

Name Gaius Casus Scipio Player _____ Point Total 150Ht 6' Wt 190 lbs. Size Modifier 0 Age 32 Unspent Pts _____Appearance Broad shouldered laborer with easy smile.

CHARACTER SHEET

ST	12	[20]	HP	12	CURRENT	[0]
DX	10	[0]	WILL	12		[5]
IQ	11	[20]	PER	11		[0]
					CURRENT	
HT	10	[0]	FP	10		[0]

Languages	Spoken	Written
German (Broken/None)		[1]
Latin (Native)		[0]
		[]
		[]
		[]

DR 0	TL: 2	[]
	Cultural Familiarities	
	Roman Empire	[0]
		[]

BASIC LIFT (ST×ST)/5 29 DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 5 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <u>29</u>	BM × 1 <u>5</u>	Dodge <u>9*</u>
Light (1) = 2 × BL <u>58</u>	BM × 0.8 <u>4</u>	Dodge -1 <u>8</u>
Medium (2) = 3 × BL <u>87</u>	BM × 0.6 <u>3</u>	Dodge -2 <u>7</u>
Heavy (3) = 6 × BL <u>174</u>	BM × 0.4 <u>2</u>	Dodge -3 <u>6</u>
X-Heavy (4) = 10 × BL <u>290</u>	BM × 0.2 <u>1</u>	Dodge -4 <u>5</u>

PARRY 10 (Broadsword)*	Reaction Modifiers
	Appearance _____
	Status +1 from worshippers of Mithras _____
	Reputation _____

ADVANTAGES AND PERKS	
Clerical Investment (Mithraic Initiate)	[5]
Combat Reflexes	[15]
Courtesy Rank 1	[1]
Fit	[5]
Independent Income 8	[8]
Patron	[15]
Power Investiture 1	[10]
Religious Rank 1	[5]
Wealth (Wealthy)	[20]
Alcohol Tolerance.	[1]
DISADVANTAGES AND QUIRKS	
Code of Honor (Soldier's)	[-10]
Overconfidence (12)	[-5]
Secret (Arcanus)	[-5]
Sense of Duty (Roman Citizens)	[-10]
Stubbornness	[-5]
Vow (Secrecy of Mithraic Rites)	[-5]
Chauvinistic;	
Constantly repairing his apartment building;	
Tells old war stories.	[-3]

SKILLS			
Name	Level	Relative Level	
Administration	10	IQ-1	[1]
Brawling	11	DX+1	[2]
Broadsword	12	DX+2	[8]
Carpentry	12	IQ+1	[2]
Hiking	12	HT+2	[8]
Intimidation	11	Will-1	[1]
Jumping	10	DX+0	[1]
Leadership	12	IQ+1	[4]
Masonry	11	IQ+0	[1]
Observation	11	Per+0	[1]
Religious Ritual	11	IQ+0	[4]
Savoir-Faire (Military)	11	IQ+0	[1]
Shield	13	DX+3	[8]
Soldier	13	IQ+2	[8]
Survival (Woodlands)	11	Per+0	[2]
Swimming	10	HT+0	[1]
Tactics	9	IQ-2	[1]
Thrown Weapon (Spear)	12	DX+2	[4]
Spells			
Light	11†		[2]
Shield	11†		[2]

* +1 from Combat Reflexes

† +1 from Power Investiture 1

Name Marcus Renatus Fabricator Player _____ Point Total 150Ht 5'9" Wt 150 lbs. Size Modifier 0 Age 29 Unspent Pts _____Appearance Intense gaze, unkempt hair, thin beard.

CHARACTER SHEET

ST	11	[10]	HP	11	CURRENT	[0]
DX	10	[0]	WILL	13		[0]
IQ	13	[60]	PER	13		[0]
					CURRENT	
HT	10	[0]	FP	10		[0]

Languages	Spoken	Written
<u>Greek (Accented)</u>		[4]
<u>Latin (Native)</u>		[0]
		[]
		[]
		[]

DR 0	TL: <u>2</u>	[]
	Cultural Familiarities	
	<u>Roman Empire</u>	[0]
		[]
		[]

BASIC LIFT (ST × ST)⁵ 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 5 [0] BASIC MOVE 2 [-15]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <u>24</u>	BM × 1 <u>2</u>	Dodge <u>8</u>
Light (1) = 2 × BL <u>48</u>	BM × 0.8 <u>1.6</u>	Dodge -1 <u>7</u>
Medium (2) = 3 × BL <u>72</u>	BM × 0.6 <u>1.2</u>	Dodge -2 <u>6</u>
Heavy (3) = 6 × BL <u>144</u>	BM × 0.4 <u>.8</u>	Dodge -3 <u>5</u>
X-Heavy (4) = 10 × BL <u>240</u>	BM × 0.2 <u>.4</u>	Dodge -4 <u>4</u>

PARRY 7 (Axel/Mace)	Reaction Modifiers	
	Appearance	
	Status <u>+2 from those he's worked for</u>	
	Reputation	
BLOCK -		

ADVANTAGES AND PERKS

<u>Artificer 2 (Preparation Required: Meditation on Empedocles, 10 minutes, -30%)</u>	[14]
<u>Gadgeteer</u>	[25]
<u>High TL +1</u>	[5]
<u>Patron</u>	[15]
<u>Signature Gear Pistol Crossbow, TL(2+1), \$300</u>	[1]
<u>Versatile</u>	[5]

DISADVANTAGES AND QUIRKS

<u>Bad Temper (12)</u>	[-10]
<u>Lame (Crippled Leg)</u>	[-10]
<u>Secret (Arcanus)</u>	[-5]
<u>Workaholic</u>	[-5]
<u>Dreamer;</u>	
<u>Likes subterranean creatures.</u>	[-2]

SKILLS

Name	Level	Relative Level	
<u>Armoury</u>			
<u>(Missile Weapons)</u>	14	IQ+1	[4]
<u>Armoury/TL(2+1)</u>			
<u>(Missile Weapons)</u>	14	IQ+1	[4]
<u>Art (Drawing)</u>	12	IQ-1	[2]
<u>Axel/Mace</u>	9*	DX+2	[8]
<u>Climbing</u>	9	DX-1	[1]
<u>Crossbow</u>	13	DX+3	[6]
<u>Current Affairs</u>			
<u>(Science and Technology)</u>	15	IQ+2	[4]
<u>Engineer (Clockwork)</u>	14	IQ+1	[8]
<u>Engineer (Combat)</u>	12	IQ-1	[2]
<u>Mathematics (Applied)</u>	12	IQ-1	[2]
<u>Mechanic (Clockwork)</u>	14	IQ+1	[4]
<u>Metallurgy</u>	12	IQ-1	[2]
<u>Metallurgy/TL(2+1)</u>	12	IQ-1	[2]
<u>Musical Instrument (Flute)</u>	11	IQ-2	[1]
<u>Paleontology</u>	11	IQ-2	[1]
<u>Scrounging</u>	13	Per	[1]
<u>Smith/TL(2+1) (Iron)</u>	12	IQ-1	[1]
<u>Teaching</u>	12	IQ-1	[1]
<u>Traps</u>	13	IQ	[4]

* -3 from Lame (Crippled Leg)

Name Myrrha Player _____ Point Total 150Ht 5'4" Wt 135 lbs. Size Modifier 0 Age 28 Unspent Pts _____Appearance Slender, graceful, attractive. Very well dressed.

CHARACTER SHEET

ST	9	[-10]	HP	9	CURRENT	[0]
DX	11	[20]	WILL	11		[0]
IQ	11	[20]	PER	12		[5]
					CURRENT	
HT	13	[30]	FP	13		[0]

Languages	Spoken	Written
Greek (Native)		[0]
Latin (Accented)		[4]
		[]
		[]
		[]

DR 0	TL: 2	[]
	Cultural Familiarities	
	Roman Empire	[0]
		[]
		[]

BASIC LIFT (ST × ST)/5 16 DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <u>16</u>	BM × 1 <u>6</u>	Dodge <u>9</u>
Light (1) = 2 × BL <u>32</u>	BM × 0.8 <u>4</u>	Dodge -1 <u>8</u>
Medium (2) = 3 × BL <u>48</u>	BM × 0.6 <u>3</u>	Dodge -2 <u>7</u>
Heavy (3) = 6 × BL <u>96</u>	BM × 0.4 <u>2</u>	Dodge -3 <u>6</u>
X-Heavy (4) = 10 × BL <u>160</u>	BM × 0.2 <u>1</u>	Dodge -4 <u>5</u>

PARRY 8 (Knife)	Reaction Modifiers
	Appearance +1 from everyone
	Status +1 from "customers"
	+2 from those who hear her voice, +1 if she has time to plan wardrobe, -2 from proper citizens
BLOCK -	

ADVANTAGES AND PERKS

Appearance (Attractive)	[4]
AlIure 1	[5]
Catfall (Dionysian Grace, -40%)	[6]
Clerical Investment (Maenad)	[5]
Enhanced Dodge 2 (Dionysian Grace, -40%)	[18]
Fashion Sense	[5]
Grace Talent 1	[5]
Patron	[15]
Status 1	[5]
Voice	[10]
Wealth (Comfortable)	[10]

DISADVANTAGES AND QUIRKS

Code of Honor (Professional)	[-5]
Discipline of Faith (Maenad)	[-5]
Enemies (Rivals; other courtesans; small group, less powerful; 9 or less)	[-5]
Post-Combat Shakes (12)	[-5]
Secret (Arcanus)	[-5]
Sense of Duty (Co-religionists)	[-10]
Social Stigma (Unchaste Woman)	[-10]
Broad-Minded;	
Does not discuss her faith except with other initiates;	
Likes to gossip;	
Proud.	[-4]

SKILLS

Name	Level	Relative Level
Acting	12	IQ+1 [4]
Body Language	12	Per+0 [2]
Carousing	14	HT+1 [2]
Connoisseur (Wine)	12	IQ+1 [4]
Current Affairs (Burdigala)	12	IQ+1 [2]
Dancing	14*	DX+3 [4]
Diplomacy	15*	IQ+2 [4]
Holdout	11	IQ+0 [2]
Knife	12	DX+1 [2]
Makeup	12*	IQ+1 [1]
Professional Skill (Courtesan)	13	IQ+2 [8]
Religious Ritual	10	IQ-1 [2]
Savoir-Faire	12	IQ+1 [2]
Sex Appeal	18*†	HT+5 [2]
Singing	16*†	HT+3 [1]

* +1 from AlIure 1

† +2 from Voice

‡ +1 from Appearance (Attractive)

Name Philadelphos Player _____ Point Total 150Ht 5'8" Wt 145 lbs. Size Modifier 0 Age 35 Unspent Pts _____Appearance Scholarly grump, graying hair.

CHARACTER SHEET

ST	10	[0]	HP	10	CURRENT	[0]
DX	10	[0]	WILL	13		[0]
IQ	13	[60]	PER	13	CURRENT	[0]
HT	11	[10]	FP	11		[0]

BASIC LIFT (ST × ST)/5 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <u>20</u>	BM × 1 <u>5</u>	Dodge <u>8</u>
Light (1) = 2 × BL <u>40</u>	BM × 0.8 <u>4</u>	Dodge -1 <u>7</u>
Medium (2) = 3 × BL <u>60</u>	BM × 0.6 <u>3</u>	Dodge -2 <u>6</u>
Heavy (3) = 6 × BL <u>120</u>	BM × 0.4 <u>2</u>	Dodge -3 <u>5</u>
X-Heavy (4) = 10 × BL <u>200</u>	BM × 0.2 <u>1</u>	Dodge -4 <u>4</u>

ADVANTAGES AND PERKS

Acute Vision 1	[2]
High Manual Dexterity 2	[10]
Less Sleep 2	[4]
Magery 1	[15]
Patron	[15]
Single-Minded	[5]
Skill Bonus 3 (Fortune-Telling; Preparation Required, 1 minute, -20%)	[5]
Skill Bonus 2 (Esoteric Medicine; Preparation Required, 1 hour, -50%)	[2]
Wealth (Comfortable)	[10]

DISADVANTAGES AND QUIRKS

Appearance (Unattractive)	[-4]
Odious Personal Habit (Lecturing)	[-5]
Secret (Arcanus)	[-5]
Sense of Duty (Patients)	[-5]
Stubbornness	[-5]
Workaholic	[-5]
Xenophilia (12)	[-10]
Cynical manner of speaking; Delusion (Books on natural history are completely reliable); Likes books; Responsive	[-4]

Languages	Spoken	Written
Egyptian (Broken)		[2]
Greek (Native)		[0]
Latin (Native)		[6]
		[]
		[]

DR	TL: 2 []
0	Cultural Familiarities
	Roman Empire [0]
	[]

PARRY	Reaction Modifiers
8	Appearance -1 to everyone
(Wrestling)	Status
	Reputation

Name	Level	Relative Level
Epidemiology	11	IQ-2 [1]
Esoteric Medicine (Hermetic)	13	Per+0 [4]
First Aid	15	IQ+2 [4]
Fortune-Telling (Physiognomy)	13	IQ+0 [1]
Geography (Regional: the Roman Empire)	11	IQ-2 [1]
Hazardous Materials	12	IQ+0 [1]
Natural Philosophy	11	IQ-2 [1]
Naturalist	13	IQ+0 [4]
Occultism	12	IQ-1 [1]
Physiology	12	IQ-1 [2]
Research	12	IQ-1 [1]
Sewing	12*	DX+2 [1]
Surgery	14*	IQ+2 [4]
Teaching	12	IQ-1 [1]
Thaumatology	13	IQ+0 [4]
Wrestling	11	DX [4]
Ritual Paths		
Path of Body Control	12†	IQ-1 [2]
Path of Healing	13†	IQ+0 [4]
Path of Necromancy	11†	IQ-2 [1]
Ritual Spells		
Clumsiness	12	[3]
Minor Healing	12	[2]

* +2 from High Manual Dexterity 2.

† +1 from Magery 1



Name Valeriana Player _____ Point Total 150

Ht 5'7" Wt 140 lbs. Size Modifier 0 Age 23 Unspent Pts _____

Appearance Lean, muscular, and quick. Short hair.

CHARACTER SHEET

ST	<u>10</u>	[<u>0</u>]	HP	<u>10</u>	<small>CURRENT</small>	[<u>0</u>]
DX	<u>13</u>	[<u>60</u>]	WILL	<u>10</u>		[<u>-5</u>]
IQ	<u>11</u>	[<u>20</u>]	PER	<u>11</u>	<small>CURRENT</small>	[<u>0</u>]
HT	<u>12</u>	[<u>20</u>]	FP	<u>12</u>		[<u>0</u>]

Languages	Spoken	Written
<u>Latin (Native)</u>		[<u>0</u>]
_____		[]
_____		[]
_____		[]
_____		[]

DR	<u>0</u>	TL: 2	[]
		Cultural Familiarities	
		<u>Roman Empire</u>	[<u>0</u>]
		_____	[]
		_____	[]

BASIC LIFT (ST × ST)5 20 **DAMAGE** Thr 1d-2 Sw 1d
BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <u>20</u>	BM × 1 <u>6</u>	Dodge <u>10*</u>
Light (1) = 2 × BL <u>40</u>	BM × 0.8 <u>4</u>	Dodge -1 <u>9</u>
Medium (2) = 3 × BL <u>60</u>	BM × 0.6 <u>3</u>	Dodge -2 <u>8</u>
Heavy (3) = 6 × BL <u>120</u>	BM × 0.4 <u>2</u>	Dodge -3 <u>7</u>
X-Heavy (4) = 10 × BL <u>200</u>	BM × 0.2 <u>1</u>	Dodge -4 <u>6</u>

PARRY	<u>//</u> (Knife)*	Reaction Modifiers
BLOCK	<u>//</u> (Shield)*	Appearance _____
		Status <u>+1 from citizens</u>
		Reputation <u>+2 from fans</u>

ADVANTAGES AND PERKS

<u>Animal Empathy</u>	[<u>5</u>]
<u>Combat Reflexes</u>	[<u>15</u>]
<u>Fearlessness 2</u>	[<u>4</u>]
<u>Fit</u>	[<u>5</u>]
<u>Patron</u>	[<u>15</u>]
<u>Reputation +2 (Skilled gladiatrix; sports fans; 7 or less)</u>	[<u>2</u>]
<u>Signature Gear (Fine small knife, \$300)</u>	[<u>1</u>]
<u>Wealth (Comfortable)</u>	[<u>10</u>]
<u>Weapon Bond (Knife).</u>	[<u>1</u>]

DISADVANTAGES AND QUIRKS

<u>Callous</u>	[<u>-5</u>]
<u>Code of Honor (Arena)</u>	[<u>-5</u>]
<u>Impulsiveness (12)</u>	[<u>-10</u>]
<u>Overconfidence (12)</u>	[<u>-5</u>]
<u>Secret (Arcanus)</u>	[<u>-5</u>]
<u>Social Stigma (Second-Class Citizen)</u>	[<u>-5</u>]
<u>Status -2</u>	[<u>-10</u>]
<u>Avoids talking about her life in the arena;</u>	
<u>Bets on the races;</u>	
<u>"Big city" mannerisms;</u>	
<u>Offers regular prayers and sacrifices to Isis.</u>	[<u>-4</u>]

SKILLS

Name	Level	Relative Level
<u>Biology (Zoology)</u>	<u>11</u>	<u>IQ+0</u> [<u>4</u>]
<u>Gambling</u>	<u>11</u>	<u>IQ+0</u> [<u>2</u>]
<u>Games (Arena)</u>	<u>11</u>	<u>IQ+0</u> [<u>2</u>]
<u>Holdout</u>	<u>11</u>	<u>IQ+0</u> [<u>2</u>]
<u>Intimidation</u>	<u>11</u>	<u>Will+0</u> [<u>4</u>]
<u>Knife</u>	<u>14</u>	<u>DX+1</u> [<u>2</u>]
<u>Performance</u>	<u>12</u>	<u>IQ+1</u> [<u>4</u>]
<u>Religious Ritual</u>	<u>9</u>	<u>IQ+0</u> [<u>1</u>]
<u>Running</u>	<u>13</u>	<u>HT+1</u> [<u>4</u>]
<u>Shield</u>	<u>15</u>	<u>DX+2</u> [<u>4</u>]
<u>Spear</u>	<u>14</u>	<u>DX+1</u> [<u>4</u>]
<u>Tactics</u>	<u>11</u>	<u>IQ+0</u> [<u>4</u>]
<u>Whip</u>	<u>14</u>	<u>DX+1</u> [<u>4</u>]
<u>Techniques</u>		
<u>Feint (Knife)</u>	<u>15</u>	[<u>2</u>]
<u>Feint (Spear)</u>	<u>16</u>	[<u>3</u>]

* +1 from Combat Reflexes

ROMA ARCANA

ARCANI TEAM

These five characters can serve as a team of *arcani* protecting the city of Burdigala during the Empire's time of troubles, as a model for such a team, or as NPC members of a larger team, available to provide skills the PCs lack.

All of them have the advantage Patron (Hidden sponsors of the *arcani*; provide modest equipment; special abilities; minimal intervention; 9 or less) [15] and the disadvantage Secret (*Arcanus*; unwelcome public attention) [-5] – their adventures put

them outside the law, and while their Patrons could probably shield them from severe punishment, they would face trial, they might have to leave Burdigala, and in any case exposure would make them useless as *arcani*.

GAIUS CASUS SCIPIO



Scipio is a retired legionary from the I Minervia. He was stationed on the German frontier, where he picked up a little spoken German and a heightened awareness of how Romans differed from barbarians. He quickly gained exemption from routine drill by qualifying to serve as a carpenter, building towers and gates on the battlefield. Later he became a Mithraic initiate and progressed as far as Soldier (the rank corresponding to Mars).

He was considered trustworthy enough for promotion to *signifer*, the rank he held when he left the army. Settled in Burdigala, he renewed his old acquaintance with Marcus Junius Falco, who recruited him to help teach the city's *arcani* the benefits of discipline and teamwork. He spent his retirement bonus on an apartment building, and in his spare time he manages it and does carpentry jobs.

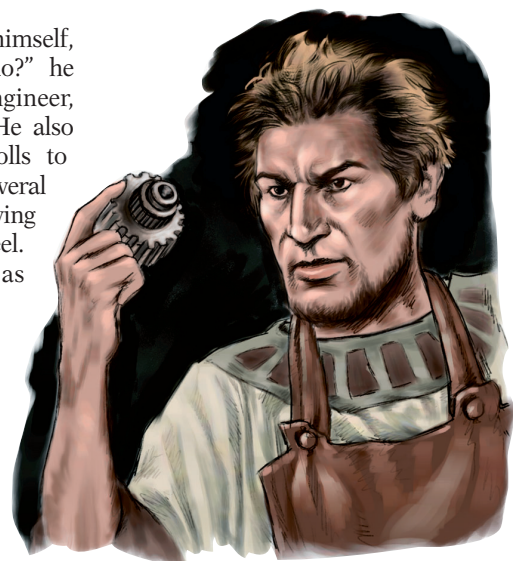
His leadership position in the *arcani* has made him wonder if he should take his Mithraic devotions more seriously; he would like to see his male teammates share his faith.

MARCUS RENATUS FABRICATOR

Inspired by the exploits of Empedocles, who ventured into the crater of Mount Etna and discovered an underworld filled with great armored beasts, Fabricator (a name he earned with his nearly obsessive tinkering) dreams of similar ventures into other unknown realms, such as the heavens of Jove or the seas of Poseidon. In the meantime, his studies have taught him many useful technical arts. He does his best work after ritually calling upon the spirit of Empedocles to guide his labors. Both his workmen and his companions in adventure find him fascinating, despite his tendency to lose his temper when others can't follow his intellectual flights.

If he has time to ask himself, "What would Empedocles do?" he gains +2 to Armoury, Engineer, Mechanic, and Smith rolls. He also has +1 from Versatile to rolls to invent new devices. He has several TL(2+1) skills based on his having mastered the production of steel. Skills not explicitly noted as TL(2+1) are TL2.

If he thinks he might be going into danger, he takes along one of his favorite inventions: a pistol crossbow that he can carry under his cloak, cocked and loaded. He's practiced with it enough to be a fairly good shot.



MYRRHA



Myrrha is the *arcani's* “face”: their specialist in social skills and difficult negotiations. In her previous life she was one of Burdigala’s most popular courtesans; now she’s officially “semi-retired” at age 28, thanks to (unspecified) fortunate investments, though she still entertains a few favorite patrons on special occasions. It’s rumored that she’s turned to religion, as a worshiper of Bacchus, and this is actually true, but it’s not how she spends all of her time. Her Discipline of Faith as a maenad requires behavior much like Compulsive Carousing, but specifically during religious festivals;

she can stay away from a festival in a true emergency, but if she attends one she will not refrain from celebration. She has been a maenad long enough to call upon her divine powers with a single cup of wine (-40% limitation based on one minute of Preparation Required). If she has advance warning of a combat situation (for example, from Body Language skill), Myrrha can gain the benefits of a “drunken fighting” ability in this way, represented as Enhanced Dodge; her unpredictable movements raise her Dodge to 11.

PHILADELPHOS

Philadelphos is a physician and surgeon who has lived in Burdigala all his life. He’s one of the on-call surgeons at the amphitheatre, which has given him some experience with wounds. He’s also a practicing sorcerer, taught at the Temple of Isis, though he has never become an initiate in her cult. His magical studies have emphasized spells that help him in his treatment of patients. He has a personal library, including books on natural history and philosophy as well as medicine.

Philadelphos’s skills include two sorts of ritual divination. He can read

people’s characters and secret habits from their faces, with a minute of intent concentration. By spending an hour in medical examination of a patient, he can divine the patient’s medical condition. See *GURPS Fantasy*, *Soothsaying* (p. 150) for more information on such abilities.

He’s not a skilled combatant, but can even the odds by casting Clumsiness on a foe. Scipio worries about his ability to take care of himself and nags him to keep up his shortsword training, which Philadelphos finds dull.



VALERIANA

Valeriana is a retired gladiator from the arenas of Italy, where she had a successful career and eventually was awarded her freedom. She moved to Burdigala to get away from her old life in a place where chariot races, not blood sports, were the big professional sport. To her surprise, she was restless in her new life. When she was offered a chance to use her old skills for a new purpose, she welcomed it; being required to stay out of the public eye was a bonus in her eyes.



Valeriana’s specialization in the arena was as a *bestiaria*, and she picked up some knowledge of animal behavior in exercising it. This brought her together with Philadelphos, whom she met while attending the Temple of Isis.

She credits Isis with making her a success in her arena career, not to mention saving her life a few times when things went bad.