



CHAPTER V : PREGEN CHARACTERS

PREGENERATED ADEPTS

Chapter V: Pregenerated Character Archetypes

The following are examples of characters complete with histories. Narrators can use them as ready-to-go setting characters, or players may want them to get a quick start. Feel free to customize them as needed.

Pregenerated Adepts

The following adept characters are provided as examples you can use for pregenerated heroes, quick Narrator Characters or models for creating your own adept characters for Roma Imperious.

Sample Artificer

You were born outside of the city of Constancia in the dioecesis of Germania Magna. Your mother was a revered weaver and although your family was not wealthy, you were always comfortable. Your father had died when you were young defending the village from a rampaging giant. The battle had lasted a long time but in the end your father had been betrayed by the very death of the beast he fought. The giant fell on him as it died. The guard tried to save him but the body slowly crushed him. A magical device had been brought to move the huge corpse but its magic had faded. You have always remembered the mix of desperation and love on your father's face as he looked through the crowd at your mother and you.

As a youngster you were determined to make sure that such things did not happen to anyone else again. You knew of the Schola for artificers in Constancia but that cost money. You could have gone to the governor or the chief of the Suebi tribe for help but you wanted handouts from no one. You spent time doing odd jobs for several of the artificers around the city until they finally gave you the break you were looking for. You were accepted as an apprentice.

Today you spend much of your time fetching components or studying. You work hard and do as you are told because you know it is only a matter of time before you are a full artificer.

Statistics: Sample Artificer

Type: 1st Level Adept (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +2, Int +1, Wis +3, Cha -1

Skills: Craft (alchemy) 4 (+5), Craft (blacksmithing) 4 (+8), Knowledge (armor lore) 4 (+5), Knowledge (supernatural) 4 (+5), Knowledge (weapon lore) 4 (+5), Medicine 4 (+7)

Feats: Attack Focus (crossbow), Clerical Magic, Imbue Item, Light Armor Training, Skill focus (Craft [blacksmithing])

Traits: Human Background Traits

Combat: Attack +1 (+1 Dex)(+2 with crossbow), Damage +3 (crossbow) or +2 (staff), Defense: Dodge/Parry +1/+0 (+1 Dex or +0 Str), Initiative +1

Saving Throws: Toughness +4 (+2 Con, +2 studded leather), Fortitude +2 (+2 Con), Reflex +1 (+1 Dex), Will +5 (+2 base, +3 Wis)

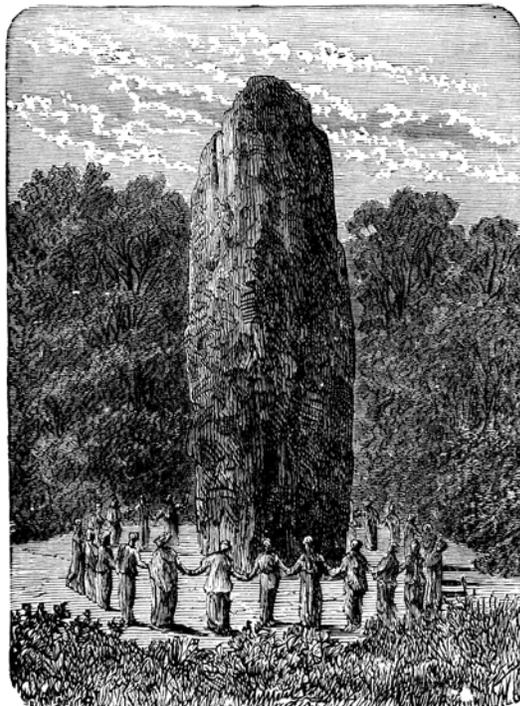
Spirit Points: 10

Sample Druid

Northern Gallia can be a very hostile place to grow up. You led a privileged life and were educated by the Romans but were still loyal to the Veneti clan. Then the druids called you to them. You never dreamed you had the talent to join this powerful group and were not a little impressed and somewhat scared. These were men who decided the fate of

the tribe, they talked with the gods and walked with kings. You spent much of the beginning learning, repeating over and over again the old stories and the old pieces of learning all so you could recite them over again the next day. You spent eleven years learning all they had to teach and it took more patience than you realized you possessed.

When the Romans inevitably questioned you it was a simple case of denying them any knowledge of the magical rites you were taught. It was easy considering the rites were not even shared with other



druids. They were for the Veneti and no one else.

The day came, though, when the druids asked too much of you. They determined that they must make a secret sacrifice to Epona in order to save the life of the king who had fallen ill. You went along despite your misgivings for the barbaric and illegal practice. When they took little Aileen, only thirteen years old, it seemed a cruel joke. You saw others look on as though it was fate, but you knew this was the cruel desires of the druids to strike at Aileen's father, Angus.

Angus had defied the druids again and again in their demands to have him stop trading with the Romans. They had hoped to hinder the Roman artificer trade but Angus saw how futile the effort was. Now he watched as they led his only child to the pyre to be burned alive. You could not watch this injustice and struck out trying to free the child. The other druids and their guards beat you unconscious. As you lost consciousness you saw the girl begin to cry.

When you awoke, much to your surprise, it was on a rolling galley making for Dover. Angus was at the tiller and his wife and crew manned the ship. He smiled sadly at you and in way of explanation said, "You were the only one to show her



kindness. Not even my best friends would stand against them. I could not save her but I will save you."

At that point you saw the pursuing ships on the horizon. When you approached the coastline, Angus told you and the crew to go over the side and make for the shore. "Aren't you joining us?" you asked.

"Nay, druid, Coleen and I make for the next life. Make sure your life is worth it." Angus lay hard on the tiller and threw you into the brine. From the shore you could see the pursuers making hard for the small galley. You could sense the storm being called by the druids on those ships. It took all your strength not to fight them that day. You could hear Angus and Coleen singing their dirge as the small ship slipped beneath the wave. You and the crew turned your back to the ocean but not to the future.

Statistics: Sample Druid

Type: 1st Level Adept (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str -1, Dex +1, Con +2, Int +1, Wis +3, Cha +0

Skills: Concentration 4 (+7), Knowledge (herbalism) 4 (+5), Knowledge (theology and philosophy) 4 (+5), Medicine 4 (+7), Notice 4 (+7), Survival 4 (+7)

Feats: Bone Setting, Clerical Magic, Eidetic Memory, Light Armor Training, Weapon Training

Traits: Human Background Traits

Combat: Attack +1 (+1 Dex), Damage +1 (shod staff) or +1 (short bow), Defense: Dodge/Parry +1/-1 (+1 Dex or -1 Str), Initiative +1

Saving Throws: Toughness +4 (+2 Con, +2 studded leather), Fortitude +2 (+2 Con), Reflex +1 (+1 Dex), Will +5 (+2 base, +3 Wis)

Spirit Points: 10

Sample Magus

Your father is a magus. Your mother is a magus. Your grandparents and their parents were magi and it was known from birth that you would be one as well. When other children of the patrician families were out learning the ways of Mars, you were home or at school studying the schools of magic. When you turned twelve you were sent to the Schola Roma where you studied some more. By eighteen you were ready to quit but you had little choice and entered the service of master Terentius Scribonius Lucullus as his apprentice. The day you dreaded came and you reported to his house to find him engaged in what appeared to be mortal combat with a gladiator.

You rushed to his aid only to be laughingly thrown back. He explained that he was merely practicing and this "slave" was his close friend Messalina, a female gladiator who he had



bought many years ago to teach him warfare. You were relieved, intrigued and a bit revolted all at the same time. Messalina was a hulking northern woman who spoke with a thick accent. Hardly an appropriate teacher for someone of Lucullus' station. As you would find out many things would not be done in the "proper" decorum in this house.

Lucullus taught you much of the practical side of the business of being a magus but also much that is needed to survive in life. Of late he has discussed lending you out to get some experience outside the protection of his house. Your parents oppose such risks but Lucullus has a very persuasive manner and has used it in your aid. This is the beginning of true living.

Statistics: Sample Magus

Type: 1st Level Adept (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str -1, Dex +1, Con +1, Int +4, Wis +3, Cha -2

Skills: Appraise 4 (+8), Concentration 4 (+7), Craft (alchemy) 4 (+8), Knowledge (history) 4 (+8), Knowledge (physical sciences) 4 (+8), Knowledge (supernatural) 4 (+8), Medicine 4 (+7), Notice 4 (+7), Smuggling 4 (+2)

Feats: Light Armor Training, Magi Training, Spell Training (3)

Traits: Human Background Traits

Combat: Attack +1 (+1 Dex), Damage +1 (shod staff) or +2 (light crossbow), Defense: Dodge/Parry +1/-1 (+1 Dex or -1 Str), Initiative +1

Saving Throws: Toughness +4 (+1 Con, +3 chain armor), Fortitude +1 (+1 Con), Reflex +1 (+1 Dex), Will +5 (+2 base, +3 Wis)

Spirit Points: 28

Spellcasting Realms: Ars Candida, Tenebrae Magae

Spells: Sample Magus		
Tenebrae Magae Spells	SP Cost	Range
See in Darkness	1 pt/10 min	Touch
Stun	3 pts	Sight
Invisibility I	1 pt/ 4 rds	Touch
Cast Darkness	1 pt/ turn	10' radius
Ars Candida Spells		
Heal I	1 pt	Touch
Bolt	6 pts	150'
Telepathy	2 pt/ rd	1 mi/ lvl

Sample Medicus

Growing up in Achaea in Athens was a dream of anyone who loved learning as much as you. Your father was an olive

oil merchant and owned two ships. Whenever he was in port you two were inseparable. As you grew you learned the business and with your mother helped to maintain things when he was away for long periods. You had many friends and it seemed that you would grow up to become a merchant like your father.

He returned from the east one year with a load of grain and several sick sailors. He soon grew ill himself but refused to see a physician. When it grew so bad that he could no longer stand your mother sent for the doctor. When he arrived it was obvious that he took no joy in his prognosis but he refused to give up. In the end he sent for his most powerful medicines and it was just barely enough. Your father survived but the physician did not. That year he succumbed to the very plague that he and his colleagues fought so desperately against.

You entertained thoughts of becoming a medicus and firmed your plans at the onset of the next plague. Plagues had come and gone but your family had always stayed in your home until it passed just as everyone else. You did not this time much to the distress your mother. Over the next month you formed bonds that would last a lifetime. You gained the trust and respect of the physicians in the city and they sponsored you to study with the master healer Hylas. You have studied under him for four years and now you are ready to go out into the world and do no harm.

Statistics: Sample Medicus

Type: 1st Level Adept (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int +2, Wis +2, Cha +0

Skills: Concentration 4 (+6), Craft (alchemy) 4 (+6), Knowledge (herbalism) 4 (+6), Knowledge (life sciences) 4 (+6), Knowledge (supernatural) 4 (+6), Medicine 4 (+9), Notice 4 (+6)

Feats: Eidetic Memory, Light Armor Training, Skill Focus (Medicine), Spell Training (2)

Traits: Human Background Traits

Combat: Attack +1 (+1 Dex), Damage +3 (morning star), +1 (dagger) or +1 (sling), Defense: Dodge/Parry +1/+0 (+1 Dex or +0 Str), Initiative +1

Saving Throws: Toughness +3 (+1 Con, +2 ringed leather), Fortitude +1 (+1 Con), Reflex +1 (+1 Dex), Will +4 (+2 base, +2 Wis)

Spirit Points: 27

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