

Eternal City - Character Generation

Player characters are not typically native to Rome but have washed up there from a variety of places. They have no friends, family or contacts in the city. Most will originate in the farmlands around Rome or be from other cities in central Italy and have good reasons for why they are no longer at home. A few may have come from further afield. At their genesis, characters are individuals of some experience.

Each player rolls:

- A set of Attributes on 3d6 to describe their character's physical and mental talents.
- A Social Background on 2d6 to define their social origins.

They then select a "character class", to represents their "professional" experience in their lives to date, and allocate specific skills to reflect the details of their profession.

Attributes

Roll 3d6 for each of the following attributes.

Strength - Raw muscle power

Agility - Balance, suppleness, speed and grace of movement

Constitution - Health, stamina, resistance to physical damage, illness and pain

Dexterity - Hand-eye co-ordination, use of missiles, swiftness of hand

Wisdom - Intellect, ability to learn, general knowledge

Will – Ability to resist temptation, dominate others and be stubborn in the face of external persuasion

Appearance – Fairness of face and form – attractiveness to the opposite sex or other interested parties.

Voice – Strength and clarity of voice, persuasiveness and singing ability

Roll one more set of 3d6 which you may use to replace one of the scores above.

High/Low Attributes attract bonuses/minuses: 18 +3; 16 +2; 14 +1; 7 -1; 5 -2; 3 -3

Physique

Height and Build are generated with reference to Strength and Constitution.

Height:

Str 3-5 – 5d6, discard 2 highest;

Str 6-8 – 4d6, discard highest;

Str 9-12 – 3d6;

Str 13-15 – 4d6, discard lowest;

Str 16-18 – 5d6, discard 2 lowest.

Build:

Con 3-5 – 5d6, discard 2 highest;

Con 6-8 – 4d6, discard highest;

Con 9-12 – 3d6;

Con 13-15 – 4d6, discard lowest;

Con 16-18 – 5d6, discard 2 lowest.

Bulk is derived from Height and Weight. $\text{Bulk} = (\text{Weight} + \text{Height})/2$

Body Points: $\text{Bulk}/2 + \text{Level}$ (Highest level for split class characters)

Social Background

Roll 2d6 for your character's social background.

2,3 Montanaro

Brought up in wooded hills and mountains, you have earned your crust most likely as a shepherd or hunter. You are unused to the urban life but know how to live in the wilds.

4,5 Pescatore

You have lived by the coast and made a living by inshore fishing. You know about nets and knots, small boats and the sea.

6,7 Contadino

Brought up in the country, you have straw behind your ears and shit on your feet. You might be out of place in the big city, but you know a thing or two these city boys don't. You can turn your hand to most types of manual labour and do an honest day's work for honest pay.

8,9 Street Urchin

You have been brought up in a city, know your way round an urban landscape and how to live on your wits on its mean streets.

10 Artisan

You are city bred but instead of running wild with the street urchins, you were apprenticed at an early age into an honest trade (player choice). As a skilled tradesman your labour is welcome – you will never starve. As a foreigner, guild laws typically prevent you from setting up on your own account in a strange city.

11 Merchant

Active in the family business from an early age, you understand the cut and thrust of commerce. Clearly something has occurred to make the family wealth inaccessible to you. Perhaps they went bust, or perhaps you were expelled in disgrace to seek your own fortune. Whatever, you washed up in Rome with your wits your only capital.

12 Gentleman

Too posh to have learnt anything that might earn you an honest living, your skills mostly revolve around the use of possessions you no longer have. Still, you have breeding and anyone who also has it will recognise and appreciate it. There may be those who recognise it and don't appreciate it at all – and you have heard some rather discourteous things since your fall from grace.

Selecting Skills, Gaining Levels

Characters all arrive with some experience of life already. Choose a Character Class; Select Skills and build Levels to reflect your character's back story.

Character Class

There are four character classes available: Soldier, Priest, Magician, Rogue. All Classes are available at generation to any social background. Some combinations might take a bit of rationalisation. Select one or at most two Character Classes.

Skills

Skills represent a relatively narrow competency e.g. Swords, Divination, Stealth.

Skills are selected from one of the four Character Class Pools. Each experience point spent on a Skill is also allocated to a Character Class. In addition to the Character Class Skill Pools there are two others: a General Skill Pool, progression within which can contribute to any Character Class, and a Scholar Skill Pool common to Priests and Magicians. Skills obtained from either of these Pools must be allocated to one of the four Character Classes.

Level Zero Skills

Before developing a skill, you must hold it at Level 0 – this indicates a grasp of the fundamentals. Initially a character will have Level 0 skills consistent with their social background. However, they will accrue an extra L0 skill for each Level they have which are a free choice within their chosen Character Class Skill Pool. Not all L0 need to be enumerated at character generation – only those that are built upon or that become relevant in the game.

Skill Purchase

All characters will start with 30 experience points to spend on Skills. This is sufficient to buy to a Character Class Level 2. Alternatively they may be spread over two different Character Classes, which will be both at Level 1.

A Skill at 1 costs 1 e.p.; a Skill at 2 costs 3 e.p.; a Skill at 3 costs 6 e.p.; a Skill at 4 costs 10 e.p. etc. The maximum skill level is one above your Character Class Level

Character Class Levels

Character Class Levels represent broader progression and are rewarded with additional benefits. Each experience point spent on a skill is allocated to an appropriate Character Class. Character Class Levels are awarded at: Level 1 – 10 e.p.; Level 2 – 30 e.p.; Level 3 – 60 e.p.; Level 4 – 100 e.p. and so on.

Levels and What They Get You

For each Soldier level:

- Add one Body Point
- Add one to an Attribute of your choice
- Add 4 Hit Points
- Accrue a Level 0 Skill (something you have plausibly encountered while obtaining the level).

For each Rogue level

- Add one Body Point
- Add one to an Attribute of your choice
- Add 2 Hit Points
- Accrue two Level 0 Skills (something you have plausibly encountered while obtaining the level).

For Each Priest level

- Add one Body Point
- Add one to an Attribute of your choice
- Add 3 Grace of God Points
- Accrue one Level 0 Skill (something you have plausibly encountered while obtaining the level).

For Each Magician level

- Add one Body Point
- Add one to an Attribute of your choice
- Add 4 Vis
- Accrue one Level 0 Skill (something you have plausibly encountered while obtaining the level).

The Grace of God

Each Protagonist at the start of the adventure rolls d3+1 Grace Points. These represent that character's State of Grace. Over time they may either earn a bonus by doing good deeds or a minus due to unexpiated sins.

Most Protagonists may use Grace Points in one of two ways:

- By expending a Grace Point a player may re-roll one d10 in hopes of getting a better result. They may re-roll a second d10 (on the same Test) for the expenditure of 2 more Grace Points (and indeed make a third attempt for 3).
- A Priest may use a Protagonist's own Grace Points to Heal or Bless them, or they may become part of a Congregation to lend the Priest their Grace Points with their prayers.

Grace Points will not regenerate during the course of an adventure and are re-rolled anew at the beginning of a new trip.

If some sin needs to be expiated to remove a penalty then there are three possible recourses.

- Confess your sins to a priest and you will be forgiven. However, forgiveness comes only after a penance is completed and in general a priest will insist on public penance and restitution for serious crimes (theft, murder etc.).
- Find a monastery and prevail upon the monks there to pray for your soul. This usually involves payment and the purchase of expensive wax candles.
- Visit a Pardoner and buy an indulgence, signed and sanctioned by His Holiness the Pope, that excuses the sinner from performing a penance for their sin.

Note that Priests generally have more Grace Points and use them to pray for miracles.

Soldier Skills

Swords	Any sword from an arming sword to a spadone. A typical skill for a gentleman.
Blades and Brawling	Use of anything with a blade that isn't strictly a sword, including most types of dagger, falchions etc., as well as fists and makeshift weapons.
Axe/Mace	Axes, maces, martels etc from light belt weapons to larger hand-and-a-half weapons
Pole Arm	Spears and various types of two-handed pole arm.
Shields	Bucklers, targets, pavise
Crossbow	All types for crossbow
Self bow	Typically a short bow – a bit old-fashioned but still to be found on the battlefields of Italy
La Scherma	A set of techniques for confusing, hampering and disarming an opponent in close combat. Taught by notoriously expensive Masters mostly from Bologna. See GM for availability.
Armouring	Make light of heavy equipment.
Tilting	Ride and fight effectively from horseback.
Scouting	Find your way in difficult terrain. Spot ambush opportunities. Approach enemy troops undetected. Estimate numbers from scant evidence.
Pillage	Live off the land; steal livestock; break down doors; sniff out hiding places; discover where the peasants keep their gold.
Captaincy	Command men; treat with prospective employers; understand the rudiments of tactics, strategy and logistics.
Engineer	Know about mines and siege engines.
Marine	Familiarity with ships and fighting aboard them.
Stamina	Extra Hit Points – d6/Level

Also any skill from the General Skill Pool

Rogue Skills

Street Fighting Staff, cudgel, knives, fists and makeshift weapons.

Light
Crossbow The sort that might be hidden under a voluminous cloak

Hand missiles Anything thrown, whether designed for the purpose or not

Evade Dodge through combats, or run through busy streets

Sleight of
Hand Pick pockets, filch from stalls; produce coins from behind ears or
knives from sleeves.

Mechanisms Manipulate locks, keys and springs.

Spying Watch without being observed watching while hiding in plain sight

Streetwise Know your way around the mean streets; remember every twist and
turn; catch the neighbourhood vibe; spot the signs of impending
trouble

Stealth Creep about and lurk in shadows undetected

Deception Tell lies and have them believed

Disguise Make changes to dress and appearance – your own or others – to
obfuscate identity

Bribery Know who to bribe and how much to pay them to turn a blind eye or
intercede on your behalf

Rooftops Climbing walls and operating at heights

Information
Gleaning Be the ear on the street; ask questions without showing undue
interest; have a nose for the story.

Also any skill from the General Skill Pool

Priest Skills

Miracles of the Spirit Blessings that raise the spirit of comrades and dismay the ungodly.

Miracles of the Body Miracles to heal the body of wounds and chase away disease

Miracles of the Mind Miracles to influence the mind of men

Miracles of Nature Miracles to influence the flora and fauna of God's Creation

Miracles of Transmutation Miracles that change the substance or nature of the physical world.

Exorcism The command and expulsion of demons, undead and other unholy beings.

Specific Saint Miracles associated with a specific saint – of which there are thousands. Prayers are greatly enhanced by the possession of a genuine relic or in a shrine dedicated to the saint in question.

Hieratic Presence The meek may inherit the Earth but there are times when a priest must assert the dignity and perquisites of Mother Church in a wicked world.

Liturgy Carry out the formal duties of a priest without stumble or blunder. Combine voices of the faithful into a Congregation to support your prayers. Requires Latin to at least L1 (ideally higher) – see Scholarship Pool.

Theology Cultivate a wider understanding of the divine. Requires Latin to at least L1 (ideally higher) – see Scholarship Pool.

Grace of God D4 extra Grace Points per Skill level

Also any skill from the General or Scholarship Skill Pools

Magician Skills

Divination	Mastery of various techniques to uncover hidden knowledge.
Abjuration	The art of protection against physical, magical and other dangers.
Enchantment	Enchanters cast magicks that bewitch the human mind and conjure illusions to deceive the senses.
Metamorphosis	By this powerful art the magician may change the physical size, shape or very nature of the subject. It is said that they can even change themselves or others into beasts.
Elemental Magic	The elemental magician conjures and manipulates the four elements: air, earth, fire and water.
Necromancy	Necromantic sorcery exploits the flesh and spirit of the dead. It is popularly viewed with at least distaste and more commonly abhorrence. However, many of the preparations sold by apothecaries are of necromantic origin.
Evocation	Evocation is the art of summoning and commanding spirits and demons. Many evocationists claim to go no further than summoning beasts whose bodies spirits are intertwined.
Alchemy	Alchemy is the manufacture of magical potions, pills, salves and other preparations that may be bought from the Apothecaries.
Thaumaturgy	The Thaumaturgist captures magic in artefacts and devices.
Personal Vis	Vis is the essence that powers magic. This skill allows magicians to cultivate a modest store of Vis – usually replaceable by meditation or rest – that they can call on when they cast spells. The alternative is to deplete their own physical essence (Stamina/Body Points) that return but slowly, or to use some external source (talk to a Necromancer). D4 per level.

General

All General Skills are capped at Level 3

Riding	Ride a horse from A to B without falling off
Transport	Load and drive wagons, carts and carriages; handle mules, draft oxen and other beasts of burden
Small boats	Manage inshore and river craftsmen
Seamanship	Sail sea-going craft
Tinker	Bodge repairs to wood, leather, fabric and even metal objects.
Labourer	Capable of a hard day's manual unskilled work.
Trade	Competence in a professional skill of your choice
Entertainment	Master a specific performing art – e.g. a musical instrument, juggling, singing
Haggling	Ability to dicker effectively with vendors and emptors.
Stamina	Extra Hit Points D4/Level
Survival	Sleeping rough without freezing, finding your way in wilderness and living off the land
Basic Literacy	Literacy and numeracy primarily in the vernacular but Level 3 indicates a grasp of spoken Latin.
Foreign Language	Practical, mostly conversational grasp of a modern language other than Italian
Brawling	Use of fists, throws, knives and makeshift weapons
Staves	Quarter staff, bastoni and cudgels
Sling	Propel large pebbles with aid of a leather strap
Ambidexterity	Use both hands with equal facility

Scholarly Skills

Note that competence in Latin is the gateway to most of these skills and most may not exceed the character's Latin Skill level.

Latin	Latin is the language of scholarly discourse and is fundamental to both Priests and Magicians. This skill permits fluent reading, writing and speaking of the Latin language
Arcane Lore	Arcane Lore is the study of the secrets of the Ancients. It is the essential discipline for magicians who seek to develop their own spells or for curious clerics who seek knowledge of the philosophies of the past. Naturally much of the material inherited from the Ancients is in languages that are no longer in common use. Latin 3 is a prerequisite for the study of older texts.
Astrology	It is widely believed that the study of the stars may give clues to current or future events.
Geography	Offers a mental map (in an age before physical maps are commonplace) of how one place you have heard of might relate spatially to another and some clue as to the distances involved.
History	Offers some clue as to events in the past beyond living memory; basic chronology; cause and effect. The key to understanding complex genealogies and tales of the past.
Rhetoric	The ability to marshal one's thoughts and produce elegant and coherent speeches appropriate to the occasion and the audience.
Medicine	You have studied the works of Galen and Dioscorides and have some knowledge of anatomy, herb lore and the practical methods of the barber surgeon's guild. A useful adjunct to both Priestly Healing and Necromancy.
Architecture	You have studied the works of Vitruvius and Archimedes and other giants of the world of ancient architecture. You may have some practical knowledge of modern castle-building techniques along with mining and siege-works.