



CHAPTER IV : CLASSES

These classes are a suggested list of classes within the Roma setting. New classes need only have their type and starting skills defined. This should be discussed with the GM before play begins and should fit the setting.

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Fighters

All fighter types start out with six development points to be used exclusively for weapon proficiencies and weapon related skills. Every fifth level the fighter's chance to critical on a d20 to hit decreases by one; i.e. at fifth level a fighter has max damage and a chance to critical on a 19 or 20. Every level they receive a +5% on their chance to critical roll. For example, at first level a venator must roll a natural 20 on the to hit dice, then roll under 5% on percentile. At second level, he would need to roll under 10%.

Gladiator

"uri, vinciri, verberari, ferroque necari" - Gladiator's Oath

Gladiators are slaves who are sent to fight animals, magical beasts, and even each other for the entertainment of the public. Groups (called Familia) are sometimes sent against each other in mock battles. All manner of combat is used to entertain the patricians and their servants.

Training is not a priority for novice gladiators but those that do survive invariably become some of the best close combat fighters in the Empire. Much of the preparation depends on the school (Ludus) of the gladiator and how much his master (Lanista) wishes him to learn. Survival for a gladiator is a mix of skill, luck and attitude. Gladiators generally fight four to eight contests in a year, needing time between bouts to heal. Gladiators represent a large investment and seldom are thrown away on bouts if not necessary or extremely profitable.

After 15 - 25 years of faithful service a gladiator can hope to be freed. This is not so much a law as a tradition, and some

owners run a gladiator until they die. This is not common since the master of ceremonies will not put an elderly gladiator into the stadium since it will provide little entertainment to see the elderly slain. Alternatively, some slaves take their chances on escape. This is rare since punishment is often harsh and anything that will not impede the gladiators from fighting can be done. There are few laws to protect these slaves but one is that they may not be sold into gladiatorial duty from another service without proof of misconduct. It falls under sentencing slaves to death.

Another form of the gladiator is the free citizen (even women are known to join) who enters into an agreement with an *editores* (a person who financially backs the games and schools) and takes the gladiator's oath, *sacramentum gladiatorium*. The oath has five conditions:

1. A gladiator must be branded
2. Agree to be chained
3. Agree to be killed by an iron weapon
4. Agree to pay for the food and drink they receive with their blood
5. Agree to suffer the will of others even against their wishes.

Once a citizen takes the gladiatorial oath they will never be looked upon the same by other citizens. Still, for citizens who have lost all their money in a law suit or bad business venture, or if they come from a family on the border of poverty, the gladiatorial schools can be the means to gain fame and notoriety which often translates into financial rewards.

Gladiators may also win their freedom in special contests or as a gift for exemplary service. A patrician may also purchase the gladiator and set them free if they have pleased them, although freedom does not equal citizenship. Their children may become citizens but freed slaves often live under that shadow for the rest of their lives.

Gladiators receive the following skills:

2 Parry (Gladius), 1 Armor Use, 1 Sword Use, 1 Shield Use, 1 Staff Use, 1 Acting

Hunter (Venator)

The venator is the hunter of the Roman Empire. Venates are used in many different capacities depending on the society they come from. In Africa, a venator has an almost holy occupation of supplying food for himself, his family and the tribe while not damaging nature. In the Empire they supply meat for market but also live animals for the colosseum. They often work in teams but are quite capable on their own. They also act as guides for caravans or the Legions when necessary.

Venates come from all classes and depending on the society hold different ranks. In more primitive societies they tend to hold a higher standing but as the society develops more technological solutions to feeding themselves, venates tend to lose their place and drift to the bottom of the social ladder. In the Empire venates have retained some of their standing due to converting over to the supply of living animals for the entertainment of the masses.

Venates in the Empire have had to learn to deal with the appearance of giant creatures, especially in Africa. Different areas of the Empire have different threats but nothing is so in demand as the giants of Africa.

For this reason the largest

concentration of venates is centered on or beyond the southern border of the Empire.

Venates receive the following skills:

2 Tracking, 2 Disarm Traps, 1 Rope Use, 2 Wilderness Survival, Draw Weapon, 1 Move Silently

Imperial Guard (Palatini)

The Palatini are an elite Imperial guard that was formed by Constantine the Great over 400 years ago to replace the Praetorian Guard. The Palatini are legions which are stationed close to prefecture capitals and Roma as reinforcements for attacks. A special subset of the Palatini are the *Scholae Palatini* which serve as an Imperial Guard.

