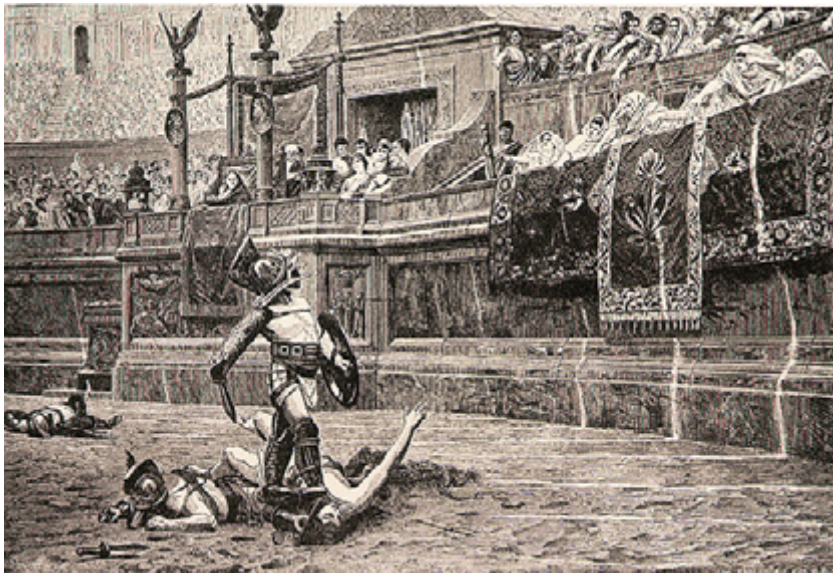


PAX ROMANA

ROLEPLAYING IN IMPERIAL ROME



For Chaosium's Basic Roleplaying Game

WRITTEN BY PETE NASH
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ORIGINAL INSPIRATION FOR THE MAGIC RULES FROM
'WARLORDS OF ALEXANDER'
EPIC ROLEPLAYING IN THE RUINS OF ALEXANDER'S EMPIRE
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PAX ROMANA

You are citizens of Rome, the greatest city in the world! Great and mighty Nero is now emperor of the empire, and the legions have conquered to the edges of the world. However, despite your status, life is not always easy in the capital. Let us briefly examine the glory which is Rome...

Life in Rome

Fresh water is provided via aqueducts and bread is handed out to the poor. Sewers exist but most sell their urine to the dyers guild. The violent entertainments held in the Circus Maximus and Amphitheatre are popular, as is the betting and drinking which accompany them. Yet crime is rife in the depressed areas, slaves are often maltreated and narrow streets are unsafe to travel at night. Truly the best and worst of life are held within Rome's bosom.

Social Status

City dwellers are divided into two major categories based on wealth and status. *Honestiores* (honourables) and *humiliores* (dishonourables).

The upper classes (*honestiores*) are split into the Senatorial class (*senatores*) and the Equestrian class (*equites*). Both wear tunics with purple stripes (*angusti clavi*), Senators with wide stripes and Equestrians with narrow ones.

The lower classes (*humiliores*) mainly comprise of the Common Class (*plebeians*) who are freeborn Roman citizens and can be identified by the wearing of a toga. However, three further classes existed in this category. Foreigners (*peregrini*), Freed-people (*libertini*) men and women who've been slaves but have bought their freedom or been manumitted, and Slaves (*servi*). Slaves are the property of their owners by law, but by custom some slaves (especially urban, domestic slaves) are allowed their own savings with which they might later buy their freedom. Slaves who have run away are sometimes made to wear metal collars with inscriptions such as the following: "I have run away. Capture me. When you have returned me to my master, you will receive a reward."

Roman Law

The law of Rome is notoriously biased in favour of the rich and privileged. A member of the *honestiores* accused of murder or arson might be sentenced to exile for a few years, whereas a member of the *humiliores* would probably be crucified.

Roman law regarded slaves as mere chattels. They were subject to the will of their masters, against which they enjoyed no protection.

Appendix II holds more detail about Roman law.

Money

Roman currency during the early imperial period is as follows;

4 Asses equal 1 Sertertius
4 Sertertii equal 1 Denarius
25 Denarii equal 1 Aureus (pl. Aurei)

The As was a small copper coin. Both Sertertii and Denarii were silver coins, and the Aureus was the only gold coin.

The monthly cost of living for a middle class plebeian is about 100 Denarii. An As will buy a loaf of bread, a Sertertius a mug of average wine, and an Aureus a set of surgeons tools.



For further Information about life in the great city, please refer to the following excellent web site.

<http://www.roman-empire.net/society/society.html>

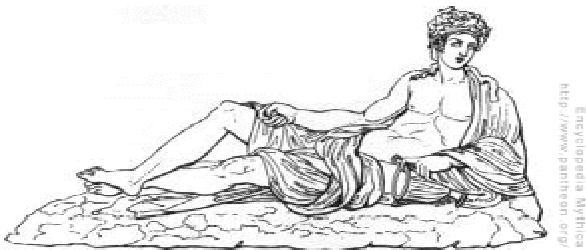
GAME SYSTEM

Pax Romana was originally designed for use with Chaosium's Basic Role-Playing (BRP) system. However the information within this document is also easily usable with Mongoose RuneQuest too. For those of you without either set of the rules, a stripped down version follows.

The system is very simple. You have percentage values for your skills, 0% being no ability in the skill and 100% being mastery of it. Bonuses or penalties can be applied to the skill value depending on the task attempted. Generally though, you simply need to roll equal or under your skill value to succeed. A critical success occurs when you roll under 10% of your skill (rounded down).

Opposed skill checks are made in circumstances such as during combat, or searching for someone who's hiding for example. This is resolved by both parties rolling against their relevant skills and comparing the results.

- 1) If one person succeeds their skill check and the other fails, then the successful character achieves their desired result.
- 2) If both people succeed their skill checks, then the character with the highest roll wins.
- 3) If one character achieves a critical success, then it automatically beats a normal success.
- 4) If both people critical, then the highest roll wins.



Hit points are based directly on a character's attributes and never increases. This makes combat in the system very deadly, since a couple of average hits from a sword can drop a normal man. Armour counts as damage resistance, and its protective value is subtracted from the damage of each weapon hit.

A character is *disabled* (i.e. can no longer fight) if they receive an injury equal to a half of their original hit points. They are *maimed* if they receive a wound equal their original hit points. Whether or not you have a serious injury, at zero hit points you are rendered incapacitated or unconscious. If *disabled* you'll continue to lose a hit point from blood loss or shock every hour, if

maimed you lose one hit point every minute, until you get medical care or reach minus your original hit points; at which point you die. Remember, combat is extremely realistic and dangerous!

Saving throws are based directly on statistics. A mild poison resistance roll would be a percentage equal to your CONx5, a deadly one equal to CONx1. Similar checks can be made against Strength, Intelligence, Dexterity and even Willpower.

There are seven basic statistics.

STR – Strength is used to calculate damage bonus, and helps to grapple or break things.

CON – Constitution is used to calculate hit points, and helps resist poisons and such like.

SIZ – Size is used to calculate both a character's damage bonus and hit points.

DEX – Dexterity is how fast you react and helps with reflex saves.

INT – Intelligence helps when trying to improve your skills from experience or training.

POW – Willpower is used to resist addiction, invoke metaphysical abilities, and is a measure of how lucky you are.

CHA – Charisma is quite simply how attractive you are, which will have a role-playing effect - if not a skill based one.

Initiative is based on your DEX, the highest going first and the rest following in order; although during combat longer weapons strike first.

Games Masters are encouraged to add as many extra house rules as they desire (the Combat rules from *Elric* are particularly good).

Skills are improved by two different methods. If at any time during an adventure a character fails a skill check under stress (i.e. a situation where they might be injured or suffer serious consequences), then they should mark it for potential improvement.

At the end of the adventure, once the character has a chance to rest and reflect on his experiences, they can then attempt an improvement check. This is done by rolling a d100 and adding the value of their INT. If the total is greater than their current skill level, the character can increase the skill by 1d6%.

The second method of development is to study the skill. One week of full time training will improve a selected skill by 1d4%. This method of education can never increase a skill above 75% and requires a teacher who is superior in that skill. Self education only grants 1d2% per week. No character can have a skill greater than 100%.

That's pretty much the entire rules system!

CHARACTER GENERATION

Players should assign **90** attribute points between all their characteristics. No characteristic may be less than **8** or greater than **18**. **SIZ** may not exceed **14** since Romans are known for their short stature.

Hit Points are calculated by adding **SIZ** and **CON**, and dividing by two (rounding up).

Strength Bonus is calculated by adding **SIZ** and **STR**, then referring to the table below.

Total of STR+SIZ	Damage Modifier
01-08	-1d6
09-16	-1d4
17-24	0
25-32	+1d4
33-40	+1d6
Each extra +8	Additional 1d6

You should then choose a character background from the list below. Each archetype has eight core skills assigned to it. You may assign 400 percentage points amongst those you want. A further 200 points can then be added to any other skills desired, but unusual skills must be rationalised with the GM first so as to match the character's background. These points may be raised or lowered according to the whim of the GM. For those playing in campaigns planning to travel outside of Rome, language skills are highly encouraged!

Please note that many skills have an initial base value which can be found on the character sheet. For sake of game balance, no starting character may increase a skill beyond 80%.

All characters should be male (women have few freedoms in Roman society), and of the *humiliores* class; preferably Plebeians. Your age can be between 18 and 25. You must also declare some personality fault. Other than that, use your imagination!

Names can be humorous if you desire, but in Appendix I is a list of common ones for those who need some help. Roman names are usually made up of three parts. A forename (*Praenomina*), used by friends or close acquaintances, a clan name (*Nomina Gentile*) which denoted social status, and a nickname or personal name (*Cognomen*) that distinguished individuals within the same clan. Often the cognomen was chosen based on some physical or personality trait.

A character can start with the following possessions. The tools of his trade, three sets of clothes, a toga (if a Plebeian), a small knife, a wax tablet & stylus (if literate), eating gear, washing gear, and half a dozen small luxury items such as books, jewellery, vases, statuettes, etc, and a rented apartment in an *Insulae*. They also start with 5d10 denarii as spending money.

Be aware that only a couple of the backgrounds include weapon training. This is because you are city dwelling citizens and have no need to walk around with weapons, let alone armour... and indeed would be reported by your neighbours and arrested by the Vigiles (the city police/fire brigade) or Praetorian Guard if you tried to do so. However it is sometimes wise to walk around at night with a staff or big stick, just in case...



Actor – Actors are held with contempt in Roman society, primarily since they are viewed as prostituting themselves for public entertainment. In fact, some are indeed prostitutes! Most actors are slaves or foreigners, and it would be a social scandal if a plebeian would lower himself to act. Skills: Act, Dance, Insight, Linguist (Greek), Music, Oratory, Seduction, and Sing.

Athlete – Roman sportsmen mostly train in the classic skills of the Pentathlon (underlined), spending most of their time at the Gymnasium. Athletes are highly regarded and champions win support from patrons. These are usually politicians, who sustain the athletes financially in return for political support. Sporting events, especially the Olympics, are a popular entertainment. Skills: Boxing, Discus, Javelin, Jump, Politics, Running, Swim, and Wrestling.

Barber – Barbers perform several vital services. As well as haircutting, hairdressing and shaving, barbers performed surgery of wounds, blood-letting, cupping and leeching, enemas, and the extraction of teeth. Barbers are also sources of daily news and gossip. Skills: Craft (Hair Cutting), Debate, Insight, Linguist (choose), Medicine, Perception, Politics, and Streetwise.

Beggar – Usually beggars are freed-men, or foreigners. No one of Plebeian rank would lower themselves to such work without losing their status first. Beggars generally sport terrible scars or injuries which help them evoke pity or disgust from potential donors. Most beggars belong to a gang for mutual protection. Skills: Act, Conceal, Evaluate, Insight, Intimidate, Persuade, Scrounging, and Streetwise,

Bodyguard – Usually ex-gladiators. See the Gladiator class for skills.

Bureaucrat – Bureaucrats are members of the Roman civil service, and were the real power behind the senators. They fulfil the tasks of tax collection, scribes, customs officials, trade supervisors and judicial secretaries. Most are comfortably wealthy, perhaps due to corruption or extortion. Skills: Administration, Debate, Law, Latin, Mathematics, Persuade, Politics, and Intimidate.

Charioteer – Reckless, sporting heroes of the Roman world, *aurigae* are both famous and short-lived. Racing in the Circus Maximus is dangerous, since on the track there are no rules save to win at any cost. Successful charioteers are even sometimes assassinated prior to important races! Skills: Animal Training, Dodge, Drive, Gambling, Jump, Ride, Streetwise and Weapon (Whip).

Craftsman – Craftsmen are the manufacturers of the Roman world. Most are regarded in equal light but are frowned upon by those of Honestiores class. Most craftsmen sell their goods from the front of their shop. Skills: Administration, Craft (any), Evaluate, Mathematics, Persuade, Scrounging, Streetwise, and one free choice.

Diviner – Romans are notoriously superstitious, and seek the advice of diviners before undertaking decisions. Some diviners are frauds or self-deluded, with no real ability. Most use a particular method to read the auguries, which is their trademark. Skills: Act, Divination, Insight, Intimidation, Oratory, Perception, Running, and Streetwise.

Gladiator – Usually, but not always slaves, gladiators fight men or beasts, often to the death,

for public entertainment. There are many specialities of gladiator, each one trained in different weapon forms. Fighters who capture the audience's sympathies can usually survive defeat if they put on a good show. Popular ones are granted the *rudis* or wooden sword which earns their freedom from the amphitheatre. Gladiators earn extra money or gifts by acting as bodyguards or sex-slaves during or after their careers. Skills: Act, Dodge, Gambling, Intimidation, Jump, Primary Weapon, and Secondary Weapon.

Doctor – Doctors specialise in healing the sick. They achieve this by use of herbal and surgical methods. A doctor is usually more skilled in medicine than the average barber, but doesn't engage in dentistry. Doctors are usually fluent in Greek as most medical texts are written in that language. Skills: Debate, Insight, Latin, Linguist (choose), Literature, Medicine, Perception, and Philosophy.

Lawyer – Rome's love of litigation has promoted this career. Lawyers are well versed in law and public speaking, since most court cases are civic entertainment. Poorer lawyers often act as investigators for their own cases. Skills: Administration, Debate, Insight, Law, Latin, Oratory, Politics, and Streetwise.

Legionary – Professional soldiers given months of hard training in diverse skills, a Legionary is the perfect soldier. Tough, disciplined and loyal, ex-legionaries are granted land for their own farm after 25 years of service. Legionaries usually learn other languages in their postings around the empire and are experienced with different weapons too, Pugio and Pugilatis being common. Skills: Engineering, Gladius, Pilum, Running, Scrounging, Scutum, Swimming and Tactics. Officers (Centurians etc) should exchange Pilum and Scrounging with Administration and Intimidation. Marines and Auxiliary Cavalry exchange Running and Engineering with Sailing and Jumping, or Riding and Tracking respectively. Generals are Senators and therefore have social and literary skills rather than a soldier's training.

Musician – Although decried by some snobbish Romans as a sign of decadence, musical performances are common and skilled musicians highly valued. Music has great importance in certain religious contexts, and is popular at feasts or celebrations. Most musicians have a range of performance skills to satisfy their patrons. Skills: Compose, Dance, Music (primary instrument), Music (secondary instrument), Persuade, Sing, and Streetwise.

Philosopher – Masters of thinking, Philosophers dedicate themselves to studying the world. They are a highly regarded profession, and most belong to a specific school of philosophy. Most are skilled in many areas of knowledge, but also teach and hold open debate about the truth of the world. Choose six skills from: Art (any), Engineering, History, Law, Latin, Linguist (any), Literature and Mathematics - and add to Debate and Philosophy.

Priest – Priests are in charge of religious ceremonies and wield great power. But for those from the lower classes reaching such heights is rare. Most of the priests in Rome are followers of the Roman pantheon. However, small secret cults worshipping foreign gods are always springing up. Skills: Art (choose), Evaluate, Insight, Intimidation, Latin, Oratory, Politics and Theology.

Prostitute – Roman prostitutes come in many types. The *Lupae* were the “she-wolves”, choosing to troll gardens and parks while howling to attract customers. *Noctilae* walked the streets at night, and *Bustuariae* hung around burial grounds and were often hired as mourners. *Copae* were servant girls at inns, and the *Gallinae* were thieves as well as prostitutes. The *Delicatae* and *Famosae* were far above the level of common prostitutes. They are well-kept women, usually from higher-classed families, choosing to sell their bodies for extra money or to influence politics by means of using powerful men. In Rome all prostitutes must be registered under the watchful eye of the *Aediles*. Prostitutes are forbidden by law to be citizens or marry a citizen. Male prostitutes are also common. Skills: Act, Dance, Insight, Persuade, Running, Seduction, Stealth and Streetwise.

Scholar – Teachers are a vital and highly regarded profession. They are eclectic gatherers of information, and it is quite possible to be skilled in many areas of knowledge. Choose eight skills from: Art (any), Engineering, History, Law, Latin, Linguist (any), Literature, Mathematics, and Rhetoric (any).

Slave – Despite having no protection under the law, the life of a slave is not always bad. Highly skilled or educated slaves are worth a large amount of money, and are therefore treated well. It is this type of slave encouraged in this class. They are granted some freedom of movement to accompany their masters, or maintain their education. Many slaves are teachers, body servants, master craftsmen or even administrators for other household slaves. Since most slaves are foreigners, they usually have Linguist in one other language. Choose any eight skills for your background skills.

Thief – Roman criminals range between burglars, confidence-men, muggers and pick pockets. Life is hard and short for a thief since punishment, if captured, is brutal. Some criminals form gangs for mutual protection, and sometimes clash when rival gangs invade each other’s territory. Choose eight skills from: Climb, Conceal, Dodge, Evaluate, Intimidate, Jump, Lock Picking, Perception, Pick Pockets, Persuade, Running, Stealth and Weapon (dagger).

Trader – Whereas craftsmen manufacture goods, traders are specialists in buying and selling them in bulk. Generally this involves moving goods to and from the city. Traders have even less status than craftsmen, even though many of the *Honestiores* class depend upon them for their wealth. Skills: Administration, Drive, Evaluate, Latin, Linguist (any), Mathematics, Persuade, and Sailing.

Vigile – The night watchmen and firemen of Rome, *vigiles* patrol the streets guarding against crime, riots and blazes. *Vigiles* are constantly being upstaged by the Praetorian Guard and no love is lost between the two. Skills: Climb, Intimidation, Insight, Law, Perception, Running, Streetwise, and Weapon (Hasta).

Wastrel – Someone who has lost themselves in wine for so long that they seem permanently blessed by Bacchus. Carousers *extraordinaire*, they stumble from one party to another since there is always a celebration somewhere in Rome. Most drunks are dissatisfied sons of high rank, who waste their time (and father’s money) on unceasing entertainment. Skills: Dance, Gambling, Music, Scrounging, Seduction, Sing, Streetwise, and Theology (Bacchus).

As previously mentioned, the prevalence of weapon skills common to other Role Playing games have been kept to a minimum, save for professions such as gladiators, ex-legionaries or less salubrious vocations. The beauty of Rome as a campaign setting is the emphasis of role-playing of social interactions; the client-patron bond, political manoeuvring, family ties, etc. Using combat as a universal solution to problems, is often viewed as a low-browed, unsavoury and generally results in an escalation of vendettas. Besides which combat is extremely dangerous in a city where armour is not worn. However since life in the city *is* often dangerous, with mugging and riots common events, those characters that lack access to the pugilistic arts are instead recommended to do what normal Romans do... purchase a bodyguard, seek protection from their patron, or simply run away!

PAX ROMANA CHARACTER SHEET

Name:
 Job: Age:
 Height: Weight:
 Character Flaw:
 Description:



CHARACTERISTICS

STR: Damage Bonus:
 CON: Hit Points:
 SIZ:
 DEX: Reflex: (DEXx5)
 INT: Idea: (INTx5)
 POW: Luck: (POWx5)
 CHA: Charm: (CHAx5)

SKILLS

Administration (00)	_____	Mathematics (10)	_____
Art		Medicine (00)	_____
Compose (00)	_____	Perception (20)	_____
Mosaic Laying (00)	_____	Performance	
Painting (00)	_____	Act (00)	_____
Poetry (00)	_____	Dance (00)	_____
Sculpture (00)	_____	Music [specify] (00)	_____
Climb (25)	_____	Seduction (00)	_____
Conceal (05)	_____	Sing (00)	_____
Craft		Philosophy (00)	_____
Animal Training (00)	_____	Pick Pocket (05)	_____
Carpentry (00)	_____	Politics (10)	_____
Cooking (00)	_____	Rhetoric	
Dyeing (00)	_____	Debate (10)	_____
Glassblowing (00)	_____	Oratory (10)	_____
Leatherworking (00)	_____	Persuade (10)	_____
Locksmith (00)	_____	Ride (00)	_____
Masonry (00)	_____	Running (10)	_____
Metalworking (00)	_____	Sailing (00)	_____
Pottery (00)	_____	Scrounging (15)	_____
Shipwright (00)	_____	Stealth (10)	_____
Weaving (00)	_____	Streetwise (20)	_____
_____	_____	Survival (00)	_____
Divination (00)	_____	Swim (00)	_____
Dodge (25)	_____	Tactics (00)	_____
Drive (05)	_____	Theology (00)	_____
Engineering (00)	_____	Track (05)	_____
Evaluate (15)	_____	Weapon _____(10)	_____
Gambling (15)	_____	Arcus (Bow) (10)	_____
History (00)	_____	Funda (Sling) (10)	_____
Insight (20)	_____	Fustis (Club) (20)	_____
Intimidation (05)	_____	Gladius (Sword) (15)	_____
Jump (25)	_____	Hasta (Spear 1-H) (15)	_____
Law (15)	_____	Lancea (Spear 2-H) (20)	_____
Latin (50)	_____	Luctatio (Wrestling) (25)	_____
Linguist _____	_____	Pilum (Javelin) (20)	_____
_____	_____	Plumbatae (Dart) (10)	_____
Literature (00)	_____	Pugilatus (Boxing) (25)	_____
Lock Picking (00)	_____	Pugio (Dagger) (15)	_____
		Scutum (Shield) (25)	_____

SKILL LIST

Skill points help build a character and give a concrete definition of what that character is and isn't capable of. Each skill is rated on a 1-100 (%) scale, and either begins at 00% (no chance of success without training) or at some pre-set basic chance which is the same for all city dwellers.

Administration (00) Roman bureaucracies require administrators, people who know how to organise, manage and run them. They are vital in army units, city government or commercial business. Most administrators can also read and write, but this is not always necessary, since many also have secretarial scribes (often slaves) to do that work for them.

Art [specify] (00) Art is the knowledge and application of artistic ability. This skill is subdivided into more specific areas. 25% in a sub-skill denotes a cultured knowledge of the art and its famous practitioners, although few members of the patrician or equestrian classes would stoop to actually exercise such skills!

Compose – Creation of music and songs.

Mosaics – Setting of tiled floors and walls.

Painting – Decorating ceramics or frescoes.

Poetry – Composing of poems and epics.

Sculpture – Carving of statues from stone.

Climb (25) Using hand and footholds to climb surfaces ranging in difficulty from trees to temple walls. Completely smooth surfaces or overhangs are impossible to scale. Please note that specialised climbing equipment does not exist at this time. However, using a rope doubles the climber's skill. Ladders make a climb automatic if they are tall enough.

Conceal (05) Conceal enables the hiding of objects out of view. It might be a dagger hidden beneath the folds of a toga, coins hidden from the search of a city watchman, or even camouflaging entranceways from casual observation. Concealing yourself requires the Hide skill. However, this skill can be used to try to cover your trail if the roll is also under your Track skill.

Craft [specify] (00) In Roman society most members of the plebeian class subsist from practicing a craft. Many of the unpleasant or strenuous ones are carried out by slaves. Since the concept of service industry doesn't yet exist, many craftsmen must front their own shops and act as the retailer too. Each of the following crafts is a separate sub-skill. It would be unusual for a character to learn more than one craft in their life. Possible skills include Animal Trainer, Baker, Barber, Brewer, Carpenter, Cook, Dyer, Glassblower, Leatherworker, Locksmith, Mason, Metalworker, Potter, Slaver and Weaver.

Divination [specify] (00) Divination is the art of augury, divining the future for a client (or oneself) by observing natural phenomenon. A diviner is a blind follower of *Fate*. They may not study theology or philosophy; else lose all ability in this skill, since it represents the person's *belief*. There are a number of different divination techniques, and a player should choose one as their area of expertise. If they change their speciality, then they lose half the skill points acquired in the previous one.

Astrology - Divination by charting the motion of the stars, planets, comets and other celestial phenomena in the night sky.

Cleromancy - Divination by drawing lots, usually stones or beans from a jar or from a bag, rolling dice or knucklebones or drawing straws.

Dendromancy - Divination by listening to the sounds of leaves in wind-blown trees, or by studying the rings in a freshly snapped branch.

Haruspication - Divination by examining the entrails (especially the liver) of sacrificed animals.

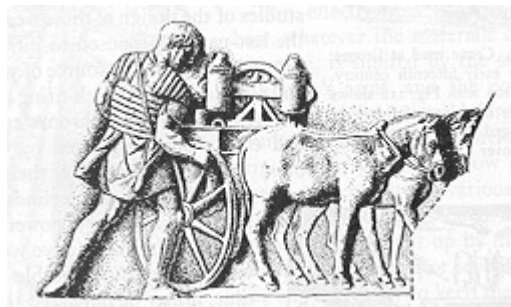
Hydromancy - Oil is dripped onto water and the pattern it makes tells the diviner about events in the future.

Meteromancy - Divination by watching the weather, cloud formations, the direction of the wind, sun on the clouds etc.

Ornithomancy - Divination by observing the behaviour of birds, the different species, their calls and flight patterns.

Pyromancy - Fire-divination, through the smoke of incense burning on a charcoal brazier, or of flower and laurel leaves smouldering on a fire. The smoke reveals patterns of future events to the diviner.

Dodge (25) Dodging is the ability to get out of the way of an approaching object. If the character can see it coming, he or she can try to dodge it. Fast objects such as missile weapons fired at short range halve the chance. Dodging cannot be used during a fight except to try to engage or disengage the combat. You cannot attack in the same round as dodging.



Drive (05) Covers the ability to drive a wagon or chariot and also includes the awareness of preparing a wagon or chariot for use. Most Romans have little knowledge of driving as

wheeled vehicles are banned from the streets of Rome during the daytime.

Engineering (00) Digging ditches, laying roads and building fortifications. Most engineering work outside of Rome is completed by the Legions. Expertise of 50% and greater allow the design and construction of major projects such as aqueducts, multi-storied buildings and city walls.



Evaluate (15) The knack of assessing an item's value. If the character has a relevant Craft or Art skill that is higher (Craft: Silversmith, for example, when valuing silver jewellery) then use the highest skill level for that particular object. This skill can also be used to judge the rough size of a bribe by the apparel of a person, but not whether the person will react favourably to the idea.

Gambling (15) Dice games using knucklebones are very popular amongst plebeians in the wine shops of Rome. To retain simplicity, all participating gamblers roll their Gambling skill with the highest success swiping the pool of coins. However, everyone from patricians to slaves gamble on gladiators and chariot races. The more unusual the proposed result, the higher the odds given by a bookie and the greater the penalty against the gambling skill. Proposed bets range from selecting the winner, to who will die during a race! Many Romans frequent diviners to foretell the results and some even pay for curses to be placed on some competitors!

History (00) History allows knowledge of the Roman Empire over the last couple of centuries. This is generally limited to recall of major battles and famous historical figures. Over 50% grants more in-depth knowledge of specific people's lives or the history of foreign nations.

Insight (20) This is the use of human psychology, allowing a character to learn another person's motivations. Critical results lay bare any deceit being used against the user. It can also be used to judge if someone is susceptible to bribery.

Intimidation (05) How to force someone into performing a task or give up knowledge by threat of brute force or some other form of retribution. It may only be attempted once per situation. If successful the victim will forever hold a grudge towards the intimidator.

Jump (25) Leaping up (to grab hold of something) a character's height and a half vertically, or up to thrice his height horizontally. Four times if using the traditional jump weights. Halve these distances if no run up is available. Jumping in heavy armour or whilst encumbered is not possible.

Law (15) A character's familiarity of the legal system of Rome and how to use it to one's advantage. Roman law incorporates a social bias between *honestiores* (honourables) and *humiliores* (dishonourables), with exile as the worst punishment for the former, and death by crucifixion, burning etc. for the latter.

Latin (50) All Romans start with complete fluency in their own tongue. This represents both speaking and reading Latin. If the character is a slave, they may purchase this skill at half cost without the ability to read and write. Foreigners gain their own native language as default instead of Latin. Abilities above 50% indicate the use of more flowery or complex language, as used by experts in rhetoric. Communication skills when speaking Latin cannot exceed the value of this ability (See Linguistics below).

Linguist [specify] (00) Poly-linguistic experts have a major advantage when travelling outside of Rome, since most parts of the empire still speak their native languages and Latin is a secondary tongue, if learned at all. Skills of 50% or greater indicate fluency. When using communication skills such as Debate, Insight, Intimidate, Oratory, or Persuade the skill is limited by the value of the Language ability. A list of possible languages follows,
Aramaic - This is the script and language of the eastern kingdoms and it is now used by the people of Assyria and Babylon (together known as Chaldea), Persia, Parthia and the kingdoms of

Asia Minor. Because of its age, Aramaic is the international language of business and diplomacy. Scribes across the ancient world use the script to write letters.

Armenian - This mountain kingdom is now a Persian province and the language is spoken only there. It has its own script.

Egyptian - Spoken in the Nile valley almost exclusively, the language has also spread into Lower Nubia. There are two main scripts: Hieroglyphic, used on monuments and carvings, and Hieratic, used on papyrus scrolls.

Gallic - An omnipresent tongue spoken throughout Gaul and Britannia.

Germanic - A course language used by the Cimbri, Teutons and Goths.

Greek - The classical language used by the Greek union, and used as a scholarly language throughout the empire.

Lydian - Although first used only by the people of Lydia in Asia Minor - the language has also become current throughout the neighbouring Seleucid provinces. There is an alphabet script used by the scribes of the region.

Persian - This is the native tongue of the Persians, spoken there by the common-folk, but being supplemented for official use and by the educated elite by Aramaic. A primitive script is used with the language for stone inscriptions.

Phrygian - Used by two of Seleucia's provinces in Asia Minor, Cappadocia and Cilicia. Phrygian is closely connected to the Thracian language since the first Phrygian invaders came from Thrace. A speaker understands Thracian at one-half his Phrygian ability.

Punic - Spoken all along the Phoenician coast, and in Carthage and the Carthaginian colonies in North Africa, this language is derived from the language of the desert Bedouin in the east. It has a very advanced alphabetic script. A speaker understands Aramaic at one-half his Punic ability.

Thracian - The tongue of the Thracian chiefdoms north of Greece, it is related to Phrygian and does not have its own script. A speaker understands Phrygian at one-half his Thracian ability.

Other Languages - None of these languages have scripts, and all are restricted to use within the barbarian races that use them: Arabian, Scythian, Nubian.

** Note that Linguistic skills (including Latin) only cost half the points if the user only wishes to be able to speak the language. Being literate in a language costs the full amount. Literacy is common amongst the upper classes, but many poorer plebeians and slaves are illiterate.*

Literature (00) The schooling in the classics and biographies of Greek and Roman authors. Both scholars and the upper classes receive an education in literature. To have this skill requires the character be able to read and write both Latin and Greek (See Linguist).



Lock Picking (00) An unusual ability not commonly taught except by locksmiths or thieves. Lock picking allows the user to open chests or doors without having to use force. Roman locks in the first century are the most complex in the world.

Mathematics (10) All city residents can count, and work out simple money transactions. Higher values above 25% allow multiplication and division, and above 50% the user can understand algebra and geometry. Mathematics also incorporates the skill of accountancy.

Medicine (00) Medicine allows treatment of wounds so that healing can occur. It incorporates knowledge of herbalism, surgery and the treatment of disease. It requires several minutes to treat a normal wound, and at least an hour for a critical injury such as performing an amputation. Successful use of the skill will recover 1HP for a single wound, or half the HP loss on a critical success. Critical rolls also reduce a maiming wound down to a normal one. The skill may only be attempted once per wound. After that, the wound may only heal naturally. Normal damage is recovered at 1HP per day, *disabling* wounds at 1HP *per week*. Those who are maimed should role on the *Elric* critical Major Wound table.

Perception (20) The skill of being aware of your surroundings. It combines all the five senses, vision, hearing, touch, smell and taste.

Performance [specify] (00) The ability to perform entertainments in public. This skill is subdivided into more specific areas.

Acting - Adopting the role, mannerisms, voice, speech patterns and even costume of another person. Note that impersonating a particular individual is harder than impersonating a certain occupation or racial type.

Dancing - Everyone can dance. Common (plebeian) dancing on the streets or at Dionysus celebrations requires no skill checks. However, dancing well requires this skill. Dance in Roman times is very formalised, and generally only used at the theatre or temples.

Music [specify] - The Romans use a number of different musical instruments. The lyre is the most common; it is a harp-like instrument with a sounding box. The kithara is a heavier version of the lyre used by professional musicians. Bronze trumpets are used by the army and in religious ceremonies. The flute, tympani (tambourine) and the pan-pipes (aulos) are popular at dinner parties and banquets. Flute-girls are commonly hired to entertain the men at drinking parties!

Seduction - The ability to tempt others with sexual allure. It can be used on members of the same sex if they are that way inclined, and is the major skill of prostitutes and courtesans.

Singing - Everyone can sing, but singing well requires this skill. Romans are not known for their songs unlike the Greek's before them. Choral singing however is performed by priests at the temples, and sounds like a cross between Gregorian chants and opera. Nero himself is famed as an atrocious singer, and bad singing is the cause of many complaints at the public baths.

Philosophy (00) Philosophy is the knowledge and practice of an intellectual and ethical attitude to life. There are several philosophies and a character may only follow one at a time. If they change their philosophy, then they lose half the skill points acquired in the previous one. A philosopher may not study theology or divination; else lose all ability in this skill, since it represents the person's *belief*. The following are the major schools of philosophy, *Aristotelianism*, *Epicureanism*, *Platonism*, *Skepticism* and *Stoicism*.

Pick Pocket (05) The ability to surreptitiously remove articles from (or plant them upon) a person without them noticing. This talent is countered by the Perception skill.

Politics (10) Romans are aware of the day-to-day politics which run their city, and the empire. In fact it is the primary basis of gossip, jokes and lampoons. Knowledge in this skill allows the user to understand the hidden machinations in the senate, and who to speak to if you need a law modified. An ability of 50% is required to hold public office.

Rhetoric [specify] (10) Rhetoric is the use of words and argument to win over others to your point of view. It has three specialities, each of which is a separate skill.

Debate - The skill of using intellect to win an argument, by use of facts, and persuading a rival that his views are incorrect. That rival may not like

the facts, but he cannot deny them. Debate is different from Oratory (which appeals to the emotions instead). Debate is often used by lawyers and scholars.

Oratory - A counterpart skill to Debate, that convinces a rival that your case is sound and rational. It appeals to emotion, not logic, using guilt, responsibility, morality and base pleasure to override law and logic. It is commonly used by priests, actors and politicians.

Persuade - The use of either deception or simple earnest honesty; to bluff, confuse or convince a person into believing something for a short period. It can also be used to haggle although the seller will not take a loss, no matter how well the user bargains. Traders, thieves and slaves are generally good at persuasion.



Ride (00) As pedestrians, most city dwellers have no experience of riding animals. Riding allows not only the ability to control the animal, but also how to care for its health and prepare its tack. A skill of 50% or higher allows a rider to jump over obstacles. Fighting from a mount limits weapon skills to the value of the character's Ride skill, if it is lower.

Running (10) The practice of distance running and marching which is highly valued as both a military and athletic skill. The runner has a maximum range of one mile per 5% of skill they possess.

Sailing (00) The ability to manage vessels which float on water. It can be used for rafts, boats and ships – even those which are only rowed. Skills of 50% or greater can navigate too. However, most ships during this period are still coastal huggers as sextants and such have not been invented yet. The skill can also be used to attempt boarding or ramming of other ships, or avoid the same.

Scrounging (15) Users can recycle, locate or steal replacements for missing equipment. This is a vital skill in the military where supplies may be intermittent. It is also useful for poor characters who cannot afford to purchase new items.

Stealth (10) The ability to move quietly and hide, stealth is useful to thieves or spies. Outside of urban environments however, the skill is vital for hunters and scouts. Stealth is countered by the Perception skill.

Streetwise (20) How to survive in the often difficult and dangerous environment of a Roman city. The skill allows knowledge of the locations of major buildings, where to purchase things, safe routes to travel, and who's who in the area. If the user moves to another city, then they are at half chance until they settle in the new location - which generally takes about a month.

Survival (00) The skill of being able to survive outside in a rural or wilderness environment. It allows the user to find food and water (if any are available), locate shelter, and predict weather changes. Abilities of 50% or greater can use their skill to support others with them.

Swim (00) An unusual talent, except amongst coastal dwellers, being able to swim is a useful skill to have. As well as preventing drowning, it also allows users to ford rivers or even hide in deep water. A character with up to 25% can simply remain afloat in still water. Higher values allow the user to swim in moving water. A swimmer may remain afloat for up to their CON in hours before drowning, as long as they continue to make skill rolls in the prevailing conditions. Weapon skills used whilst swimming are limited to the value of this ability.

Tactics (00) Tactics covers a number of different abilities. Firstly it is a measure of how well you can maintain formation during battle. Secondly it represents your leadership and grasp of battlefield conditions. Military officers are expected to have at least 50% in tactics.

Theology (00) Theology is the study of the mythology and esoteric practices of religion. It also defines your belief in the gods, and how well the gods favour you! A faithful follower of the gods may not study philosophy or divination; else lose all ability in this skill, since it represents the person's *belief*. The specific religion must be selected when this skill is chosen. Changing religion causes half the previous skill points to be lost. Options include *Celtic*, *Egyptian*, *Teutonic*, *Greek*, *Persian* and of course *Roman*.

Track (05) Tracking not only includes the ability to interpret and follow trails left by animals or humans, but also enables the user to locate (or

create) paths across wilderness areas. The age of tracks can be determined too. Experienced trackers of 50% or greater are never lost.



Weapon [specify] (starting skill varies) This skill comprises of multiple sub-skills for different combat types, including missile and unarmed styles. Each fighting style must be learned individually. A list of common styles follows, including their base starting skill; *Arcus* (10), *Discus** (10), *Funda* (10), *Fustis* (20), *Gladius* (15), *Hasta* (15), *Lancea* (20), *Luctatio* (25), *Pilum* (20), *Plumbatae* (10), *Pugilatus* (25), *Pugio* (15), and *Scutum* (25)

* Although a discus is not technically a weapon, it is included here for completeness sake in case a character wishes to train to become a *Pentathlete*.

DIVINATION, PHILOSOPHY AND THEOLOGY

*"Hear us, you gods perfect in power;
Hear us, sovereign gods and goddesses,
Protectors of our country's bulwarks:
Do not betray our city
Thus in the labour of battle
To enemies of alien mind."
Aeschylus, The Suppliants*

In **Pax Romana** there are three belief systems which an individual can choose to specialise in. Divination is the belief that fate and fortune guide the path of men's lives. Philosophy is the belief that science rules the natural world, which man can utilize for his own benefit. Theology is the belief that gods rule all aspects of mortal existence, the heavens and the afterlife.

Which of these is true? No man can say for sure, but it is wise to point out that all three paths thrive in peaceful coexistence within Rome. Most Romans pay lip service to all of the different religions and philosophies... balancing an education in Plato with wine libations to Jupiter, prior to consulting a diviner about the next gladiatorial fight. Most everyone in Rome uses fortune tellers and makes sacrifices to the gods.

However, anyone whose *belief* is strong enough (i.e. assigns points to the skill) can manifest changes in reality. But a practitioner may only follow one of the three ways.

DIVINATION

Fortune telling is an important and widely practiced art that is represented by the Divination skill. Practitioners of this art, called Seers or Soothsayers, traditionally observe phenomenon around them and interpret these events to predict the future.

The observations which are the basis for fore-telling are often very minor affairs, consisting of the strange behaviour of animals, astronomical or meteorological phenomena, strange patterns in smoke, or some other esoteric method.

However, in a Role-playing Game such predictions of the future are both impractical and a virtual impossibility. So instead Divination is used by the soothsayer to *create* a minor observed event, which will actually come true. *Thus the prediction is a warping of reality to the Soothsayer's will!*

In essence this is the magic of coincidence that binds together similar but unrelated events. The soothsayer might decide, for example, to try to delay a ship's journey by attempting a fortune reading. If successful a minor event is observed by the diviner which is interpreted and presented by him. Later on during the game the desired outcome takes place... the ship is delayed by bad weather.

Making a Divination

Divination is used in the following manner. The player states his intended result, his character performs a divination ritual (usually with witnesses present) and he temporarily reduces his POW score to increase his skill chance - up to a maximum of 1 point per witness. Every willpower point adds +5% to his Divination chance.

The Game Master rates the intended result as either a Minor or Major prediction, and may apply a skill penalty according to the situation.

He then rolls the dice out of sight of the player to prevent them from knowing if this was a *true* prophecy. Fumbles cause the prediction to go spectacularly wrong, reversing its effects.

Minor predictions have little or no consequence in the world. For example, who shall win in the next chariot race, or what the weather will be next week. A simple success roll against the Divination skill allows the prediction to occur.

Major predictions are potentially cataclysmic affairs. Examples include wars, deaths of statesmen, catastrophes etc. To successfully predict a major event, a critical success must be rolled.

Note that the final effects of a prediction aren't magic. There are no fireballs, illusions or bizarre and impossible physical effects. There are only coincidences. The final desired outcome must already be possible to some logical extent and believably so.

Note also that events initiated by a diviner cannot benefit themselves directly, or indirectly. A Seer cannot win money from his own predictions, or save his own life. Attempting to do so invariably causes the prophecy to twist against its creator causing the exact opposite to occur! Divination works only by aiding, or cursing, others.

Once a prediction has been made, it cannot be re-predicted. The future has now been set. Another soothsayer who successfully divine's future events will make the exactly the same prediction. This can be especially bad, if a prediction is made

about a player character. Of course, the Seer may not have succeeded in his Divination roll, but if he has then the GM is duty bound to force the events to happen...

As mentioned in the skill description, there are several techniques of fortune-telling. This is simply a matter of preference and an aid to role-playing. There are no benefits or special rules to distinguish between them.

PHILOSOPHY

"All men naturally desire knowledge."
Aristotle, *Metaphysics*

Philosophy reached a state of rounded development in the golden age of Socrates, Plato, and Aristotle. The earliest Greek philosophers attacked the cosmological question; they sought the explanation of the bodily world. In essence, they were early scientists.

Since then, under Roman development, the schools of philosophy have encompassed a greater amount of ethics and psychological attitude.

Philosophy attracts those who reject the idea of the gods and who have embraced an atheistic viewpoint. To them life is human morality, human decision and human ingenuity, in a mechanistic world of essential elements.

Various philosophical schools have grown up to disseminate these beliefs, schools such as *Aristotelianism*, *Epicureanism*, *Middle Platonism*, *Skepticism* and *Stoicism*.

Aristotelianism - Aristotelianism has its foundations in the teachings of Aristotle (384-322 B.C.E.). The basis of its teaching is systematic classification and application of basic terms and principles in order to achieve understanding. While its principles could be applied to a wide range of phenomena, Aristotle himself applied it to only a few such as astronomy, stressing the value of observation when dealing with phenomena.

Epicureanism - Established by Epicurus (341-270 B.C.E.) has a fundamental concern with finding the secret to a happy life, via the principles of self-restraint, moderation, and detachment. Outside of living a happy life, Epicureanism also develops the idea of free will. In this way, the free will is always striving towards pleasure. It had difficulty in incorporating the natural sciences into

the philosophy except when natural sciences were used for the benefit of the individual.

Middle Platonism - Initially formulated by Plato (427-347 B.C.E.) Platonism emphasizes the idea of duality between forms of reality and the essence of things. Rationality is the key to unlocking the secrets of the world. While keeping the primary concerns of Platonism, Middle Platonism blends Platonic beliefs with other philosophies. The two that were most often tied together are Pythagoreanism and Stoicism. Middle Platonism was also characterized for the incorporation of a mystic essence, termed the 'One', which served to promote unity of all things under the cosmos.

Skepticism - Scepticism is a school of philosophy that is fundamentally concerned with human perception. It can be concluded that for the Sceptic, knowledge was gained through the senses and not through logic. Because of this, the Sceptic denies all knowledge that is acquired outside of human perception. Therefore, rationality is frowned upon.

Stoicism - Originally laid out by Zeno (333-264 B.C.E.). Stoicism can be summed up in three basic beliefs. Embrace Logos (nature, energy, law and reason). Follow where reason leads (achieve happiness by resisting passions such as love, fear, hate, pain, and pleasure). And follow the four cardinal truths (courage, justice, wisdom, and temperance).

Using Philosophy

A philosopher has the ability to use their willpower to affect their actions. The character can decide *before* he makes a skill or characteristic roll to temporarily reduce their POW score to increase his skill chance.

The maximum number of willpower points which can be used at one time is equal to their Philosophy skill divided by five (rounded down).

For each willpower point to be applied, a round of concentration must be made before the final attempt. Every point adds +1% to the skill or characteristic roll. Raising a skill above 100% increases the chance of rolling a critical success.

Willpower points are regained by the philosopher spending an uninterrupted day of meditation and contemplation in a quiet and secluded location.

There are no differences between the different schools of philosophy as to what skills can be increased. They are merely there for role-playing depth and fun arguments.

THEOLOGY

Life, death and destiny of mankind are dominated by the Gods. Priests and Philosophers debate endlessly the nature of the gods and their number, yet there are innumerable gods and goddesses, and they do not appear to require that men be utterly loyal to one or the other. The gods are always grateful for another sacrifice.

The Roman pantheon was originally based on the Greek, but over hundreds of years the deity's names and abilities have changed.

The gods are recognised by all and often worshipped in an informal manner, however, only characters who cultivate the Theology skill are completely *dedicated* them. To preserve these devoted individuals the gods often intervene in their worshipper's lives.

Theology also grants knowledge of each pantheon's customs, peculiarities and promised rewards. Characters skilled in Theology are assumed to be initiates (or even priests) in one or more cults.

Using the Gods Favour

Characters in favour with the gods can make appeals for divine aid. The nature of the gods is fickle and this aid is unreliable. If they grant the request, then the character will be briefly blessed with good luck.

The call for divine aid can be attempted just *after* making a skill roll.

To determine whether or not the deity hears the request and grants it, the player makes a Theology check. If he fails then the god is deaf to the character's prayer and the roll remains as it was.

If the check is successful, then the god has heard the prayer and will 'bump' the character's skill success by one level. It will turn a fumble into a fail, a fail into a success, and a success into a critical.

Celestial favour however, is lowered by a successful intervention. The god now views the character in a neutral light and any future requests for divine aid must be made at half chance.

If a second intervention is successful, then the gods become annoyed with the repeated calls for aid and now view the character with disfavour. They can no longer call upon the gods.

Note that divine aid can only be attempted *once* per situation. If the gods refuse to help, then the character is on their own. Deities do not wish to be a crutch for foolish or wretched worshippers!

To Be Rid of Disfavour

The character must present himself to a temple of the god and make an animal sacrifice appropriate to the deity and the situation. The priest oversees the ritual, which changes with the god, the season or festival and the reasons for the sacrifice. And woe betides anyone who makes an error during the sacrifice! Sheep, goats, calves or oxen are sacrificed and burnt as an offering; one third of the cooked flesh is given to the god, one third to the priest and the final third is eaten by the character as a sacred meal. With the sacrifice complete the character is now neutral with that god.

To Be In Favour

The character must make a libation to the god on an altar. A libation is a liquid offering, most commonly of fine wine, but sometimes milk or cow's blood, poured onto an altar fire where it sizzles and burns (or into the sea if to Neptune). The altar need not be within a temple, but can in fact be hand-made by the character. It need be nothing more elaborate than several slabs of cut-turf and a few flat stones, blessed with a quiet prayer and topped by a small fire of wood kindling. It takes an hour to conduct a libation, more if a temporary alter has to be sanctified first.

Note that the gods require greater sacrifices for those whom call upon their power more frequently. If a deity has saved a worshipper's life, a goat may suffice the first time. The next might require an oxen, the time after that a slave for the temple, etc. Woe betide those who make stingy offerings or frivolous calls upon the gods...

THINGS TO BUY

Rome is the centre of a vast empire, and within its walls every conceivable thing is available... at least to those of the right rank and deep enough pockets...

Prices are listed in Denarii (d), Sertertii (s) and Asses (a). These are only rough guides. Prices may inflate due to demand, location, quality or the appearance of the buyer!

ACCOMODATION

Beggar's Hideout (floor for one night) – 1a
 Gymnasium Dormitory (bed for one night) – 1s
 Inn (room for one night) - 3d
 Monthly Rent, Poor Apartment – 25d
 Average Apartment – 50d
 Luxury Apartment – 200d
 City House – 12,500d to 500,000+
 Country Villa – 20,000d to 1,000,000+

FASHION

Cloak Brooch, Bronze – 3d
 Silver – 15d
 Gold – 375d
 Hairpin, Bronze – 2d
 Silver – 10d
 Gold – 250d
 Perfumed Oils – 8d
 Sandals – 2d
 Military Boots – 6d
 Cloak, Slave – 2s
 Plebeian – 5d
 Equestrian – 50d
 Senatorial – 500d
 Tunic, Beggar – Free!
 Slave – 1s
 Plebeian – 3d
 Equestrian – 30d
 Senatorial – 250d
 Toga, Plebeian – 5d
 Equestrian – 25d
 Senatorial – 125d
 Purple Dye – 50d per square yard
 Silk – 300d per yard

GENERAL GEAR

Blanket – 1d
 Bread, Loaf – 2a
 Cooking Pans & Cauldron - 10d
 Fresh Fish – 1s to 3d depending on size & type
 Ink, Quills & Papyrus – 5d
 Knife – 2d
 Lamp, Clay 4d
 Lamp Oil – 2a
 Meal, Poor - 1s
 Average - 1d

Good - 8d
 Excellent – 30d
 Olive Oil (pint of) – 1a
 Pouch – 1d
 Scroll, Entertainment – 1d to 5d
 Educational – 5d to 25d
 Rare – 125d to Priceless!
 Tools, Labourers – 15d
 Surgeons – 25d
 Torch – 1a
 Waterskin – 1d
 Wax Tablet & Stylus – 3d to 25d
 Wine (mug of) Poor – 1a
 Average – 1s
 Good – 1d

LABOUR

Slave, Man - 500d
 Woman – 300d
 Child – 150d
 Teacher/Scholar – 2,500d
 Beautiful Woman – 5,000d
 Medical Training – 20,000d

MUSICAL INSTRUMENTS

Aulos – 25d
 Flute – 10d
 Kithara – 100d
 Lyre – 50d

SERVICES

Assassin – depends on target
 Barber – 1s for haircut and shave
 Bath – 1a
 Bodyguard (ex-gladiator, per night) – 5d
 Chariot Races – 2a
 Cook (per feast) – 8d
 Doctor – 5d
 Gladiatorial Games – 1s
 Gymnasium (per day) – 2s
 Laundry – 2a per item
 Lawyer (per day) – 20d
 Massage – 1s
 Prostitute, Street Walker – 1d
 Courtesan – 100d
 Scribe – 1a per word
 Street Guide (per hour) – 1s

TRANSPORT

Barge, Large - 5,000d
 Chariot - 200d
 Donkey - 80d
 Elephant - 820d
 Horse - 300d
 Horse Grain, One Week - 2d
 Merchant Ship - 20,000d
 Panniers, Donkey – 15d
 Rowboat – 50d
 Saddle & Bridle - 30d

Trireme - 45,000d
Wagon (4-wheel) - 70d

WEAPONS AND ARMOUR

Despite its cosmopolitan nature, the sale of weapons and armour on the streets is strictly forbidden. Arms can only be purchased with the correct licences, available to military suppliers or gladiatorial games organisers. However, a few everyday tools or sporting equipment can be applied as weapons in times of necessity.

Weapons:

Cestus (1d3+1) - 15d
Club (1d6) - 1d
Dagger (1d4+2) - 5d
Gladius (1d6+2) – Not Available
Hatchet (1d6+1) - 4d
Javelin (1d8) - 5d
Knife (1d4) – 2d
Sickle (1d6) – 4d
Staff (1d8) - 2d

Generally anyone wearing leather caps, sheepskins or padded tunics will be thought of as touched in the head, and somewhat ridiculed for unfashionable garb. Armour is reserved for use by the Vigiles and the Praetorian Guard. Anyone caught wearing it will face severe punishment.

Armour:

Hard Leather Cap (1 AP) – 3d
Sheepskin (1 AP) – 2d
Heavy Toga (1d2 AP) – See Above
Quilted Tunic (1d3 AP) – 15d
Vigile Leather Armour (1d6 AP) – 30d
Lorica Hamata (Chainmail) (1d8 AP) – 200d
Lorica Segmentata (1d8+2 AP) – Not Available
Scutum (1d10 AP) – Not Available

Appendix I

ROMAN NAMES

Praenomina (First Names): *Appius, Aulus, Decimus, Gaius, Gnaeus, Kaeso, Lucius, Mamercus, Manius, Marcus, Numerius, Oppius, Publius, Quintus, Servius, Sextus, Tiberius and Titus*

Nomina Gentile (Clan Names): *Aeternius, Afranius, Albinus, Albius, Antius, Appuleius, Aquilius, Atrius, Caecilius, Caedicius, Caelius, Calidius, Calpurnius, Calvisius, Caninius, Cassius, Catilius, Cicereius, Claudius, Cloelius, Cocceius, Comicius, Cominius, Cornelius, Cornuficius, Curius, Curtius, Decius, Dexius, Didius, Domitius, Duilius, Equitius, Fabius, Fabricius, Flaminius, Flavius, Folius, Fulvius, Furius, Gabinus, Geganius, Gellius, Genucius, Helvius, Herennius, Hermenius, Hirtius, Horatius, Hortensius, Iulius, Iunius, Iuventius, Labienus, Laelius, Larcius, Laronius, Licinius, Livius, Lucilius, Lucretius, Lutatius, Manlius, Marcius, Marius, Memmius, Menenius, Minicius, Modius, Mucius, Munatius, Naevius, Nautius, Nerius, Nigidius, Nonius, Norbanus, Numicius, Octavius, Ogulnius, Opimius, Oppius, Otacilius, Ovidius, Ovinius, Ovius, Papirius, Pedius, Peducaeus, Pinarius, Plautius, Pleminius, Poetelius, Pompeius, Pomponius, Pontius, Popillius, Porcius, Postumius, Publilius, Pupius, Quintilius, Quintius, Rabuleius, Romilius, Roscius, Rutilius, Salonijs, Sallustius, Salvius, Scribonius, Sellius, Sempronius, Sentius, Sergius, Sertorius, Servilius, Sestius, Sicinius, Sosius, Statilius, Suetonius, Sulpicius, Tarpeius, Tarquinius, Tarquinius, Terentius, Tetrilius, Titinius, Titurius, Titurnius, Trebellius, Trebius, Trebonius, Tuccius, Tullius, Valerius, Vatinius, Ventidius, Vergilius, Veturius, Villius, Vipsanius, Virginius, Vitellius, Vibius, Vitruvius, Volcatius, and Volumnius*

Cognomina (Nickname/Family Name):

Adjutor - The helper.
 Adventor - The visitor.
 Agelastus - He who doesn't laugh.
 Agricola - The farmer.
 Agrippa - He who was born feet first.
 Ahala - Cognomen of gens Servilia.
 Albinus - Cognomen of gens Postumia.
 Amandus - Loveable.
 Ancus - Crooked / bent.
 Aper - Boarish.
 Aquila - Eagleish.
 Aquilinus - Eagleish.
 Aquil(i)us - Brown.
 Arc(h)arius - He who deals with money/cash.

Armiger - He who bear arms.
 Arvina - The fat one.
 Asellio - The keeper of donkeys.
 Asina - The female donkey.
 Asprenas - Rough/hard.
 Audens - He who dares.
 Auspex - He who guides, protects.
 Avitus - He who takes after his grandfather.
 Balbillus - Probably diminutive of Balbus.
 Balbus - He who stutters.
 Barbatus - The bearded one.
 Baro - The heavy/clumsy one.
 Bassus - The plump (ie fat) one.
 Bellator - The fighter / the warmonger.
 Bellicus - The (brave) soldier.
 Bellus - Charming, lovely / in good health.
 Bestius - He who takes after the beast.
 Bibaculus - Heavy drinker.
 Bibulus - He who doesn't refuse a drink!
 Blandus - He who cuddles, flatters.
 Bonifatus - He on whom fate smiles.
 Brocchus - He whose mouth is forward.
 Brutus - The stupid, foolish one.
 Burrus - The red haired one.
 Buteo - Bird of prey.
 Caecina - Cognomen of gens Licinia.
 Caecus - The blind one.
 Caelestis - The heavenly one.
 Caepio - The onion vendor.
 Caesar - With the fine head of hair.
 Calvus - Hot tempered.
 Calvinus - Cognomen of gentes Domitia & Veturia.
 Calvus - The bald one.
 Camillus - A child who hepled during sacrifices.
 Candidus - Blinding, dazzling white.
 Capito - He who has a big head.
 Caprarius - The goat keeper.
 Carbo - He who bears a shameful mark.
 Carinus - In the curved shape of a chestnut.
 Carnifex - The executioner.
 Cascus - Belonging to the days of old.
 Castus - The pure, chaste one.
 Catilina - ?
 Cato - Cognomen of gens Porcia.
 Catulus - Calf. Cognomen of gens Lutatia.
 Catus - Subtle, well advised.
 Celatus - He who seeks to learn secrets of others.
 Celeris - The fast one.
 Celsus - High, tall.
 Cerinthus - ?
 Cethegus - Cognomen of gens Cornelia.
 Cicero - Chick pea.
 Cimber - ?
 Cinna - Cognomen of gens Cornelia.
 Citus - Prompt, fast.
 Clarus - Famous, distinguished.
 Clemens - Soft, forgiving.
 Collatinus - Cognomen of gens Tarquinia.
 Columella - Diminutive of Columna.
 Commodus - Well suited to the task at hand.

Concessus - Bridge builder, diplomat.	Lucullus - Small grove. Cogn of gens Licinia.
Constans - Morally trustworthy and reliable.	Lupus - The wolf. Cognomen of gens Rutilia.
Corbulo - He who carries things.	Lurco - Gluttonous, greedy.
C(h)ordus - Born after natural term.	Macro - ?
Cornutus - He who has horns.	Maius - Born in May.
Corvinus - He who looks/acts like a crow.	Maior - Born first.
Corvus - The crow. Cogn of gens Valeria.	Mancinus - ?
Cotta - Cognomen of Gens Aurelia.	Mansuetus - Calm, soft.
Crassus - Rough, common.	Marcellinus - Diminutive of Marcellus.
Crispinus - Probably related to a location.	Marcellus - The warrior.
Crispus - He who has curly hair.	Marinus - The sailor.
Culleolus - Leather bag.	Maritimus - He who lives on the coast.
Curio - Priest of a Curia.	Maro - Cognomen of Virgil.
Damasippus - Cognomen of gens Licinia.	Maternus - Related to mater, the mother.
Disertus - Good orator.	Mercator - Merchant, trader.
Dolabella - Agricultural tool	Merula - The blackbird.
Drusus - Cognomen of gens Livia.	Messal(l)a - Cognomen of gens Valeria.
Durus - Hard, insensitive, cruel.	Messor - The harvester, the reaper.
Eugenius - Born out of a good family.	Metellus - The army follower.
Fabillus - ?	Moderatus - He who is moderate.
Facilis - He to whom any task is easily done.	Montanus - He who lives by the mountain.
Falco - Falcon. He whose toes are crooked.	Murena - Morey (eel). Cognomen of gens Licinia.
Familiaris - He who belongs to the household.	Mus - Mouse or rat.
Faustus - The happy one.	Musa - The muse or a poet.
Felix - The lucky one, fortune's favourite.	Musicus - A musician, a poet.
Festus - Joyful, happy.	Nasica - He who has a thin, long nose.
Fidelis - He who one can trust, the faithful one.	Naso - Cognomen of gens Ovid.
Figulus - The pot maker.	Natalis - ?
Fimbria - Edge of clothing, fringes.	Nepos - Grandchild.
Firmus - Solid, firm, stern of character.	Nero - Cognomen of gens Claudia.
Flaccus - He who has big floppy ears.	Nerva - Cognomen of gentes Cocceia & Silia.
Florens - Blossoming.	Nigellus - Diminutive of Niger, black/dark.
Florus - Bright, flowery.	Niger - Black/dark.
Fortunatus - Lucky, fortune's favourite.	Nigrinus - Related to Niger, black/dark.
Fronto - He who has a prominent forehead.	Oceanus - He who lives by the ocean.
Frugi - The honest one, the sober one.	Optatus - Chosen, desired.
Frugius - Honest.	Otho - ?
Fuscus - Very dark, can be applied to hair colour.	Paenula - Probably related to an item of clothing.
Gemellus - He who was born with a twin.	Paetus - He who is slightly cross-eyed.
Germanus - True, authentic / blood relative.	Pansa - He who walks with his legs spread.
Geta - Probably related to a location.	Pappus - Old man.
Glabrio - Hairless. Cognomen of gens Acilia.	Pastor - Shepherd.
Glaucia - The bleater.	Paterculus - Father.
Gracchus - Cognomen of gens Sempronia.	Paternus - Father.
Gracilis - The skinny one.	Patiens - He who endures.
Gratus - He who is agreeable/welcoming.	Pau(l)inus - A little, a small quantity.
Hilarus - He who laughs, joyful.	Pau(l)us - A little, a small quantity, a small thing.
Homullus - The little man.	Pavo - Peacock.
Humilis - The humble one (ie low birth).	Pennus - Sharp.
Ingenuus - Born of free (respectable) parents.	Peregrinus - The foreigner.
Iustus - He who acts in fairness, the just one.	Perpenna - ?
Laeca - ?	Perperna - ?
Laenas - Cognomen of gens Popillia.	Pertinax - Stubborn, persevering.
Laevinus - ?	Pictor - The painter.
Lateranus - Cogn. of gentes Claudia & Sextia.	Pilatus - Armed with a pilum.
Lentulus - Cognomen of gens Cornelia.	Piso - The mortar. Cogn of gens Calpurnia.
Lepidus - Charming, pleasing to the eye.	Placidus - He who is calm, quiet, peaceful.
Libo - Cognomen of gentes Marcia & Scribonia.	Plautus - He who has floppy ears.
Ligur - Cognomen of gentes Aelia & Octavia.	Pollio - ?
Longinus - Cognomen of gens Cassia.	Poplicola - He who flatters the people.

Postumus - The last born.
Primus - The first one, the first born.
Priscus - Very ancient, the very old man.
Probus - The honest, the virtuous one.
Proculus - Born while the father was away.
Publicola - He who flatters the people.
Pudens - He who is shy, discreet.
Pulcher - The beautiful one.
Quietus - The tranquil, peaceful one.
Ravilla - Grey eyed.
Reburus - He with hair tied back.
Regillus - Little king. Cogn of gens Aemilia.
Regulus - The child king.
Rufinus - ?
Rufus - Reddish, Ginger haired.
Rullus - Synonim to Mendicus, beggar.
Ruso - ?
Rusticus - He who comes from the countryside.
Sacerdos - The priest. Cogn of gens Licinia.
Salinator - He who harvests salt.
Scaeva - Left handed.
Scaevola - Cognomen of gens Mucia.
Scapula - ?
Scaurus - He who limps.
Scipio - Triumphal wand. Cogn of gens Cornelia.
Scrofa - The sow.
Secundus - The second one.
Seneca - Probably related to senex, the old man.
Senecio - Probably related to senex, the old man.
Seronatus - He who was born after term.
Severus - Solemn, serious, austere.
Silanus - From the forest. Cogn of gens Iunia.
Silo - ?
Silus - Cognomen of gens Sergia.
Silvanus - From the forest.
Similis - The same, he who bears a resemblance.
Simplex - Simple, straight forward.
Sisenna - ?
Speratus - the promised one, the fiancé.
Strabo - Cross eyed.
Sulla - ?
Superbus - The proud.
Superstes - The survivor.
Sura - ?
Tacitus - He who doesn't speak, the quiet one.
Tertius - The third one.
Tranquillus - Calm, tranquil, quiet.
Triarius - The rear guard.
Trupo - ?
Tuditanus - Cognomen in gens Sempronia.
Tuticanus - ?
Tutor - Protector, guide, tutor.
Urbicus - From the city, city dweller.
Ursinus - Related to Ursus, the bear.
Ursus - The bear.
Valens - Strong, in good health.
Valgus - He who has crooked legs.
Varro - Cognomen of gens Terentia.
Varus - He whose knees and feet are not straight.
Vatius - He who has crooked legs.
Venator - The game hunter.
Verecundus - Shy, discreet, modest.
Verres - Cognomen of gens Cornelia.
Verrucosus - He who bears a verruca.
Verus - The true, truthful.
Vespillo - The undertaker.
Viator - The voyager, the official messenger.
Victor - The victor, the conqueror.
Vindex - He who defends in court.
Virilis - The masculine one.
Vitalis - Alive, worth living for.
Vocula - He who speaks with a soft voice.
Vopiscus - The surviving twin.
Vulso - He who has regular spasms.

Appendix II

THE LAW OF THE TWELVE TABLES

*(from E. H. Warmington, Remains of Old Latin
III, circa 450 B.C.)*

The Twelve Tables were written by the Decemviri Consulari Imperio Legibus Scribundis, (the 10 Consuls) who were given unprecedented powers to draft the laws of the young Republic. Originally ten laws were drafted; two later statutes were added prohibiting marriage between the classes and affirming the binding nature of customary law. The new code promoted the organization of public prosecution of crimes and instituted a system whereby injured parties could seek just compensation in civil disputes. The plebeians were protected from the legal abuses of the ruling patricians, especially in the enforcement of debts. Serious punishments were levied for theft and the law gave male heads of family's enormous social power (*patria potestas*). The important basic principle of a written legal code for Roman law was established, and justice was no longer based solely on the interpretation of judges. These laws formed an important part of the foundation of all subsequent Western civil and criminal law.

Unfortunately, only the following fragments remain.

Table I: Preliminaries to a trial

1. If plaintiff summons defendant to court, he shall go. If he does not go, plaintiff shall call witness thereto. Then only shall he take defendant by force.
2. If defendant shirks or takes to heels, plaintiff shall lay hands on him.
3. If disease or age shall be an impediment, he shall grant him a team (for transport); he should not spread with cushions a covered carriage if he shall not so desire.
- 6-9. When the parties compromise the matter, an official shall announce it. If they do not compromise, they shall state the outline of the case in the meeting place or market before noon. They shall plead it out together in person. After noon, the judge shall adjudge the case to the party that is present. If both are present, sunset shall be the time limit (of the proceedings).

Table II: The trial

3. Whoever is in need of evidence, he shall go on every third day to shout before the witness' doorway.

Table III: Debt

- 1-6. When debt has been acknowledged, or judgment about the matter had been pronounced in court, thirty days must be the legitimate time of grace. After that, then arrest of debtor may be made by laying on hands. Bring him into court. If he does not satisfy the judgment, or no one in court offers himself as surety on his behalf, the creditor may take the defaulter with him. He may bind him either in stocks or in chains; he may bind him with weight not less than fifteen pounds or with more if he shall so desire. The debtor, if he shall wish it, may live on his own. If he does not live on his own, the person [who shall hold him in bonds] shall give him one pound of grits for each day. He may give more if he shall so desire. On the third market day, creditors shall cut pieces (divide the debt?). Should they have cut more or less than their due, it shall be with impunity.

Table IV: Rights of fathers

1. A dreadfully deformed child shall be quickly killed.
2. If a father surrenders his son for sale three times, the son shall be free from his father.
4. A child born after ten months since the father's death will not be admitted into a legal inheritance.

Table V: Guardianship

1. Females should remain in guardianship even when they have attained their majority.
- 7a. If a man is raving mad, rightful authority over his person and chattels shall belong to his agnates or to his clansmen.

Table VI: Acquisition; possession.

Table VII: Rights concerning land

- 9b. Should a tree on a neighbour's farm be bend crooked by the wind and lean over your farm, you may take legal action for removal of that tree.
10. A man might gather up fruit that was falling down onto another man's farm.

Table VIII: Torts or delicts

- 1a. If any person had sung or composed against another person a song such as was causing

slander or insult to another....he should be clubbed to death.

1b. Person who shall have enchanted by singing an evil spell...

2. If a person has maimed another's limb, let there be retaliation in kind unless he makes agreement for compensation with him.

3. If he has broken or bruised a freemen's bone with his hand or a club, he shall undergo a penalty of 300 pieces; if a slave's, 150.

8a. A person who has enchanted crops away...

8b. ...or decoy not another's corn

10. Any person who destroys by burning any building or heap of corn deposited alongside a house shall be bound, scourged, and put to death by burning at the stake provided that he has committed the said misdeed with malice aforethought; but if he shall have committed it by accident, that is, by negligence, it is ordained that he repair the damage or, if he be too poor to be competent for such punishment, he shall receive a lighter punishment.

12. If the theft has been done by night, if the owner kills the thief, the thief shall be held to be lawfully killed.

13. (It is unlawful for a thief to be) killed by day....unless he defends himself with a weapon; even though he has come with a weapon, unless he shall use the weapon and fight back, you shall not kill him. And even if he resists, first call out (so that someone may hear and come up).

23. A person who had been found guilty of giving false witness shall be hurled down from the Tarpeian Rock.

26. No person shall hold meetings by night in the city.

Table IX: Public law

5. Treason: he who shall have roused up a public enemy or handed over a citizen to a public enemy must suffer capital punishment.

6. Putting to death of any man, whosoever he might be, unconvicted is forbidden.

Table X: Sacred law

1. A dead man shall not be buried or burned within the city.

8-9. A person must not add gold (to the funeral pyre). But him whose teeth shall have been

fastened together with gold, if a person shall bury or burn him along with that gold, it shall be with impunity.

Table XI: Supplementary laws

1. (Marriages) should not take place between plebeians and patricians.

Table XII: Supplementary laws

5. Whatever the people had last ordained should be held as binding by law.