

PERSONAE: CREATING CHARACTERS

“Concentrate every minute like a Roman – like a man – on doing what’s in front of you with precise and genuine seriousness, tenderly, willingly, with justice... You see how few things you have to do to live a satisfying and reverent life? If you can manage this, that’s all even the gods can ask of you.”

- Marcus Aurelius, *Meditations*

During the character creation process, you will define your character’s traits, skills, Edges, gear and background. When finished, you will have a fully developed character ready to face all the adventure the Game Master has in store for you. As the story unfolds, it will become important to understand exactly what your character is capable of. Is he skilled enough with his *gladius* to defeat the corrupt centurion? Is she persuasive enough for the Emperor to make her suggestion into binding Imperial law? Is he quick-witted enough to decipher the code of the beating drums before the barbarians overrun his position?

Life in the Imperium is not easy. Just as in our world, most people in *FVLMINATA* must work for their daily bread. Those who do not, like members of the senatorial class, are still bound by custom and duty to spend their days working for the public in the government or in the military. Because the public sphere dominates much of the activity in the Imperium, many characters will be politicians and soldiers. For characters who do not wish to hold public office or join the military, the Imperium holds a wide variety of other occupations. Rome has its doctors, lawyers, business tycoons, professional athletes and actors. A character’s work helps define who he or she is. What does your persona do? The type of campaign (p. XXX) the Game Master wishes to run will influence your choice.

You will need a copy of the core *Savage Worlds* rulebook to create a character. The easiest way to get started is to select a pre-generated template. To craft a character from scratch, follow the steps outlined in the core rules, applying the setting-specific adjustments described in the following sections: Social Class (p. XXX), Skills (p. XXX), Edges (p. XXX) and Hindrances (p. XXX).

CHARACTER TEMPLATES

The following templates allow you to begin playing *FVLMINATA* in minutes. They are similar to the Archetypes presented in the core *Savage Worlds* rules with the following differences:

- Each Novice template suggests social classes, but the modifications for class have not been applied with the exception of the free Edge, which every character receives.

- Novice templates have spent their Hindrance points by raising an Attribute by one die type and selecting an extra Edge.
- Each Novice template lists recommended gear.
- Seasoned templates build upon the Novice templates with recommended advances. These templates can be used to create NPCs, or player characters if the campaign requires more experienced heroes.

Choose a template, allocate the remaining skill points, select hindrances and make any desired adjustments. Pick a name and background for your character and let the game begin!

Actor [*Histrio*]

Once fashionable during the Republic, the theater has had to compete with the variety of spectacles arranged by the government to please the plebeian masses. From theater’s formal Greek origins, acting has developed into two diverse styles: mime [*mimus*], a bawdy vaudeville and pantomime [*pantomimus*], a silent, interpretative dance. Your allure and sexuality attracts many followers. Like chariot racing and gladiatorial combat, acting is not a respectable profession. Roman law expressly forbids you from serving in public office.

Rank: Novice

Social Class: Slave, Freedman or Foreigner

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Notice d6, Persuasion d10, Streetwise d8, +7 additional skill points

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Attractive, Mime or Pantomime

Gear: Hooded cloak or Phrygian slippers

Guild Agent [*Dominus Gregis*]

Actors assemble into troupes that travel from city to city, performing their repertoire. The emperor Hadrian organized acting troupes into an Imperium-spanning guild called the “Artists of Dionysus”. You accompany each troupe during its touring season to secure contracts for shows, exemption from military obligations and immunity from local taxes.

Rank: Seasoned

Advances: Gain Rich Edge, add or increase Gambling and Intimidation skills, increase Smarts to d8.

Lead Actor [Archimimus]

You are the star of the majority of your troupe's productions. You command a high salary and have become a minor celebrity.

Rank: Seasoned

Advances: Gain Charismatic and Disguise Edges, add or increase Stealth skill, increase Strength to d6.

Athlete [Athleta]

Hailing from the Eastern provinces, you compete in a variety of meets. You may be a wrestler [*luctor*] executing complex maneuvers or a boxer [*pugil*] beating your opponent senseless with heavy gloves [*caesti*] studded with iron spikes. With no weight-class divisions, giant bruisers dominate these brutal contests. You have grown a long tuft of hair [*cirrus*] to indicate your devotion to the combat sports.

Rank: Novice

Social Class: Foreigner

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d10, Throwing d8, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: One Major, two Minor

Edges: Brawler or Extraction, Brawny

Gear: Spiked glove (if boxer)

Four-Festival Champion [Periodonikes]

As one of the most acclaimed athletes in the Imperium, you have prevailed at each of the four major athletic competitions: the Olympic (Olympia), Pythian (Delphi), Isthmian (Corinth) and Nemean (Nemea) Games.

Rank: Seasoned

Advances: Gain First Strike and Block Edges, gain Bruiser or Improved Extraction Edge, increase Vigor to d8.

Headmaster [Xystarch]

You are the head of an urban gymnasium, managing the facility, equipment and training regimen for its athletes. You also represent the interests of "The Sacred Traveling Athletes' Guild", an Imperium-spanning organization.

Rank: Seasoned

Advances: Gain Command Edge, add or increase Persuasion and Streetwise skills, increase Smarts to d6.

Auxiliary Cavalryman [Eques]

You have been recruited from the provinces to join the Roman cavalry. As a member of the auxiliary forces, you will receive citizenship after 25 years of service. You have met demanding physical requirements and

possess appropriate letters of recommendation in addition to being skilled in horsemanship.

Rank: Novice

Social Class: Foreigner

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Riding d8, Shooting d8, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: One Major, two Minor

Edges: Cavalry Training, Steady Hands

Gear: Helmet, chain mail, medium shield, saber, dagger, war horse

Imperial Horse Guard [Eques Singulares Augusti]

The cavalry arm of the Praetorian Guard is known as the Imperial Horse Guard, a unit of 1,000 crack horsemen recruited from the auxiliary cavalry wings [*alae*]. You accompany the emperor on campaign as his personal cavalry unit. Nicknamed the "Batavians" [*Batavi*] since early imperial times, you are renowned for your unswerving loyalty, ferocious fighting and ability to ford rivers by swimming in full armor.

Rank: Seasoned

Advances: Gain Cavalry Games and Parthian Shot Edges, add or increase Swimming skill, increase Vigor to d8.

Squad Leader [Decurio]

An experienced rider and soldier, you command a squadron [*turma*] of 32 horsemen, which bears your personal name. Your rank corresponds to a centurion in the legions.

Rank: Seasoned

Advances: Gain Cavalry Games and Command Edges, add or increase Intimidation skill, increase Spirit to d8.

Auxiliary Soldier [Miles]

You are one of the auxiliaries [*auxilia*] or "helpers", part of Rome's standing army assisting the legions on campaign and performing the routine duties of frontier defense, such as patrolling or keeping bandits in check. Whether you were conscripted or volunteered, you will receive a diploma granting you and your family full Roman citizenship after 25 years of service.

Rank: Novice

Social Class: Foreigner

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Notice d6, Shooting d8, Stealth d4, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: One Major, two Minor

Edges: First Strike, Quick Draw

Gear: Helmet, scale armor, large shield, short sword, dagger

Field Medic [*Capsarius*]

The Roman army possesses a sizeable medical corps to promote a healthy environment and to tend to casualties. You tend to the fallen and wounded on the battlefield.

Rank: Seasoned

Advances: Gain Triage Edge, add or increase Healing and Knowledge (Natural History) skills, increase Smarts to d6.

Scout [*Speculator*]

You perform reconnaissance and patrol duty in advance of the auxiliary forces to prevent ambushes.

Rank: Seasoned

Advances: Gain Extraction Edge, add or increase Notice and Stealth skills, increase Smarts to d6.

Charioteer [*Auriga*]

A slave in the service of your racing team [*factio*], you hail from one of the African or Hispanian provinces. You began as a stable boy or groom, but showed promise and trained as a driver. If you are successful, you may be able to accumulate enough prize money to buy your freedom. Or perhaps you are a freedman or poor plebeian who desires the public adulation and wealth that accompanies victory at the circus.

Rank: Novice

Social Class: Slave, Freedman or Plebeian

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Driving d8, Intimidation d6, Riding d6, Taunt d4, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 6 (1)

Hindrances: One Major, two Minor

Edges: Luck, Steady Hands

Gear: Padded armor, horse whip (Str+1), dagger (Str+d4)

Team Manager [*Factionarius*]

You have used your prize money to gain control of a racing team. You manage a professional stable, including drivers, trainers, administrators, coaches, blacksmiths, vets and grooms.

Rank: Seasoned

Advances: Gain Command Edge, add or increase Persuasion and Streetwise skills, increase Smarts to d6.

Thousand-Race Champion [*Miliarius*]

You have more than a thousand wins and are sought after by the all of the racing teams. Though you may not be a free agent, teams will compete with each other to obtain your contract.

Rank: Seasoned

Advances: Gain Ace and Charismatic Edges, add or increase Taunt skill, increase Spirit to d8.

Doctor [*Medicus*]

"Physicians acquire their knowledge from our dangers, making experiments at the cost of our lives."

—Pliny the Elder

Most of the doctors in the Imperium are quacks who have little or no skill. To disguise their ineptitude, they employ convincing props and rely heavily on prayers and pseudo-magic. You, as a true physician, are able to charge exorbitant fees for your services. Or perhaps you may be a humanitarian and treat patients without checking their net worth. Your duty is to manage your patient's humors and to heal his wounds.

Organizations with frequent life-threatening accidents, such as the army, plantations [*latifundia*], chariot teams [*factiones*] and gladiator schools [*ludi*] maintain doctors and veterinarians on staff. If you are a private doctor, you see your patients at a local clinic [*taberna medica*]. If successful, you may earn annual fees approaching 400,000 sesterces per year, especially if you are a staff doctor for a wealthy family. While there are female doctors [*medicae*], women in medicine tend to be midwives [*obstetrices*] or nurses [*nutrices*].

Rank: Novice

Social Class: Equestrian, Plebeian, Freedman or Foreigner

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Healing d8, Investigation d6, Knowledge (Natural History) d8, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Therapy, Triage

Gear: Wound Case

Imperial Physician [*Archiater*]

You are the head physician of the Imperial court, personally overseeing the medical needs of the Emperor and his immediate family.

Rank: Seasoned

Advances: Gain Connections and Medical Study Edges, add or increase Persuasion skill, increase Spirit to d8.

Wound Specialist [*Vulnerarius*]

Soldiers and athletic competitors, such as charioteers and boxers, need constant medical support due to frequent injuries in dangerous activities. You focus on the horrific wounds caused by trauma.

Rank: Seasoned

Advances: Gain Healer and Surgeon Edges, add or increase Streetwise skill, increase Vigor to d8.

Gladiator

You are a grim warrior trained for arena combat. The populace adores you; some even desire you sexually. Once you were a prisoner of war or a criminal found guilty of a non-capital offense and have been renamed to enhance the drama of the spectacle. Your new arena moniker may be drawn from myth, history or, like a cognomen, describe a unique attribute. As a slave, your goal is to earn freedom after surviving three years of combat in the arena. The two basic categories of gladiators are big shield-men [*scutarii*] and small-shield men [*parmularii*].

Rank: Novice

Social Class: Slave

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Taunt d8, Throwing d8, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: One Major, two Minor

Edges: First Strike, Nerves of Steel

Gear: Based on gladiator type; see p. XXX for more details.

Bodyguard [*Satelles*]

You have found employment protecting a person of wealth and power. Although you may be called to actively defend using your fighting skills, you mainly serve as a deterrent.

Rank: Seasoned

Advances: Gain Alertness and Danger Sense Edges, add or increase Intimidate skill, increase Spirit to d8.

Trainer [*Lanista*]

The term *lanista* once designated the private owner of a gladiator school; *lanistae* are now trainers who forge raw recruits [*tirones*] into lethal fighting machines. To offset the brutal training regimen and the constant prospect of death, you provide your gladiators with comfortable lodging, medical treatment and three wholesome meals per day.

Rank: Seasoned

Advances: Gain Command Edge, add or increase Persuasion and Streetwise skills, increase Smarts to d6.

Lady of Rank [*Matrona*]

The socially acceptable goal for a proper Roman lady [*matrona*] is marriage and a life of leisure in the home, where the only duty is bearing healthy children and managing the servants. Any of your business or political schemes must be executed in private.

Rank: Novice

Social Class: Senator or Equestrian

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Notice d8, Persuasion d8, Streetwise d8, +7 additional skill points

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Charismatic, Rich

Gear: Dress, shawl, slave girl

Amazonian Guard [*Amazona*]

You are a member of the ceremonial unit of female warriors assigned to protect the women of the Imperial family. You wear archaic helmets and highly-decorated armor reminiscent of the Homeric age.

Rank: Seasoned

Advances: Gain First Strike Edge, add or increase Fighting and Shooting skills, increase Agility to d6.

Fair Birther [*Calligenia*]

You have joined the "Fair Birthers", a secret society of subversive senatorial women who indulge in learning and philosophy and even espouse the view that females are inherently superior to males, since men can only take life, where women can create it.

Rank: Seasoned

Advances: Gain Connections Edge, add or increase Knowledge (Any) and Stealth skills, increase Agility to d6.

Legionary [*Legionarius*]

You are a foot soldier of the legions. You possess a good physique and receive rigorous training. Most likely from a poor plebeian family, you volunteered for 25 years of duty. In the East, a prominent Roman may have sponsored you to join and immediately become a full citizen, taking the oath [*sacramentum*] to the Emperor. You receive generous pay (1,200 sesterces per year), frequent bonuses [*donativa*] and during active campaigns, a share of the booty. Upon retirement, you can expect to receive land and money equivalent to 15 years of pay as a gift. After two and a half decades of living with your fellow soldiers, you most likely will retire to a veteran's colony [*colonia*] near your old base.

Rank: Novice

Social Class: Plebeian

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d8, Shooting d8, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (3)

Hindrances: One Major, two Minor

Edges: Brave, Quick Draw

Gear: Helmet, banded steel, large shield, short sword, dagger, flintlock musket

Praetorian Guardsman [*Miles Cohortis Praetoria*]

You serve as the Emperor's bodyguard while in Rome and his personal army when engaged in a military campaign. You enjoy privileged status and unrivalled access to the elite circles of Roman society. You receive more pay than a legionary (4,000 sesterces per year) and are pampered with luxurious living quarters, the best food and frequent gifts.

Rank: Seasoned

Advances: Gain Alertness and Rich Edges, add or increase Notice skill, increase Smarts to d6.

Specialist [*Immunis*]

As an expert soldier assigned a specific function, you are exempt from normal tasks. Specialists include engineers, musicians, medics, artisans, and those trained in the secrets of fulminata weaponry.

Rank: Seasoned

Advances: Based on specialist type; see p. XXX for more details.

Magistrate [*Magistratus*]

Magistrates are senators who currently hold political office. You hail from a respectable family and have shown yourself to be an effective orator and legal expert. It is a great honor to have been elected to your first post, *vigintivir*, at the earliest possible age of 17. As one of the "Twenty Men", you serve on one of the four sub-committees that oversee public life in Rome. However, your main purpose is to distinguish yourself, build coalitions or make bargains with your rivals.

Rank: Novice

Social Class: Senator

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Knowledge (Law) d8, Persuasion d8, Streetwise d8, +7 additional skill points

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Charismatic, Noble

Gear: Toga, dagger

Financial Deputy [*Quaestor*]

You are responsible for managing the finances of the Imperium and the everyday details of judicial activities. You serve as second-in-command to the governor of a senatorial province.

Rank: Seasoned

Advances: Gain Connections and Rich Edges, add or increase Investigation skill, increase Agility to d6.

Legionary Tribune [*Tribunus Laticlavius*]

You are the senior tribune "of the broad purple stripe" who assists the governor or general [legatus] of a legion. You are being trained to command your own legion in a future posting or in the unlikely event that the general falls in battle.

Rank: Seasoned

Advances: Gain Command Edge, add or increase Fighting and Knowledge (Battle) skills, increase Agility to d6.

Night Watchman [*Vigil*]

You walk the city at night to prevent fires and thwart crime. Assigned to a specific district [*vicus*], you patrol the dark streets on the lookout for muggers, burglars and wanted criminals. When there is an active blaze, you work in a team of eight [*contubernium*] to put out the flames or knock down buildings to prevent the fire from spreading.

Rank: Novice

Social Class: Plebeian or Freedman

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d8, Streetwise d8, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: One Major, two Minor

Edges: Alertness, Danger Sense

Gear: Helmet, scale armor, short sword, dagger

Private Investigator [*Delator*]

Wealthy patrons hire you to spy and uncover the truth. As a paid informant, you doggedly pursue leads and find creative ways to get what you need.

Rank: Seasoned

Advances: Gain Connections and Luck Edges, add or increase Investigation skill, increase Smarts to d8.

Slave Hunter [*Fugitivarius*]

The Imperium aggressively enforces the laws pertaining to citizenship to maintain order. The government or an individual slave owner has tasked you with retrieving runaway slaves.

Rank: Seasoned

Advances: Gain Fleet-Footed Edge, add or increase Stealth and Tracking skills, increase Agility to d8.

Petty Thief [*Furunculus*]

Desperate and starving, you have become a mugger, pickpocket or burglar. You sneer at honest work, preferring to steal, swindle or coerce *sestertii* from your victims.

Rank: Novice

Social Class: Plebeian, Freedman or Foreigner

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Lockpicking d8, Stealth d8, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Alertness, Thief

Gear: Dagger

Brigand [*Latro*]

You roam the countryside waylaying travelers and depriving them of their possessions. You may have a price on your head from the authorities.

Rank: Seasoned

Advances: Gain Extraction Edge, add or increase Intimidation and Notice skills, increase Vigor to d8.

Gangster [*Facinus*]

Organized crime flourishes in Roman society due to the inequities between the rich and the poor. You are a criminal member of an urban gang or trade syndicate [*collegium*]. You conduct scams, protection rackets and large-scale thefts.

Rank: Seasoned

Advances: Gain XXX Edge, add or increase Intimidation and Streetwise skills, increase Smarts to d8.

Prostitute [*Lupa*]

You work at a brothel [*lupanar*], performing sexual acts for money. Although you are deemed necessary to a healthy society, you have little status in the Imperium. If you are a woman, you wear a man's toga as the badge of your profession. If you are a male prostitute [*exoletus*], you typically cater to other men.

Rank: Novice

Social Class: Foreigner or Slave

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Persuasion d8, Streetwise d8, Taunt d8, +7 additional skill points

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Attractive, Seduction

Gear: Toga

Courtesan [*Meretrix*]

You have freed yourself from the confines of the brothel to focus on a more refined clientele if your own choosing. Perhaps you are a "barbarian princess" and cohabitate with a man as his concubine, not his legal wife.

Rank: Seasoned

Advances: Gain Connections and Very Attractive Edges, add or increase Notice skill, increase Vigor to d8.

Madam [*Lena*]

As a madam [*lena*] or pimp [*leno*], you encourage passersby to duck into your brothel to enjoy the pleasures within. You have learned to manage your girls, placate the local gangsters and avoid conflict with the urban cohorts and vigils.

Rank: Seasoned

Advances: Gain Strong Willed Edge, add or increase Intimidation skill to d8, increase Smarts to d8.

Sailor [*Nauta*]

Even though you are a foreigner, you have adopted a Roman name when you enlisted following the tradition of the Imperial Navy. If you complete 26 years of service, you will receive full Roman citizenship. Your annual salary is roughly half that of an auxiliary (500 sesterces). Others consider you as having a lower status than the auxiliary soldiers, a fact that encourages "clueless sailor" jokes among the legions and fuels the rivalry between the field armies and navy.

Rank: Novice

Social Class: Foreigner

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Boating d8, Fighting d8, Swimming d8, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: One Major, two Minor

Edges: Brave, Steady Hands

Gear: Helmet, scale armor, large shield, short sword, dagger

Trireme Captain [*Trierarchus*]

You are the master and commander of a warship directing its naval tactics and sailing.

Rank: Seasoned

Advances: Gain Command Edge, add or increase Intimidation and Knowledge (Battle) skills, increase Smarts to d6.

Pirate [*Pirata*]

You are a robber of the sea, menacing the shipping lanes of the Imperium. You attack merchant convoys and raid coastal villages.

Rank: Seasoned

Advances: Gain Extraction Edge, add or increase Intimidation and Notice skills, increase Vigor to d8.

Spy [*Curiosus*]

You are a field agent of the Guardians of Smoke [*Curatores Fumis*], an Imperial agency devoted to espionage and counterintelligence. Posing as a diplomatic emissary, you travel throughout the Imperium to gather data, devise secret operations and carry out assassinations and sabotage. You are sometimes asked to infiltrate enemy encampments or even take deep cover assignments in foreign kingdoms.

Rank: Novice

Social Class: Equestrian, Plebeian, Freedman or Foreigner

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Investigation d8, Notice d8, Streetwise d8, Stealth d8, +3 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Connections, Investigator

Gear: Dagger, cipher scroll

Intelligence Officer [*Frumentarius*]

As an army officer, you gather local tactical intelligence to provide insight to your legionary commander and the Guardians back in Rome. You coordinate the activities of military scouts [*exploratores*] and work closely with the watchword officers [*tesserarii*] to ensure the security of the camp.

Rank: Seasoned

Advances: Gain Level Headed Edge, add or increase Fighting and Persuasion skills, increase Agility to d8.

Torturer [*Questionarius*]

Skilled in a variety of interrogation techniques, you extract information from prisoners and captives. You have developed a callous disregard for life and are better able to resist pain through your training.

Rank: Seasoned

Advances: Gain Nerves of Steel Edge, add or increase Intimidation skill, increase Vigor to d8.

SOCIAL CLASS

In its laws and customs, the Imperium is a class society. A character's social class describes his or her position in society. Social class determines one's privileges and legal rights. Social class will affect everything about a person's interactions with other people, from birth to the grave. Since all characters in *FVLMINATA* are human, social class replaces the concept of race.

The possibility of advancement within the social classes exists. The system that pacifies rebellious slaves who hope to become freedmen also impels ambitious citizens who wish to become senators. In our reality, the emperor Caracalla granted citizenship to the entire free population of the Imperium in AD 212, but by then the notion of citizenship was blurred: the right to vote had disappeared, provincial Romans had lost their exemption from taxation and personal privileges were restricted to the wealthy elite. In *FVLMINATA*, the institution of social class remains strong as Roman emperors, beginning with the wise Avidius Cassius, used citizenship as a societal tool to reward proper behavior within the limits of the class structure.

There are six social classes under Imperial Law: three for citizens and three for non-citizens. Citizens [*cives*] are divided into three distinct classes based primarily on wealth - senators, equestrians and plebeians; non-citizens [*peregrini*] are divided into freedmen, foreigners and slaves. The free citizens [*cives*] of the Imperium are collectively referred to as the *populus Romanus* or Roman people. Being Roman does not necessarily mean being of Italian descent; it entitles one to specific legal rights under the Imperium, such as voting and eligibility for political office. In the provinces, being a citizen will exempt you from the absolute dominion [*imperium*] that Roman magistrates have over foreign subjects. Although women are not technically full citizens (they cannot vote or hold office), female characters retain the social privileges associated with class. Women initially have the social class of the head of the family [*pater familias*] or their parents. Married women automatically take the social class of their husband (even a lower one!). Women with no male guardian may advance in class by meeting the eligibility requirements of the next class.

Senators [*Senatores*]

Apart from the Imperial family (whose members sit at the apex of the social pyramid outside of the class hierarchy), senators are the most elite citizens of the *Imperium Romanum*. Since Augustus, the size of the Senate has been fixed at 600 members, which means that the senatorial class [*ordo senatorius*] is wholly

comprised of the men who are or have been senators and their immediate families. Patricians [*patricii*] make up an aristocratic subclass (treat as Noble Edge) of senators that traces its family's genealogy to the beginnings of Rome or even to divine origin (Iulius Caesar claimed Venus as an ancestor).

Senators must maintain an estate value (money and property) of one million sesterces. If a senator's wealth falls below this minimum, he and his family are in danger of being expelled from the senatorial class by the censors, who administer the record [*album*] of free citizens and their social class. Senatorial families retain their rank through inheritance. A senator's son is automatically qualified to be elected into the 600. However, not all senators have a male heir that survives or wishes to pursue a career in the Senate; some lacking talent and ambition even fail to become elected to be a financial deputy [*quaestor*], the minimum magistracy for Senate membership. In addition, senatorial families can fall out of favor. To fill the depleted ranks of the Senate, the Emperor may approve new men into the senatorial class by granting immediate membership by bestowing the *latus clavus*, literally "the broad purple stripe", which allows an individual to run for *quaestor*.

Since 536 AUC (218 BC), the *lex Claudia* has prevented senators from engaging in commerce. Thus, the vast wealth of senatorial families is invested in real estate; senators are the primary landowners in the Imperium's agrarian economy. Senators are not farmers, however, and are not expected to till the land or even actively manage a slave plantation [*latifundia*]. Senators are supposed to pursue a career in public service. The preferred career path [*cursus honorum*] for a senator is a political one with the ultimate goal of the Imperial throne (see p. XXX). To reach that lofty height, a senator must usually hold (and perform well in) various military and political offices. Men of the senatorial class who forsake a public career are demoted to equestrians.

Senators enjoy many privileges in the Imperium. Choice seating is reserved for them at entertainment venues and civic ceremonies. They are entitled to wear the broad purple stripe [*latus clavus*] on their tunics and togas. Only members of the senatorial class are eligible for certain honorary priesthoods.

- Senators receive a free Edge.
- **Domineering:** Senators are accustomed to ordering the lower classes about. They receive Intimidation at d6 for free and the Minor Hindrance Haughty.

- **Aura of Authority:** During initiative, a senator may opt to discard and draw again. This may only be done once per encounter.
- **Soft Living:** Senators enjoy a pampered existence with slaves catering to their personal needs. They therefore suffer -1 to Toughness.
- **Wealth:** Although senatorial families have access to rich estates, individual senators do not have the Rich or Filthy Rich Edges by default.
- **Allegiance:** An equestrian starts play with a Minor Hindrance Vow to an organization, such as a merchant guild [*collegium*], a gladiator school [*ludus*] or a racing team [*factio*].
- **Wealth:** Although equestrian families are financially well-off, individual equestrians do not have the Rich or Filthy Rich Edges by default.

Equestrians [*Equites*]

The equestrians were originally those Roman citizens who owned a horse and formed the cavalry, hence the term *equites*, “horsemen”. In the Imperium, the privileged equestrian class [*ordo equester*] ranks only below the senators. To indicate their status among Roman citizens, equestrians wear togas or tunics with a narrow purple stripe and a wide gold ring.

The *lex Claudia*, the same law that enjoins senators from business affairs, creates lucrative opportunities for equestrians in the areas of finance, industry and trade. While most equestrians are prosperous merchants (in fact, some are many times more wealthy than senators), a few key governmental posts are available only to them such as the command of the Praetorian Guard [*praefectus praetorio*] and the governor of Aegyptus [*praefectus Aegyptii*]. Like senators, equestrians must maintain a minimum estate value; for this social class the amount is 400,000 sesterces. Interestingly, there are two special ways to acquire the equestrian social class where the 400,000 sesterces rule is forever waived: on appointment, each senior centurion [*primi pilus*] of a legion and Imperial treasury legal adviser [*advocatus fisci*] automatically qualify as equestrians.

A plebeian who wishes to become an equestrian must also have the Emperor’s approval, symbolized by the granting of the public horse [*equus publicus*]. Each year, on July 15, the Emperor holds a parade [*transvectio*] to examine the physical and moral fitness of the equestrians. At this ceremonial event, citizens ride by the Emperor who renews, confers or removes their *equus publicus*. If the Emperor has designated a crown prince [*princeps iuventutis*], the prince presides at the *transvectio* since he is officially the first citizen of the equestrian social class. Equestrians can be elevated into the senatorial class by the Emperor. The ones who prefer the affluent life of successful businessmen do not always accept.

- Equestrians receive a free Edge.
- **Business Savvy:** Equestrians broker deals and peddle influence to achieve their goals. They receive Persuasion at d6 for free.

Plebeians [*Plebs*]

The majority of the Imperium’s citizens is of the plebeian class. Plebeians do most of the working and paying of the Roman people [*populus Romanus*]. While their lives and deaths are not normally recorded in the annals of Imperial history, the men and women of the plebeian class lead interesting lives, full of triumph and tragedy.

To become a plebeian, one must be born from a mother of plebeian or freedman status or be granted citizenship by Roman law. The latter process is conferred upon individuals as well as large civic populations. For example, auxiliary soldiers [*auxilia*] who complete 25 years of military service to Rome are raised into the plebeian class along with their entire family. As a special reward for aiding the Imperium, the Emperor himself might bestow Roman citizenship to an entire town. Through hard work, luck or help from a patron, plebeians can become equestrians. Pliny the Younger gave a close friend 300,000 sesterces as a gift so that he was eligible for the equestrian class.

Despite the fact that plebeians are excluded from the most powerful and prestigious political offices and military commands, plebeians are eligible to be a town magistrate [*decurio*], a public commissioner [*aedilis*] or a legionary centurion [*centurio*].

- Plebeians receive a free Edge.
- **Urbane or Rustic:** Plebeians who hail from a city receive Streetwise at d6 for free. Those that grew up in the countryside receive Survival at d6 for free.
- **Bread and Circuses:** Although some plebeians earn a decent living as storekeepers, tradesmen or professional soldiers, others are common laborers, farmers or porters who struggle to make ends meet. Many are destitute, saved from starvation by the public distribution of free grain [*annona*]. Plebeians start play with either the Minor Hindrance Cautious or Poverty.

Freedmen [*Liberti*]

Freedmen were once slaves. They are free, but lack the full rights of Roman citizens. Manumission is the most common way to attain the rank of freedman. By

one of four methods, a slave may be released from bondage. First, a slave might appeal to a Roman magistrate directly [*manu misit vindicta*] and be granted freedom through the magistrate's direct power [*imperium*]. Second, a slave might be ordered by his master to present himself to the censor's office [*manu misit censu*] for registration as a freedman. Third, a slave might be set free by his master's will [*manu misit testamento*]. In such cases, the new freedmen march in the funeral procession wearing tall red caps to symbolize their recent emancipation; it is a final duty that honors a former master by displaying his or her generosity to the public. Fourth, a slave may purchase freedom from his owner; gladiators and chariot drivers often earn enough private money [*peculiam*] in their careers to accomplish this. In any event, criminals are ineligible for freedman rank.

The children born of freedmen are full citizens, although the social stigma of being descended from slaves is often remembered for several generations. While excluded from high-level political and military service, freedmen hold numerous local public offices and priesthoods. Many freedmen engage in trades and crafts, continuing the work that they performed as slaves for payment. Those freed from wealthy households often inherit small fortunes from their master's will as well. In the Imperium, the rich are expected to make lavish donations to the public. Freedmen who wish to emulate upper-class behaviors to gain social acceptance sponsor games [*ludi*] and erect public monuments.

- Freedmen receive a free Edge.
- **Indispensable:** Freedmen receive one skill at d6 for free to represent their talent and training.
- **Life Debt:** Slaves freed from Roman citizens automatically become clients (Connections Edge and Major Hindrance Vow) to their former masters, who, in turn, become their patrons. As a condition for early release from slavery, a freedman is often obligated to continue the duties he or she performed while a slave. These arrangements hold up under Roman law; a freedman who shirks his duty to his former master is severely punished or even returned to slavery.
- **Self-Important:** In Roman society, freedmen have a reputation for being snobs, second only to patricians of the senatorial rank. They receive the Minor Hindrance Haughty.

Foreigners [*Externi*]

Foreigners are immigrants from other nations or the conquered subjects of the Imperium, like the people of Iudaea and Germania. These Imperial subjects are denied the rights to vote, to marry a Roman citizen and

to be tried by a Roman court. While a Roman citizen may appeal to the Senate for justice (or to the Emperor himself if in an imperial province), a foreigner is subject to the local magistrate's power [*imperium*]. During times of crisis, foreigners are subject to harsh measures imposed by martial law, such as arrest and expulsion from Roman territory.

A foreigner can also refer to an outsider who lives in a territory not under Roman rule. Although Parthians are foreigners and enemies of Rome, they are still respected for being civilized. Other peoples are not as fortunate; they are marked for eventual subjugation, enslavement or extinction.

Foreigners, especially in the Greek-speaking eastern provinces, represent the majority of the population. Many Foreigners are involved in the arts or in commerce as merchants and tradesmen. Defense of the Imperium relies on auxiliaries [*auxilia*], uniformed foreign soldiers in the paid service of Rome who protect many of the frontiers. Even though they are not armed with *fulminata*, these auxiliary troops are disciplined, formidable and flexible in battle.

- Foreigners receive a free Edge.
- **Heritage:** Foreigners receive one skill at d6 for free to represent their cultural background. For example, a Numidian may have d6 Riding or a Greek islander may have d6 Boating.
- **Stereotyped:** A foreigner will experience prejudice from groups outside his own people (Minor Hindrance Outsider). He will be prejudged based on his ethnicity, but not the color of his skin: Hibernians are quick-tempered, Iudaeans are irrational, Germans are aggressive and Parthians are crafty. A foreigner will be labeled a good person or an unruly savage by observing behavior, not complexion. Different skin colors are noted primarily for their difference, not for any associated judgment: the white of the Germans, the bronze of the Mauretians and the black of the Ethiopians.

Slaves [*Servi*]

Slaves are property and therefore are owned by other characters. Anyone in Roman society may own a slave, even another slave. Slaves usually have only one name and are bought and sold as commodities. Slave dealers also offer the option to rent slaves for a specific time period or task. In general, the Imperium is enjoyed by the few at the expense of the many; it is estimated by the censors that slaves outnumber free citizens by more than three to one, a dire secret and one reason why Roman law forbids slaves to be differentiated by dress or ornamentation. The Senate

fears that slaves would rebel if they saw the vast numbers of oppressed people in their midst. If favored after many years of service, slaves can be manumitted into the freedman rank. An industrious and obedient servant in a private household can expect manumission by the age of 35.

Slaves have few privileges or rights in the Imperium. While the killing of a slave has been officially considered murder for two hundred years, Roman courts tend to overlook such "accidents." If convicted of a crime, punishment for a slave is severe: death by crucifixion [*cruci suffixus*] or eaten by wild animals in the arena [*damnatio ad bestias*]. The fortunate are sentenced to be gladiators or miners. On the last day of the Saturnalia (December 23), the role of master and slave is reversed for one day. The servants of the household elect one of their number to preside as the mock king [*Saturnalicius princeps*] over the feast, while the masters of the house serve and entertain the slaves. In addition, mistresses serve food to their female slaves in a private ceremony on the Matronalia (March 1).

- Slaves receive a free Edge.
- **Invisible:** Slaves are trained to stay hidden, keep quiet and blend in. They receive Stealth at d6 for free.
- **Penniless:** Most slaves have little earning power. Those with greater opportunities, such as gladiators, face greater dangers. Slaves start play with the Minor Hindrance Poverty.

SKILLS

Skills indicate knowledge acquired by schooling, training and experience that a character will need to be a capable member of his or her chosen career.

The core Skills of *Savage Worlds* are available to characters with the following exceptions and additions for *FVLMINATA*:

Driving

This skill applies to chariots, carts and carriages.

Healing

Healing treats wounds suffered within the last hour. Diseases and the effects of poisons can only be cured by magic or by possessing the Therapy Edge (disease) or the Antidote Edge (poison).

Abrasions and minor cuts are first washed with wine or vinegar to clean out debris. The wound is then treated and covered with a poultice in various combinations based on individual preference. Some doctors swear by odd recipes: ointments of soot, grease and exotic spices; plasters of rennet, resin, gum and cobwebs or mixtures of fulminata, dung, crushed snails and egg whites. Others maintain that wound dressings should be simple, like a compress made from the cleanest and softest wool.

Knowledge

The following are the most common Knowledge focuses for *FVLMINATA*:

(Arcana): Supernatural phenomena and divine secrets. A character with this focus has studied the mysteries of the universe.

(Area Knowledge): The Imperium, its provinces and its frontiers. A character must define a specific location for this focus, such as a town, city or province.

(Battle): Strategic planning and unit tactics. A character with this focus can devise a large-scale military campaign or direct soldiers in the field.

(History): Important people and events from the past. A character must define a specific time period, culture or nation for this focus, such as Bronze Age, Etruscans or Spain.

(Language): In addition to Latin, a character knows an additional language for every Smarts die type over d4. Greek is the most common choice for Roman citizens. Foreigners and slaves know a cultural or local language. If a character wishes to learn another

language, the character may select this knowledge focus.

(Law): The legal resolutions and precedents of the Imperium, especially the Twelve Tables [*XII Tabulae*]. A character with this focus knows civil law as well as any variations in local courts.

(Mechanika): Engineering and alchemy. A character with this focus has learned the principles behind mining, construction and quarrying.

(Natural History): The observational study of plants, animals and minerals in nature. A character with this focus knows the properties of natural objects and creatures.

Persuasion

As per the core rules, this skill only works on a single individual, unless the character has the Orator Edge.

Piloting

This skill is not applicable for *FVLMINATA*.

EDGES

Edges represent extraordinary abilities that separate normal people from the truly remarkable. These can be innate talents or learned tricks.

BACKGROUND EDGES

Background Edges are typically chosen at character creation, but may be selected as advancements with Game Master approval. The core Background Edges of *Savage Worlds* are available to characters with the following exceptions and additions for *FVLMINATA*:

Born in the Saddle

Requirements: Novice

Certain peoples such as the Sarmatians are famed for their horsemanship. Others have simply had access to riding horses since childhood. A character with this Edge receives a +2 bonus to all Riding rolls.

COMBAT EDGES

Combat Edges are designed for success in battle. The core Combat Edges of *Savage Worlds* are available to characters with the following exceptions and additions for *FVLMINATA*:

Blind Fighter [*Andabata*]

Requirements: Novice, Alertness, Notice d8+

Some gladiators are trained to fight while blindfolded or wearing an eyeless helmet. The character does not suffer any penalties for blindness and Dim and Dark lighting.

Cavalry Games [*Hippika Gymnasia*]

Requirements: Seasoned, Riding d8+, Cavalry Training

To impress the local inhabitants and to practice horsemanship, the cavalry puts on a bimonthly display of martial prowess known as the Cavalry Games or *Hippika Gymnasia*. During the Games, the riders and their horses don lavish parade armor including polished shields. Underneath their armor, the riders wear brightly-hued tunics and fitted trousers. Horses wear coats of mail decorated with ribbons and pendant disks [*phalerae*]. The best horsemen wear helmets with colorful plumes and golden masks to differentiate them for spectators. The Games feature complex choreographed drills involving charges, turns and flanking maneuvers and horse tricks like jumping and riding backwards. The squadrons also compete in mock combat, dividing into teams and throwing blunted javelins at each other. A character with this Edge can perform the following at will:

- Cross bodies of water while dismounted (horse gets Swimming d6)
- Urge horse to exceed normal speed (d10 instead of d8)
- Urge horse to double normal jump (8-9" instead of 4-5" with successful Strength roll)

Cavalry Training

Requirements: Novice, Riding d6+

Cavalrymen are drilled in combat and riding maneuvers. A character with this Edge can perform the following at will:

- Vault into saddle using the "Wayfarer's Jump" (mounting is a free action)
- Attack at full speed without penalty (no -2 for running)
- Perform a fearless charge (+2 to Intimidation roll)

Endgame [*Klimax*]

Requirements: Veteran, Bruiser

To resolve matches, two boxers may voluntarily engage in the *klimax*, whereby the two competitors exchange unblocked blows until one fell. This technique trades skill for raw power. When used during melee combat, the character subtracts 2 from his Parry, but increases Strength damage by one die type.

Fast Load

Requirements: Novice, Agility d6+, Shooting d6+

A character with this Edge can reload a fulminata weapon in 1 action.

Feat of Theogenes the Mighty

Requirements: Veteran, Florentine

Theogenes of Thasos, whose ability was matched only by his vanity, won over one thousand victories at Greek athletic festivals. He was able to fend off multiple attackers with relative ease. The character's opponents do not receive any bonuses for ganging up.

Fists of Glaukos

Requirements: Seasoned, Brawler

A farmer's son, Glaukos of Karystos fixed bent plowshares with powerful fist blows. The character's damage rolls against inanimate objects count bonuses from raises on the attack roll and Aces.

Hedge of the Teeth [*Herkos Odonton*]

Requirements: Seasoned, Improved Nerves of Steel

The character grits his teeth and bears unbelievable amounts of pain. The hero ignores 3 of wound penalties.

Indomitable

Requirements: Seasoned, Hard to Kill

Some athletes, such as the legendary Arrichion, have won competitions even though they perished in the fight. A character with this Edge can make one final attack after being Incapacitated.

Ionian Style

Requirements: Novice, Agility d8+

The character employs multiple feints to ensure at least one touch in combat. Introduced by Pythagoras of Samos and codified by Onomastos of Smyrna, the Ionian style emphasizes skill over force. When this technique is used during melee combat, the character adds +2 to his Fighting roll, but decreases the damage from his Strength by one die type.

Ladder Trick [*Klimakismos*]

Requirements: Veteran, Strength d8+

Upon a successful grapple and entanglement, the character places his opponent in a controlling hold. Instead of inflicting Strength damage on subsequent rounds, the character can opt to paralyze a foe (must make a Vigor roll or be incapable of any action for 2d6 rounds).

Martial Artist, Improved Martial Artist, Martial Arts Master

In *FVLMINATA*, these Edges reflect training in *pankration*, a Greek combination of boxing and wrestling that allows kicking, strangling and bone breaking. In official competitions, drawing blood by biting, scratching or gouging is not allowed.

Parthian Shot

Requirements: Novice, Steady Hands, Riding d6+, Shooting d8+

Normally, mounted characters can only attack targets in a 90-degree arc (see Mounted Combat, p. XXX). A character with this Edge can fire a bow or musket in any direction while moving at full speed.

Rock and Roll!

This Edge is not applicable for *FVLMINATA*.

Shadow Training [*Skiamachia*]

Requirements: Seasoned, Fighting d8+

Also known as hand dancing [*cherionomia*], shadow boxing involves sparring against your own shadow projected on a wall. The activity provides spectators with an entertaining display of pugilistic skills. The character can Intimidate using the Fighting skill.

Spirit of Euthymos

Requirements: Novice, Spirit d6+

To rescue a sacrificial maiden, Euthymos of Lokri bravely drove a dark ghost into the sea. Characters with this Edge steel themselves against unnatural foes. The character adds +2 to Fighting against supernatural creatures.

Strike of Damoxenus

Requirements: Veteran, Improved Martial Artist

The character has toughened his fists and feet on trees and stone to penetrate shields and armor. When in unarmed combat, the character ignores 1 point of Armor (Toughness of target reduced by 1).

Tactic of Melankomas

Requirements: Novice, Agility d8+

Melankomas of Karia did not believe in hurting his opponents, preferring to watch them drop of exhaustion. His elaborate technique frustrates, angers and eventually fatigues. Instead of causing a Wound with every raise, the character causes one level of Fatigue. Note that, unlike Wounds, Extras are not removed from play if they suffer one level of Fatigue. The Incapacitation effect is similar to sleep, but only lasts 2d6 rounds.

Throw

Requirements: Novice

Keeping one's balance during a wrestling match requires the proper stance and posture. A character with this Edge has learned how to leverage an underhook or hip to hurl an opponent to the ground. A throw is resolved as a grappling action, but instead of entanglement, the opponent has fallen and must spend a full action to regain footing. A raise still causes Shaken.

Thumb Punch

Requirements: Novice, Agility d6+

The character extends his thumb while punching to poke the eye of his opponent. On a successful hit, this stabbing punch blinds opponents as per the *blind* power (unless the opponent makes an Agility roll at -2, -4 for a raise).

Trick Shot

Requirements: Veteran, Marksman

A character with this Edge reduces Called Shot penalties by 2. As described in the core rules, this Edge would offset an attempt to disarm.

War Cry [*Titanismos*]

Requirements: Novice

The character shouts a fierce battle roar before charging. This Edge provides +2 to an Intimidation roll during combat.

HEALING EDGES

Healing Edges help your character survive combat or pertain to the art of medicine based on Greek traditions, as with most Roman science. A few core Combat Edges of *Savage Worlds* are considered Healing Edges in *FVLMINATA*:

Antidote

Requirements: Novice, Smarts d6+, Healing d6+, Knowledge (Natural History) d6+

For the bites of snakes, spiders and rabid beasts, doctors use *theriac*, a cure-all that contains dozens of ingredients, one of which will hopefully counteract the poison. This universal antidote is also known as "Mithridates' Cure" [*Mithridatium*] or "tranquility" [*galene*]. This Edge allows a character to use Healing to treat poisons (minus any modifiers for the poison's strength).

Contemplation of Wounds [*Vulneraria Speculatio*]

Requirements: Veteran, Healing d8+

Curious doctors and surgeons perform autopsies, dissections and vivisections to understand how wounds impact anatomy. This Edge allows the character to make Healing rolls outside of the Golden Hour albeit with a negative modifier (-1 per hour after the Golden Hour).

Hard to Kill and Harder to Kill

These Edges are Healing Edges in *FVLMINATA*.

Medical Study [*Materia Medica*]

Requirements: Seasoned, Healing d8+, Therapy

As the legions expand the frontiers of the Imperium, physicians and surgeons are gathering foreign medical knowledge, such as unusual suturing techniques and new drugs [*pharmaka*]. A character with this Edge has access to the following advanced drugs:

- *Barbarum*, an antiseptic of metal shavings applied to open wounds (adds +2 to Vigor roll to resist disease caused by induction)
- *Centauris*, also known as *chironion*, a bitter herb used to speed healing (Vigor checks for Natural Healing are made every two days instead of five)
- *Ephedron*, a miracle drug that staunches bleeding (+2 to Healing rolls to halt Bleeding Out)
- *Laserpicium*, the strong-smelling resin of the rare *silphium* plant (+2 to Healing rolls to cure disease)
- The secret powder of Paccius Antiochus, a pain reliever (Eliminates 1 point of wound penalties)

Nerves of Steel and Improved Nerves of Steel

These Edges are Healing Edges in *FVLMINATA*.

Poison

Requirements: Novice, Agility d6+, Smarts d6+, Knowledge (Natural History) d6+

The knowledge of healing can be used to cause harm. A character with this Edge knows how to extract and prepare poisons from nature. Particularly poisonous plants are said to grow in Iolchus and Hiberia, two sites on the Thessalian plain noted for their ancient pit graves from the days of the Trojan War. Poisons also can be extracted from snakes, scorpions and marine animals.

Surgical Implements

Requirements: Veteran, Surgeon

A surgeon's tools are often his prized possessions – burnished metal hooks, scalpels, forceps, needles, pins and spoons. For specialized work, he has dilators, narrow catheters and woman's hair for fine stitching. In addition, constant exposure to trauma on the battlefield or in the arena provides the training to forge the finest and most experienced surgeons in the Imperium.

A character with this Edge has the following tools and techniques:

- Extract bullets or arrowheads using the spoon of Diokles (+2 to Healing rolls for wounds caused by firearms or arrows)
- Employ a Greek bone drill [*trypanon*] to relieve pressure on the brain (+2 to Healing rolls to fix brain injuries)
- Tie off arteries using Serican silk (+2 to Healing rolls to halt Bleeding Out)
- Probe eye wounds with a soluble medical stick [*collyrium*] (+2 to Healing rolls to treat eye injuries). A swan-white *collyrium* is called a *cygnarium*, made from compressed starch, white lead and medical powders
- Reduce fractures with a stretching machine [*glossocomion*] (+2 to Healing rolls to fix arm and leg injuries)

Therapy

Requirements: Novice, Smarts d6+, Healing d6+, Knowledge (Natural History) d6+

Normally, the Healing skill is ineffective against disease. This Edge allows a character to use Healing to treat diseases (minus any modifiers for the disease's strength). Army doctors regularly prescribe daily garlic cloves to soldiers to promote health. For example, sage is effective at lowering fevers. Even with these preventative measures, long-term diseases require more drastic measures. Doctors will prescribe bleeding, starving and purging to remove excess fluids. Adequate ventilation and compassionate

comfort helps ease those suffering from tuberculosis and cancer.

Triage

Requirements: Novice, Healing d4+

A character with this Edge may shorten his first attempt at Healing to 1 round (instead of 10 minutes). This does not apply to subsequent Healing rolls for the same patient.

Unwounded [Atraumatistos]

Requirements: Seasoned, Improved Nerves of Steel

A title granted to those who never suffer disfigurement or major injury, *atraumatistos* rarely follows a boxer's name at the end of his career (most boxers suffer from broken noses and cauliflower ears). If the character becomes Incapacitated and gets a Failure result on the Vigor roll, roll 1d6. If 1, the character dies. Otherwise, treat as a Success and apply the temporary injury as per the Injury Table.

PROFESSIONAL EDGES

Professional Edges reflect specialized training or divine blessings. The core Professional Edges of *Savage Worlds* are available to characters with the following exceptions and additions for *FVLMINATA*:

Ace

This Edge only applies to Driving, particularly chariots. Ships of this era are too slow to benefit from an Ace's level of control.

Adept, Champion, Holy/Unholy Warrior, Mentalist

These Edges are not applicable for *FVLMINATA*.

Mime [Mimus]

Requirements: Novice, Smarts d8+, Taunt d6+

Mime is a series of short vulgar sketches interspersed with songs, acrobats, jugglers, magicians, puppeteers and performing animals. Each sketch in a mime play is a simple episode from everyday life or myth, but spiced up with sex and violence. Actresses are disrobed on stage and condemned criminals, serving as stand-ins, are burned alive or crucified in full view of the audience. The themes of these sketches are correspondingly depraved: incest, rape, torture and drunken debauchery. If the audience becomes too unruly and excited, the manager of the troupe will call for silence or threaten to raise the curtain. Despite its low comic appeal, even the Imperial family is amused by mime. Because of its popular appeal and possible influence, mime plays cannot touch upon political subjects. Mime actors are often called *planipedes* or "flatfeet", because barefoot clowns used to stand on Roman street corners, tell jokes and improvise comic

skits. A mime receives a +2 bonus to Taunt because of their quick wit.

Pantomime [Pantomimus]

Requirements: Novice, Agility d8+, Vigor d6+, Persuasion d6+

Pantomime combines acting and dancing, but without dialogue. A solitary masked dancer [*pantomimus*] acts out a tragic myth or historical event using only gestures and his body movements. The *pantomimus* plays multiple roles during the performance and must keep the audience engaged while he changes masks. A pantomime receives a +2 bonus to Persuasion by using body language.

Orator

Requirements: Novice, Charismatic, Persuasion d8+, Streetwise d8+

An orator is able to sway audiences with speeches replete with well-crafted arguments and turns of phrase. A character with this Edge can use Persuasion on groups, such as crowds or military units.

Patron God

Requirements: Novice

A character with this Edge establishes a special relationship with a specific deity. When praying for Divine Favor (p. XXX) from a patron god or goddess, the character does not need to spend a Benny. This Edge may be taken multiple times for additional deities.

Spymaster

Requirements: Novice, Smarts d8+, Investigation d8+, Persuasion d8+, Streetwise d6+

The character is an expert at forgery, encryption and spreading rumor. The character can create counterfeit coins or documents that are difficult to spot (-2 to Notice, -4 with a raise) and ciphers that conceal the true meaning of writing (-2 to Investigation, -4 with a raise). To plant a rumor in the populace, a spymaster must make a Persuasion roll and have the final reaction as Friendly or Helpful. Any subsequent successful Streetwise rolls seeking information about the topic will disclose this rumor.

Surgeon [Chirurgus]

Requirements: Novice, Agility d8+, Smarts d8+, Healing d8+, Knowledge (Natural History) d6+

A *chirurgus* specializes in surgical techniques and are called upon to heal injuries sustained in accidents or warfare. In the congested cities, the threat of fire and collapse constantly looms for the shoddily built apartment blocks [*insulae*]. Laborers fall off

scaffolding, are hit in the head by falling roof tiles or are run over by carts. Casualties from the battlefield are rushed into a medical tent or a military hospital [*valetudinarium*]. Here, army surgeons work long hours mending horrific wounds amid the smells of seared flesh, fresh and boiled herbs and smoky fires that keep the cauterizing irons red-hot. In contrast to traditional medical theory that borrows from Greek philosophy, army doctors gain extremely useful practical knowledge under these difficult conditions. Since there are no anesthetics and only a few drugs that relieve minor pain like opium and henbane, surgeons are valued for their quickness as well as accuracy.

Within the Golden Hour, a surgeon can treat injuries normally deemed permanent by making a Healing roll. With a total 1 or less failure, the patient dies. With a success, the patient's injury goes away when all wounds are healed (as per a Success result on the Vigor roll). With a raise, the injury goes away in 24 hours (as per a Raise result on the Vigor roll). A surgeon with the Contemplation of Wounds Edge may attempt to fix old injuries (and associated Hindrances). There is risk since the patient is voluntarily entering an Incapacitated status (with three wounds).

SOCIAL EDGES

Social Edges help characters achieve results through non-violence. The core Social Edges of *Savage Worlds* are available to characters with the following exceptions and additions for *FVLMINATA*:

Connections

In the Imperium, members of the senatorial and equestrian class possess great economic wealth, political power and social status. In *FVLMINATA*, a character may gain access to this world by becoming the client [*cliens*] of a prominent Roman or becoming the patron [*patronus*] to a group of individuals or an entire community. Often the tie between a client and patron is quite close; patrons and clients are often buried together. Apart from such friendships, the relationship between a client and his patron is a legally binding affiliation. A patron provides legal protection, financial aid and key political appointments to his clients. In return, the client performs small services or errands and offers his complete admiration, humility and loyalty. The morning ritual of *salutatio* is the practice whereby clients line up outside of their patron's *domus* to pay their respects and to receive gifts. Thus, men of different social ranks are able to exchange ideas and share information.

Clientele size is one of the measures of a Roman's prestige and influence; a senator who can afford to support dozens of clients is more apt to be generous in

other areas. In addition, the successful management of many individuals speaks to the senator's skills as an effective and harmonious administrator. Upon manumission, a freedman automatically becomes the client of their former owner. Whole cities may also become clients of a wealthy patron in order to gain influence in Roman politics. Local problems and issues have a better chance of being resolved when a high-ranking senator or equestrian is willing to champion the cause.

Disguise

Requirements: Novice, Persuasion d8+

The character changes appearance to match a specific person using wigs, clothing and makeup. It is an opposed roll (Persuasion vs. Notice). If the observer does not know the character nor the person imitated, the Notice roll has a penalty of -4.

Seduction

Requirements: Novice, Vigor d6+, Persuasion d6+

The character is an expert at inciting lust using physical or verbal charms. When using sex as a motivator or reward, the character adds +2 to Persuasion rolls. In addition, the target's reaction may change more than two levels during a seduction.

Stock Characters

Requirements: Novice, Disguise

The *fabulae palliatae* or "comedy in Greek cloaks" are plays copied from Greek originals replete with boastful soldiers, wily slaves and cheating wives. The plots mainly revolve around misunderstandings and exposed love affairs. A character with this Edge receives a +2 bonus to Persuasion rolls when adopting one of the following stereotypical roles:

- **Braggart Soldier [*Miles Gloriosus*]:** Impersonate a veteran of numerous battles with boasts and exaggerated exploits.
- **Miser [*Avarus*]:** Imitate the behavior of a senator or equestrian consumed by avarice.
- **Scheming Servant [*Pseudolus*]:** Act like a slave who is too clever for his own good.

Synthesis [*Contaminatio*]

Requirements: Veteran, Agility d10+, Notice d8+, Pantomime

Roman playwrights mix themes and plots from multiple sources to create a new play. By expanding the scope of a work, the author introduces unique perspectives to stale ideas. The character is adept at mimicking behavior. By studying, the immediate action of another person, the character can duplicate the action, but not the result. For example, a character can thrust a *gladius* in the same manner as a veteran

legionary with Fighting d8. This extends to any Edges that were used in the action, but not powers.

WEIRD EDGES

Weird Edges have a supernatural flavor. The core Weird Edges of *Savage Worlds* are available to characters with the following exceptions and additions for *FVLMINATA*:

Favored of Sabazius

Requirements: Novice, Riding d8+

The character is protected by the Rider God, Sabazius. The character receives a +2 bonus when making a Riding roll to stay horsed. Falls do not inflict damage, only Fatigue. Furthermore, all collisions on horseback use the Soft Obstacle rules.

God from the Machine [*Deus Ex Machina*]

Requirements: Seasoned, Scavenger

A feature from Greek tragedy, *deus ex machina* is the practice of using special machinery to lower an actor playing a god onto the stage to resolve a difficult situation. Once per session, the character may declare a miraculous distraction or introduce an element, such as a new hazard or a cameo character, into the situation.

Snake of Asclepius [*Drakon*]

Requirements: Novice, Spirit d6+, Healing d6+

The character possesses a magical tree-dwelling constrictor. By licking the afflicted, this healing snake has the limited ability (Healing d4) to cure wounds and diseases, both short-term and long-term.

Tamer of Horses

Requirements: Novice, Riding d8+

The character possesses the unnatural ability to tame wild horses or control unfamiliar ones. The character does not need to roll Riding to establish control of an unfamiliar horse. In addition, a character with this Edge receives a +2 to Intimidation rolls versus horses.

HINDRANCES

Hindrances are physical, mental or emotional conditions or flaws that challenge your hero from time to time. Characters may take one Major and up to two Minor Hindrances to obtain additional points during character creation. Further hindrances do not confer additional points. The core Hindrances of *Savage Worlds* are available to characters with the following exceptions and additions for *FVLMINATA*:

Amorous (Minor)

Sex is foremost on your mind. You capitalize on any opportunity to ogle and flirt. However, you won't risk violating social protocols or inciting violent response.

Depressed (Major)

Your hero feels sad and helpless. A depressed character will be reactive and not initiate action. In addition, he subtracts 2 from Spirit rolls when recovering from being shaken.

Eunuch (Minor)

Your hero has been castrated or rendered infertile. Although you are immune to seduction, you also suffer a -2 penalty when attempting Persuasion using sex appeal.

Haughty (Minor)

A lesser form of the Major Hindrance Arrogant. Your hero believes that he is superior to most people.

Humor Imbalance (Major)

According to Roman science, a character's body contains four fluids or humors that influence mood and motivation. The proportions of these humors govern behavior and temperament. If they are in balance, the body is healthy; if imbalanced, the body suffers from a physical, mental, or emotional state. Each session, the hero rolls 1d8 to determine what humor is in excess and what Hindrance is in effect:

Humor	Minor Excess	Major Excess
Black Bile [<i>Melancholicus</i>]	Cautious (1)	Depressed (5)
Blood [<i>Sanguinicus</i>]	Amorous* (2)	Overconfident (6)
Phlegm [<i>Flegmaticus</i>]	Anemic (3)	Sickly (7)
Yellow Bile [<i>Cholericus</i>]	Mean (4)	Yellow (8)

* Substitute Stubborn if character is not sexually aware (e.g. immature, castrated).

Sickly (Major)

Your hero suffers from a Long-Term Chronic, Minorly Debilitating disease and is constantly Fatigued. The disease baffles doctors and soothsayers and can only be cured if the hero buys off the Hindrance by sacrificing an Advance.