust. What will you do?

House of Batiatus

Quintus Lentulus Batiatus is a famed lanista and son of an even more famed and deeply respected lanista. He uses his *Doctore*, a skilled warrior of legendary reputation named Oenomaus to skillful effect when it comes to training the next generation of gladiators. By starting off here you wake up just days before a certain Thracian is destined to arrived.

The Arena

The *Arena*, the place where gladiators long to live, or die, honorably. This place is where Rome's more bloodthirsty sort come to see bloodlust sated, and to be entertained by displays of martial prowess. If you start off here you're likely either a gladiator destined for the sands, or you're a citizen enjoying the show.

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

You need to roll your age using a **1d8 + 20**.

By default your gender is whatever you were previously. If you wish you can change it freely.

Origins

Thracian [Free]

Ah so you're a nameless warrior. By taking this you become a Thracian, a member of a people native to modern-day Bulgaria, Romania. and Northern Greece. You also become an experienced warrior who has fought as a part of Roman Auxilia (Non-citizen troops attached to citizen legions) before taking part in an unfortunately fated mutiny against a treacherous Roman legatus. How will you use your warrior's ferocity and keen eye for instincts?

Syrian [Free]

Oh so you're a Syrian? That's... not altogether pleasant. Many people in this land do not trust Syrians. This seems to have led to you developing unpleasant skills, but ones that many in power need and rely on you for. You are surprisingly skilled with a sword, but without some out-of-context skills you may fail to defeat a *true* member of the *Brotherhood*.

Gladiator [Free]

Ah so you're one of the brothers of the sand and arena. You are a skilled warrior, trained by a wise *Doctore* in the gladiatorial arts. Do you desire freedom? Glory? A sort of mythic immortality? Whatever you seek, you are sure to find it on the sands.

Roman Citizen [Free]

Oh, so you don't wish to be a mythic, rebellious warrior but to be one of Rome's good citizens? That's an interesting decision. With this you become one of the children of a wealthy and influential family, one who has access to vital opportunities and meaningful resources. What will you do with this?

Perks

Origins get their 100gp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Old-Timey Speech [Free]

The gods spare us your tongue! You are well-versed in the eloquent old-timey manner of speech that the characters of this setting use to communicate their thoughts and feelings. You make talking sound fun and while this alone does not put you on par with, say, *Publius Varinius* in terms of your oratory skill this does boost it somewhat.

T.V. Looks [100 GP]

You have a physique fit for Hollywood with this. You have classical good looks, and your looks can even withstand you being covered in blood, gunk, or other, fouler things unharmed. You are also better at... *Starz-style* activities, when the time comes to perform.

Thracian

Brawler's Instincts [100 GP]

You have fierce, brutal instincts that let you do a decent job of fighting even without conscious thought. You deliver cutting blows even without weapons, and with a weapon in hand you can be truly devastating in battle.

Outnumbered? No Problem [200 GP]

A foe's superior numbers, unless it is on the order of small armies versus just you, simply do not matter. Your foes hesitate to press advantage when they've got you cornered and outnumbered, as they know that numbers mean little in the face of jumper. You know how to take advantage of this and can easily press enemies who fear you, slowly depriving them of the advantage of numbers as your attacks take out members of the opposition.

Bonds & Battle [400 GP]

When you fight alongside someone you find that all of the differences in the world matter less and less. The more you fight alongside someone the more you come to understand and admire them, and the more they come to understand and admire you. Even those who are normally foes can be persuaded to join you if they fight alongside

you enough. Truly legendary battles amplify this effect, and victories boost it as well. If you win enough battles with someone as a partner you can turn even hated foes into loyal, dependable allies. This effect even applies to those you fight against, though to a much smaller degree. Still, you'll at least be able to better grasp their most surface level thoughts and instincts with this, which may save your life someday.

Bringer Of Rain [600 GP]

You have courage and ingenuity in equal measure. Your more audacious plans are blessed by the cosmos themselves, with the more cunning and courage the plan needs the greater the buff the universe gives it. You are also gifted a keen and tactical mind, one that specializes in coming up with clever battlefield tactics. You can seize victory from the jaws of defeat with this handy ability. Your victories also get a minor buff that makes them more impressive to those who behold them, with appropriately dramatic cosmetic and climate effects, such as a particularly influential victory letting you change the weather in a way that benefits you.

Syrian

Other Talents [100 GP]

You may dream of the arena, but you survive by using skills not often associated with the fighting men that lanistas profit off of. You have an array of skills that many respectable Romans either do not or do not openly show. This skill set includes connections in the criminal underworld to skills with assassinations as well as emergency medical treatments. You are exceptional at these talents, more than able to leverage them to further your social position.

Your Will My Hands [200 GP]

You are ambitious, but you have the needed patience and wit to climb to the heights you seek. As ambitious as you are, you will always chance upon opportunities that, if properly seized, allow you to slowly but steadily climb social ladders. That said, certain social stigmas and obstacles may still stymie your progress... At least for a time. You also excel at making yourself invaluable to your superiors who need someone who does what they cannot do, such as ordering criminal activities or purchasing *nighttime activities*.

Underestimated [400 GP]

People tend to severely underestimate you. Warriors you fought alongside, who have seen you with a sword in hand, will just... forget that you are adequately skilled with a blade, and those who have seen you assassinate people will think you incapable of defending yourself or of scheming to assassinate them. The more people underestimate you, the more stunned they will be when you prove them wrong. This effect is boosted when you betray people. This also makes you incredible at surviving attacks and battles where you really should just die.

Master of Shadows [600 GP]

You move in the dark, and your mind is a shadowy place. You are a treacherous snake, gifted in the art of tactical betrayals and murderous plots. The darker your plots the more luck and fate seems to favor you, and when fate favors you even hilariously improbable schemes can bear fruit (though at times you may not get exactly what you

want, you'll get something of equal value). This also boosts your ability to deal damage when under the cover of night or otherwise in the dark.

Gladiator

Gladiatorial Arts [100 GP]

You are an expert gladiator, one who is always calm in battle and well-trained with two weapons of your choice that may appear in the arena. You are also strong, and have shed blood before, so the sight, sound, and smell of it won't make you nauseous.

Appellation [200 GP]

Sufficiently strong and notable gladiators have earned nicknames of their own, such as *Bringer of Rain*, *Champion of Capua*, or *The Shadow Of Death*. You have earned, or will earn, one such nickname yourself. This nickname reflects some facet of your fighting style, homeland, or some other distinct trait of yours, and you get a minor boost related to it (and other such titles you earn in the future). This also gives your actions some mythic trait that makes them more easily remembered.

Doctore [400 GP]

You may or may not be a gladiatorial fighter with this. What is certain, however, is that you are a skilled instructor and have a keen eye for determining one's worth relative to the strict demands of the arena. You are able to easily size up the worth of people, once they've been armed, and can tell how hard you'd have to work to make someone worthy of the arena, and you have the skills needed to actually teach someone how to survive the final test before gaining valued entry into the brotherhood. Your skills at instruction are quite universal but you are a truly skilled instructor when it comes to teaching people about combat.

God Of The Arena [600 GP]

You are a legendary warrior, a champion worthy of adoration, and respect. You have a physique that is partially linked to your reputation, with the higher your reputation soaring the stronger you become. A legendary enough fighter will have a superhuman physique, and from there can pull off even more impressive tricks. You are also blessed when it comes to battling, with luck and providence always providing you with foes to defeat and thus with chances to impress those around you.

Roman Citizen

Clan [100 GP]

You are a Roman of notable birth and natural hereditary prestige. Your family is far from the most wealthy or noble, but your parents are people of considerable wealth and means, and you have received a proper Roman education befitting someone of means. This also comes with a bit of supplementary education, letting you know of history, military tactics, and some self-defense.

Peer To Peer [200 GP]

You are truly exceptional at befriending people of like-status and like-means. You understand, on a deep level, how to connect with people with similar backgrounds and

careers, letting you very easily build networks of friends who are your peers and deserving of as many accolades and successes as you.

Bread & Circuses [400 GP]

Someone has to provide entertainment for the people, and it might as well be you. You are quite talented when it comes to all sorts of work related to setting up and seeing to it that things like sexy parties and gladiatorial games alike are set up and run smoothly. People present at such parties will fondly remember you, and are more likely to want to work with or for you in the future. This can even entertain the gods if the celebrations are pious or ostentatious enough!

Sacramentum [600 GP]

You are skilled at engendering loyalty in your subordinates, and you know precisely how to most effectively utilize your subordinates and resources. You are an expert when it comes to directing a household and can effectively figure out how to make the most of your subordinates relative to your goals. Additionally, if you can persuade someone to swear an oath to you their loyalty becomes iron-clad, requiring outright, active abuse and betrayal to even begin to fade.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100gp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Thracian

Thraex [100 GP]

This helmet is of Thracian make and denotes you as a member of your people. It is excellently forged, drawing attacks to it within reason and expertly blocking and weakening such attacks. Beyond that, the real reason one might want this helmet is that it allows you to always demand any sort of trial by combat or that your execution takes place in an area where you stand a fighting chance.

Weapon Symbols [200 GP]

This series of symbols can always be found in your pocket or pulled out of nowhere if necessary. These symbols represent weapons found in The Pit, and can morph into masterwork weapons of the type represented by any given symbol. With this catching you empty-handed becomes nearly impossible. You can draw one of these symbols per hour, and when you do it immediately morphs into the appropriate weapon. Every

symbol represents a weapon so this will not fail you in your hour of need, though this also isn't guaranteed to produce a weapon you are a master of when it is most needed.

Sica [400 GP]

This is a traditional Thracian weapon, also associated with Illyrians and Dacians. This handy blade is considered either a short sword or long dagger and is a weapon you can always summon to your offhand with ease. Beyond that though this weapon's real power is the fact that those who see it will always remember your reputation and the folklore surrounding you. The more mythic you are, the greater your reputation, the more filled with awe, fear, or other such appropriate emotions depending on your reputation, the greater the effect seeing this weapon will have. Those affected by your reputation are either subtly boosted by it (if allies), or subtly weakened by it (if foes).

Fated Prophecy [600 GP]

This item is a reminder of a fateful, dramatic prophecy. Early on in your jumps, from here on out, you will hear a prophecy whispered by a loved one, that will prove quite helpful in your journey. It will tell, in ominous ways, of the trials and tribulations to come, and you will never forget it. This prophecy will always meld alerting you to canonical dangers and of dangers brought on by your build and powers. You may be able to circumvent such trials and danger, if you have the proper powers, but beware: *one often meets their destiny on the road to avoid it*. The actual physical manifestation of this item is something subtle and unobtrusive, perhaps a bit of cloth you can wrap around your arm. The sight or smell of the item helps you strengthen your heart and restores your willpower even in the depths of your despair.

Syrian

Set Of Tools [100 GP]

You possess a litany of tools well-suited for roguish and criminal acts. These items, including a cloak that makes you practically unrecognizable, a knife you can throw with frightening ease, and an array of poisons, are handy things that you can summon from nowhere. These items aren't legendary, but they will serve you well when it comes time to act with subtlety.

Contacts [200 GP]

This is a list of contacts that you can rely upon to procure all sorts of illicit goods and services. These dark merchants and wicked mercenaries are yours to hire or pay for a reasonable sum and can get you all sorts of contraband with ease. They'll even give you a nice discount, since you purchased this updating list of them. In future jumps this list updates to include local relevant merchants and mercenaries, all of whom are driven first and foremost by greed but will prove tight-lipped and loyal to you once you've purchased their services or goods.

Ledger [400 GP]

This dark book fills with records of your deeds and, very importantly, who you do them for. This book is incontrovertible proof of your innocence or guilt when it comes to criminal acts, and when you use it as proof of your innocence or guilt, you can also point people towards those you serve. When you show people this book you can decide what those who see it will see, and can use it to point people towards those truly deserving of

their wrath or to cleverly deceive people into moving against those you wish to see marked as foes.

The Pits [600 GP]

This is a dark place, jumper. The Pits are an underground fighting ring situated beneath Capua, where all that matters is who wins each fight. In this place criminals watch over unsanctioned, dishonorable fights between those deemed inhuman and worth less than nothing by their “masters”. You are now the owner of this place, and thus you get both the lion’s share of the profits as well as control over when, and how, fights take place. This also grants you a large number of generic fighters who are worth little outside of being used as fodder for fights. In future jumps this updates to be a similar illegal arena of considerable note and ill-repute.

Gladiator

Sacred Grounds [100 GP]

What is beneath your feet? Sacred Grounds doctore, watered with the tears of blood. This item is a training ground where all training you do related to martial feats experiences an explosive boost in potency. Additionally you can train twice as hard here, and are protected from suffering any real injuries, at least so long as the injuries are sustained during actual training. These protections also apply to other people you wish them to apply to.

Mark Of Brotherhood [200 GP]

This item is a symbol etched somewhere on your body, usually burned, in such a way that it will never truly fade from your body. It is the mark of some brotherhood or organization. When someone in the organization sees it for the first time they will see you in a new, improved light and will be more friendly towards you. If you have a higher reputation in the group this effect will be boosted. This effect also applies, to a lesser extent, to those who like the group but are not themselves members such that anyone who admires gladiators and sees this symbol on you will like you and hold you in slightly higher esteem.

Flagellum [400 GP]

This whip is intimidating, and the sound of its crack frightens those who hear it. You have expert skill with wielding it, and those who are your subordinates, or are otherwise lesser members of the same organizations will suffer far more pain when dealt blows by this weapon, even if the blows themselves don’t actually deal more damage. Those who come to feel the bitter kiss of this whip will learn to fear and respect you.

Rudis [600 GP]

This wooden sword is proof of your legend: that of someone who has earned their freedom. This epic weapon can deal at least some damage to any foe, is always easily called to your side (appearing in hand when wished), and is proof that you are no one’s property. Those who would seek to enslave you will find their efforts foiled by this blade, and so long as you have it on hand no one can enslave you in any way.

Roman Citizen

Roman Wardrobe [100 GP]

This is a set of classy, well-made Roman clothes for people of every gender and sex. These clothes always accentuate your best features and you have enough of them to outfit every member of your household in the finest Roman clothing. People will like seeing you in these clothes, but they'll also think that they look the best they'll ever look on the floor. This wardrobe updates in future jumps to give you appropriately stylish and classy clothes as well as keeping what they've given you in the past.

Gladiator Blood [200 GP]

This is a vial of gladiator blood, that when drunk boosts every attribute of yours or the imbibers. This also bolsters your ability to recover from wounds and illnesses. This blood is a potent aphrodisiac, and can make you or any who imbibes it much more attractive to those they wish to attract, so long as everyone involved is an adult. This vial replenishes itself every day, and there is enough for two people to drink and benefit from the effects of this item.

Mask Set [400 GP]

This is a set of masks portraying the gods of Rome and when worn guarantees anonymity. This is intended for lewd uses, and bolsters one's ability to perform sexually when worn, but it can be used much more creatively in the right hands.

Ludus [600 CP]

Ah so you're an owner of gladiators then? How exciting! This is a Ludus; a combination of a familial villa and facility meant to train and house gladiators. This comes with a healthy stock of gladiators, including a handful who are already fully trained and experienced, and a pair of champions. You also gain the services of a trained, well-respected *Doctore* who is loyal to you and endeavors to train men who will honor your house. This home is well-stocked, well-guarded, and is fully outfitted with loyal staff who start off fully loyal to you and genuinely invested in your well-being, though such loyalty can be lost if you make bad decisions or prove undeserving of the trust your staff and gladiators place in you. At the start of each jump you gain new staff, barring those you wish to keep. This place passively earns enough income for you to keep your home well-staffed, fully stocked, and to keep your men in good spirits, provided you lord over your house thoughtfully.

Companions

Companions cannot purchase more companions.

Companion Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule as the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin for 50gp each or eight for 200gp.

Canon Companion [50]

So you want to take a character from this world on your chain? Well then this option is for you. With this you can import any character who survives your time in this setting,

and who you can persuade to join you on your chain. It... might not be difficult to persuade people to follow you along this journey.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 CP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Spartacus universe you're about to enter.

Extended Stay [+100 GP]

For each purchase of this your time here is extended 10 years. This can be taken up to three times for points, and still taken afterwards but it won't ever give you more than 300 points.

Racism [+100]

People will meet you and immediately assume the racial stereotypes associated with your racial and ethnic backgrounds are actually true of you. This impression can be overcome with sufficient effort on your part, even if it takes a minute.

Scarred [+100]

You have an unpleasant, lingering injury that pains you but doesn't actually weaken you. Those in your circle think this makes you weaker than them, and will underestimate and exclude you on the basis of you not deserving to be with them, or having not earned some grand honor.

The Pits [+200]

No matter what you do you'll end up in the Pits at some point. When you do, you'll have to fight your way out by earning a considerable sum of money for a wealthy benefactor or even "owner". During the time you're here the timer that ticks down your time in this jump will freeze, keeping you here until you've satisfied whoever is profiting off of you, but they will be satisfied if you win enough fights.

Disdain [+200]

Your peers will never truly accept you, and this causes you great shame. For some reason you earnestly, passionately seek out the approval of those equal to or even above you, and their disapproval of you drives you up the wall.

Doctore's Annoyance [+200]

No matter how little sense it makes, you will constantly get the attention of and annoy a local doctore. They will be quick to chide you and discipline you however they can. They may or may not have a Flagellum, but if they do they'll look for any opportunity to use it on you, even braving the discipline of their dominus if they think it worth the pain it'd cause you.

Showdowns [+400]

It seems that the showrunner is mildly amused by the thought of you engaging in increasingly dramatic and cinematic gladiatorial battles. Every month you are here you will have spectacular battles in increasingly dramatic circumstances, complete with goofy over the top CGI. This drawback builds and builds over time, and these dramatic battles will eventually challenge even superhuman jumpers unless you properly prepare for them and adequately ready your troops and allies.

Racial Stereotypes [+400]

The worst stereotypes the show associates with people of your racial and ethnic backgrounds begin to powerfully influence your instincts. This can be overcome but these instincts are strong and at least at times will overwhelm even people with steel wills.

Roman Fury [+600]

Much like the in-universe Spartacus, you have a habit of pissing off Roman leadership. With this you are guaranteed to somehow bring down the wrath of local Roman authorities, or any other such leadership, wherever you go if you stay for longer than a few nights. Be ready for the next decade to be filled with lawful sorts clamoring for your head.

Rage Of the Enslaved [+600]

Ah, so maybe you've pissed off Spartacus? Now wherever you go those who clamor for freedom, and for vengeance, will get irate in your presence and eventually call for your head.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v0.3 (10/26/2024)

- Initial jump outline created
- Some perk trees, Gladiator & Thracian completed
- One item tree: Gladiator completed
- Jump preview shared to some spaces, like WIP subfolder & Jumpchain subreddit.

v0.8 (10/27/2024)

- All perk trees completed
- All items completed
- Companion section slightly modified and fixed

v1.0 (10/27/2024)

- Drawbacks completed

Notes

-This was an enormously fun jump to work on. My partner, a huge Spartacus fan, helped with a decent amount of this, particularly with the items.

-I have plans to do a Spartacus; season 2 (technically 3) & 3 (technically 4) jump sometime in the near future. I thought of doing one big jump but I don't know if doing so would be within my ability to balance since it would have required at least two more origins: soldier & rebel to properly represent everything. The next jump might replace "Gladiator" with "Rebel".

-In my head the following origins & characters are linked;

Thracian: Spartacus (and also technically Sura)

Syrian: Ashur

Gladiator: Crixus, Varro, Barca, Agron, Gannicus, & Oenomaus

Roman Citizen: Lucretia, Gaia, Batiatus, and their friends & rivals (Ilithyia & Solonius).