## Adventus Regis Player Characters



## BACKSTORY

Personal Description: Youthful looking, with a keen look in his eye.

Ideology/Beliefs: There is art in everything.
Treasured Possessions: Water clock.
Traits: Dedicated and hard working.
Tulius is a wealthy architect; a builder of aqueducts, bridges and roads. A skilled engineer, his heart is that of an artist. He enjoys sculpting and creating mosaics even though his free time is limited. This vacation is a long time in coming and taken as a reward after finishing a 14 -month bridge building project in Gaul.

Rumors known: There has recently been a string of arrests across the empire of those accused of "Republican activities." Many in the artistic community fear they are being watched and possibly targeted for arrest. Several artisans he knows are being careful these days that their work be non political.

## Caeso Tulius Varro, Age 27, Male

Profession: Artisan
Birthplace: Rome
Social Class: Equestrian

| STR 40 | CON 50 | SIZ 65 | INT 85 |
| :--- | :--- | :--- | :--- |
| POW 50 | DEX 55 | APP 55 | EDU 90 |
| Luck 50 | Sanity 50 | Build 0 | Move 7 |

Hit Points: 11
Damage Bonus: 0
Magic Points: 10
Armor: Hardened leather construction apron
(1D2, roll to determine armor effectiveness each time a hit is taken).

Weapons: Bow, quiver with two-dozen arrows, small knife.
Skills: Accounting 60\%, Art/Craft (Sculpture) 65\%, Art/Craft (Mosaic) 65\%, Art/Craft (Waterclock) $40 \%$, Charm 30\%, Empire 60\%, Fast Talk 45\%, Natural World 40\%, Science (Architecture) 40\%, Science (Engineering) 40\%, Persuade 50\%, Track $40 \%$, Write (Latin) 50\%.
Languages: Latin 95\%.

| Brawl | $50 \%(25 / 10)$, damage 1D |
| :--- | :--- |
| Knife | $50 \%(25 / 10)$, damage 1D4 |
| Bow | $50 \%(25 / 10)$, damage 1D8, range 60 yds |
| Dodge | $30 \%(15 / 6)$ |

Equipment: Water clock, blank scrolls, quills, ink, backpack, tunic with narrow stripes, sandals, spare bowstring, sculpting \& mosaic tools, small box of tiles.
Sesterces: 1,800 on hand.

## NOTES:




## BACKSTORY

Personal Description: Youthful-looking, with a keen look in his eye.

Ideology/Beliefs: Given the tools, a man can do anything.

Significant People: Cinna, his six-year-old son; his legacy and future.

Traits: An eye for a bargain and profit.
Atilus Blasio is a merchant who trades between Rome and Arabia Magna. He is wealthy man who started with a horse, a handful of coins, and a sword on his hip. Now he owns six ships and two caravan teams. He is visiting Vestalanium with Cinna, his six-year-old son. Atilus plans to begin training his son how to take control of the business he's created. After this well-deserved vacation with the boy, he intends to take his son with him on a business trip to Egypt. To him, Cinna is the future and the reason he's worked so hard to become successful.

Rumors known: Livius Carbo has been living in Herculaneum for the past five years. There he has entered an exclusive circle of rich patrons, powerful politicians, and skilled artists. Some say the group is secretly Republican.

Decimus Atilius Blasio, Age 31, Male
Profession: Merchant
Birthplace: Rome
Social Class: Equestrian

| STR 60 | CON 35 | SIZ 75 | INT 85 |
| :--- | :--- | :--- | :--- |
| POW 60 | DEX 50 | APP 60 | EDU 85 |
| Luck 50 | Sanity 60 | Build 1 | Move 7 |

Damage Bonus: +1D4
Hit Points: 11
Magic Points: 12
Armor: Hardened leather (1D6-1, roll to determine armor effectiveness each time a hit is taken).
Weapons: Long sword \& scabbard.
Skills: Accounting 50\%, Charm 65\%, Conceal 35\%, Drive Horses $40 \%$, Empire 40\%, Fast Talk 65\%, Insight $40 \%$, Other Kingdoms (Arabia Magna) $46 \%$, Ride $40 \%$, Stealth $40 \%$, Swim $35 \%$, Write (Egyptian) 25\%, Write (Latin) 55\%.
Languages: Latin 85\%, Egyptian 42\%.
Brawl $30 \%$ (15/6), damage 1D3 + DB
Long Sword $50 \%(25 / 10)$, damage 1D8+DB
Dodge $\quad 25 \%(12 / 5)$
Equipment: Tunic with narrow stripes, boots, belt, pouch, scrolls, quills, ink, whetstone.
Sesterces: 3,000 on hand.

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## BACKSTORY

Personal Description: Slim, elegant, with long blonde hair and chiseled features.

Ideology/Beliefs: My children are my future.
Significant People: Philo, her son, and Falta, her daughter.

Traits: Motherly, kind to all.
The daughter of a retired general, who is currently a Roman senator, Servia holds high status. When she was growing up on the Empire's Germanian border, her father made certain she could protect herself. Her husband, a physician, died eleven months ago, leaving her and her two children alone. Philo, her ten-year-old son, and Falta, her three-year-old daughter, are all she has left of him. They say life must continue, but she is having a hard time moving on. Friends said some time in Vestalanium with the children, away from the pressures of Rome, could do her a world of good.

Rumors known: The nephew of Caesar Tiberius, a man named Octavius, is the local Prefect. While outwardly appearing foppish, he is actually quite shrewd and ruthless at times. He controls Vestalanium with a firm yet seldom-seen hand.

Servia Hirtia Masia, Age 26, Female

Profession: Patrician
Birthplace: Rome
Social Class: Senatorial
$\begin{array}{llll}\text { STR 60 } & \text { CON 85 } & \text { SIZ 65 } & \text { INT 70 } \\ \text { POW 65 } & \text { DEX 60 } & \text { APP 70 } & \text { EDU 75 } \\ \text { Luck 60 } & \text { Sanity 65 } & \text { Build 1 } & \text { Move } 7\end{array}$
Damage Bonus: +1D4
Hit Points: 15

## Magic Points: 13

Weapons: 2 small knives and sheaths, bow, quiver, 24 arrows.

Skills: Accounting 40\%, Civics 75\%, Empire 65\%, First Aid 70\%, Medicine 25\%, Other Kingdoms (Germania) 61\%, Persuade 35\%, Ride 25\%, Status $60 \%$, Write Language $40 \%$.
Languages: Latin 75\%, Germanic 31\%.
Brawl $60 \%$ (30/12), damage 1D3 + DB, or knife (1D4 + DB

Bow $25 \%$ (12/5), damage 1D8, range 60 yds
Dodge 30\% (15/6)
Equipment: Tunic with broad stripes, soft boots, belt, pouch, cloak, mask, vial of oil.
Sesterces: 3,000 on hand.

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## BACKSTORY

Personal Description: Muscular, weathered features.

Ideology/Beliefs: I will fight to defend Rome, my legion's honor, and my honor.

Traits: Puts others ahead of himself.
A centurion who has recently been given a great opportunity. Six weeks ago he led a patrol that thwarted the kidnapping of a rich and influential senator. The senator's throat was cut during the rescue; however, because of Titus' quick actions tending the wound, the man survived. Eternally grateful, Senator Ulvio has arranged a two-week leave for Fulvius Geta and is paying for him to vacation in Vestalanium. The senator told him that he could get him transferred to the local militia garrison there, a choice assignment. Already a veteran of campaigns in Germania, Geta is in Vestalanium to enjoy an all-expenses-paid vacation and consider whether he'd like to be stationed here for the rest of his military career.

Rumors known: The militia garrison at Vestalanium holds twice the number of men required by a town this size. Assignment here is mainly given as a reward, so some of the most skilled and bestconnected troops in the empire are stationed here.

## Titus Fulvius Geta, Age 24, Male

Profession: Centurion
Birthplace: Rome
Social Class: Plebs (Commons)

| STR 75 | CON 65 | SIZ 75 | INT 45 |
| :--- | :--- | :--- | :--- |
| POW 45 | DEX 65 | APP 60 | EDU 85 |
| Luck 45 | Sanity 45 | Build 1 | Move 8 |

Damage Bonus: +1D4
Hit Points: 14
Magic Points: 9
Armor: Lorica Segmenta (1D8*), Medium Shield (1D4, ${ }^{\star}$ roll to determine armor effectiveness each time a hit is taken).), Helmet.
Weapons: Gladius w/scabbard and baldric, 3 Pilum.
Skills: Climb 53\%, Empire 60\%, First Aid 50\%, Insight $15 \%$, Jump $50 \%$, Listen $35 \%$, Repair $20 \%$, Spot Hidden $60 \%$, Stealth $30 \%$, Tactics $67 \%$.
Languages: Latin 85\%.
Brawl $50 \%$ (25/10), damage 1D3 + DB
Gladius $75 \%$ (37/15), damage 1D6+1+DB
Pilum $65 \%(32 / 13)$, damage $1 \mathrm{D} 8+\mathrm{DB}$, range 25 yds
Dodge 32\% (16/6)
Shield $45 \%$ (22/9), damage 1D4+DB
Equipment: Tunic, sandals, belt, ring, pouch, whetstone.
Sesterces: 50 on hand, letter of credit from Senator Ulvio (see Backstory) for 3,000.

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## BACKSTORY

Personal Description: A natural beauty, tall, dark eyes and dark hair.

Ideology/Beliefs: I work to buy my freedom.
Traits: Keen to impress, but always remembers to look after her best interests.

Tula was born a child of slaves from Britannia. She is owned by Gaius Phillipus, owner of the Ravulus resort villa in Vestalanium. He is a good master who is letting her purchase her freedom from the gifts and tips guests at the resort sometimes give her. She only needs to give her master another 200 sesterces and she'll be a free woman. Tula is quite beautiful and knows every shop and restaurant in town. She mainly serves as a guide to guests exploring Vestalanium. She has often gotten out of tight spots by hiding or sneaking away, and when that failed, by landing a well-placed kick.

Rumors known: The new troop of Livius Carbo is made up solely of slaves. The play has few roles and only four major parts. The production purchased a dozen similar-looking slaves for each role, then had them read lines from it. Only one slave was chosen for each role; the rest were sold in and around Vestalanium and Herculaneum. One of the roles was for a queen called Cassilda. Tula read lines for it and was rejected. Had she been selected, her master would have sold her to Livius Carbo.

## Tula, Age 19, Female

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Profession: Slave <br> Birthplace: Britannia <br> Social Class: Slave <br> | STR 50 | CON 75 | SIZ 55 | INT 60 |
| :--- | :--- | :--- | :--- |
| POW 50 | DEX 55 | APP 80 | EDU 70 |
| Luck 55 | Sanity 50 | Build 0 | Move 8 |

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Damage Bonus: None
Hit Points: 13
Magic Points: 11
Skills: Art/Craft (Singing) 40\%, Art/Craft: (Pottery) $35 \%$, Civics $50 \%$, Empire $25 \%$, Insight $55 \%$, Listen 65\%, Natural World 40\%, Persuade 45\%, Stealth 50\%, Spot Hidden 50\%.
Languages: Latin 50\%, Gaelic 70\%.
Brawl $\quad 45 \%(22 / 9)$, damage 1D3, or weapon
Dodge 30\%(15/6)
Equipment: Toga, sandals, small pouch, necklace, sash.

Sesterces: 10.

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## BACKSTORY

Personal Description: Baby-faced, light brown hair, and sharp eyed.

Ideology/Beliefs: Thinking big brings the greatest rewards.

Treasured Possessions: Stolen jewelry, it's his path to legitimacy.

Traits: Likes to weigh the options.
Marcus is a thief who usually works in Rome. He recently managed to pull off the robbery of a villa, making off with a fortune in jewelry. When the authorities started rounding up suspects he decided maybe a vacation was in order. Vestalanium seemed like a good choice to lay low for a few weeks while posing as an artisan. When the heat dies down he intends to return to Rome, fence the stolen jewelry, and use the money to start a legitimate business venture (and this time he means it...really...).

Rumors known: Livius Carbo has not been doing plays publicly for five years, since his wife died. He heard he had a nervous collapse and went into hiding. He is only now returning to public life.

Marcus Marcius Rufus, Age 20, Male
Profession: Thief
Birthplace: Rome
Social Class: Plebs (Commons)
STR 40 CON 50 SIZ 60 INT 65
POW 45 DEX 70 APP 50 EDU 50
Luck 60 Sanity 45 Build 0 Move 8
Damage Bonus: 0
Hit Points: 11
Magic Points: 9
Weapons: Club, three small knives and sheaths.
Skills: Climb 29\%, Conceal 30\%, Fast Talk 45\%, Hide $40 \%$, Jump 50\%, Listen 25\%, Persuade $25 \%$, Stealth $45 \%$, Throw $65 \%$, Track $40 \%$.
Languages: Latin 85\%.
Brawl 50\% (25/10), damage 1D3, knife (1D4), or club (1D6)

Knife (Thrown) 65\% (32/13), damage 1D4, range 10 yd
Dodge $\quad 39 \%$ (19/7)
Equipment: Tunic with narrow stripes, soft boots, belt, pouch, cloak, mask, vial of oil, grappling hook, 50 feet of rope.
Sesterces: 800 on hand, plus a dozen pieces of stolen jewelry worth about 8,000 .

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