

TABLE 1.1: ADVANCEMENT COST

10 XP	Increase a skill by 1 point
5 XP	One new Ally
5 XP	One new Expertise
10 XP	One new Combat Technique



TABLE 2.1: OCCUPATION TABLE

Occupation	Benefit/Restriction
Actor	1 Point Deception or Command; Restricted to Slaves, Peregrini
Administrator	1 Point Institutions: Any; Available to all classes
Advisor	1 Point Deception or Reasoning; Available to all classes
Astrologer	1 Point in Divination; Available to all except Women and Senators
Assassin	1 Point in Stealth
Captain	1 Point Sail or Command; Restricted to male Equestrians, Plebeians, Peregrini
Craftsman	1 Point Trade; Available to all except Senators
Farmer	1 Point in Survival: Agriculture; Available to all
Fisherman (Piscator)	1 point Swim; Available to all except Senators (Women rare)
Grammarian (Grammaticus)	1 Point in 2 Languages; Restricted to male Slaves and Peregrini
Historian (Historicus)	1 Point in 2 Histories; Restricted to male Senators and Equestrians
Gladiator	1 Point Wrestle or Light Melee or 1 Combat Technique; Restricted to Slaves, Peregrini, Plebeians
Merchant (Mercator)	1 Point Trade; Available to all except Senators
Musician (Musicus)	1 point Talent: Perform or Talent: Singing; Restricted to Slaves and Peregrini
Rider	1 point Ride; Available to any class
Scribe (Scriba)	1 Point Talent: Scribing; Restricted to Slaves and Peregrini
Soldier (Miles)	1 Point Light or Medium Melee or 1 Combat Technique; Available to all males except slaves
Philosopher (Philosophus)	1 Point in 2 Philosophies; Restricted to Senators, Equestrians, Peregrini (women rare)
Poet (Poeta)	1 Point Talent: Reciting or Talent: Writing; Restricted to Senators, Equestrians, and Peregrini (women rare)
Politician (Politicus)	1 Point Rhetoric and Law; Restricted to male Senators, Equestrians (some Plebeians and Peregrini)
Prostitute (Meretrix)	1 Point Empathy; Restricted to Peregrini and Slaves
Priest (Sacerdos)	1 point in Ritual; Restrictions depend on Religion in question
Teacher of Rhetoric (Rhetor)	1 point in Rhetoric; Restricted to Senators, Equestrians, Plebeians
Sailor	1 point in Sail; Restricted to Plebeians, Peregrini, Slaves (females rare)

Table 2.2: Social Class

2d10

Senatorial Order 2–5

Equestrian Order 6–9

Plebeian 10–14

Peregrini 15–18

Slave 19–20

TABLE 2.4: CURSUS HONORUM

Vigintivir	18
Senior Tribune (tribunus laticlavus)	20
Quaestor	25
Aedile or Tribune	27
Prefect	30
Propraetor	30
Procursul	30
Practor	30
Consul	32
Legion Commander (<i>Legatus Legionis</i>)	32
Governor of Imperial Province (<i>Legatus Augusti pro Praetor</i>)	
Governor of a Senatorial Province (<i>Proconsul Provinciae</i>)	

TABLE 2.5: SKILL LIST

Defenses	Combat Skills	Physical Skills
Hardiness	Wrestling	Athletics
Stealth	Light Melee	Speed
Evade	Medium Melee	Muscle
Parry	Heavy Melee	Endurance
Resolve	Small Ranged	Swim
Wits	Large Ranged	Ride/Sail
Mental Skills	Specialist Skills	Knowledge Skills
Command	Trade	History
Rhetoric	Medicine	Places
Deception	Survival	Law
Empathy	Talent	Institutions
Reasoning	Divination	Religion
Detect	Ritual	Language
	Sorcery	Philosophy

TABLE 2.6: RELEVANT DEFENSES

Relevant Defense Skill	Combat/Non-Combat Skill
Wits	Empathy and Deception
Resolve	Command and Rhetoric
Hardiness	Damage Rolls
Stealth	Detect
Evade	Small Ranged, Large Ranged
Parry	Wrestling, Light Melee, Medium Melee, Heavy Melee

TABLE 2.7: CUMULATIVE COST OF SKILLS

Rank	Cost	Total Cost
0	0	0
1	1	1
2	2	3
3	3	6

TABLE 3.1: COINAGE OF ROME

Coin	Aureus Value
Aureus (gold)	1
Denarius (silver)	25
Sestertius (brass)	100
As (bronze)	400
Semis (brass)	800
Quadrans (bronze)	1600

TABLE 3.2: MONTHLY INCOME

Occupation	Denarii/Month
Administrator	20
Advisor	25
Astrologer	12
Centurion	300
Craftsman	10
Fisherman	8
Grammarian	2
Historian	2
Gladiator	0
Merchant	20
Musician	8
Rider	18
Scribe	8
Soldier	30
Philosopher	3
Politician	Varies depending on post
Praetorian Guard	70
Prostitute	12
Teacher	2
Sailor	6

TABLE 3.3 : WEAPON CHART

Weapon	Group	Damage	Accuracy	Lethal	Muscle	Type	Range/Reach	Price/ Denarii
Unarmed	Wrestling	Muscle -1d10		No		Blunt		None
Spiked Gauntlet	Wrestling	Muscle +0d10		Yes		Sharp		10
Bolo	Light Melee	No damage		No		None	30	34
Laso	Light Melee	No Damage		No		None	15	8
Net	Light Melee	No Damage	-2d10	No		None	10	14
Pugio	Light Melee	Muscle +0d10		Yes		Sharp	No Reach	20
Plumbatae	Light Melee	1d10		Yes		Sharp	30	18
Scissores	Light Melee	1d10	-1d10	Yes		Sharp	No Reach	25
Vinewood Rod	Light Melee	Muscle +0d10		No		Blunt	No Reach	40
Gladius	Medium Melee	Muscle +1d10	+1d10	Yes	1	Sharp	Normal Reach	60
Mace	Medium Melee	Muscle +1d10		Yes	1	Blunt	Normal Reach	55
Axe	Medium Melee	Muscle +2d10	-1d10	Yes	2	Sharp	Normal Reach	65
Trident	Medium Melee	Muscle +0d10		Yes	0	Sharp	10/Long Reach	45
Spatha	Heavy Melee	Muscle +2d10		Yes	2	Sharp	Normal Reach	80
Verutum	Medium Melee	Muscle +1d10	+1d10	Yes	0	Sharp	50	30
Hasta	Heavy Melee	Muscle +2d10/ or Muscle		Yes	1	Sharp	10/Long Reach	40
Pilum	Heavy Melee	1d10		Yes	1	Sharp	50	20
RANGED WEAPONS								
Composite Bow	Small Ranged	3d10	+1d10	Yes	1	Sharp	100/200/300	100
Short Bow	Small Ranged	2d10		Yes	0	Sharp	50/100/150	30
Manuballista	Small Ranged	2d10	+2d10	Yes		Sharp	50/100/150	90
Gastraphetes	Small Ranged	2d10	+1d10	Yes		Sharp	50/100/150	80
Sling	Small Ranged	1d10		Yes		Blunt	25/50/75	10
Carroballista	Large Ranged	6d10		Yes		Sharp	200/400/800	400
Polybolos	Large Ranged	5d10		Yes		Sharp	200/400/800	300

TABLE 3.4: HAZARDS

Hazard	Lethality	Speed	Effect	Medicine Skill TN	Contagious	Spread	Defense	Skills
Fire	Hour	Day	Permanent	6	No	2d10	Evade	P, C
Acid	Hour	Hour	Permanent	7	No	2d10	Evade	P, C
Plague	Week	Week	Temporary	8	Yes	3d10	Hardiness	P, C
Typhus	Day	Day	Temporary	7	Yes	2d10	Hardiness	P, M, C
Leprosy	Year	Month	Permanent	9	Yes	0d10	Hardiness	P

TABLE 3.5: POISONS

Hazard	Lethality	Speed	Effect	Medicine Skill TN	Brew Rating	Potency	Defense	Skills
Standard	Hour	Hour	Temporary	4	5	4d10	Hardiness	All
Cyanide	Hour	Minute	Temporary	8	8	4d10	Hardiness	All
Belladonna	Day	Hour	Temporary	7	6	2d10	Hardiness	P, C
Hellebore	Minute	Minute	Temporary	7	6	5d10	Hardiness	P, C
Mushroom	Day	Day	Temporary	6	5	3d10	Hardiness	P, M
Aconite	Day	Minute	Permanent	9	9	6d10	Hardiness	P, C
Mandrake	Day	Hour	Temporary	6	6	3d10	Hardiness	P, M, C

TABLE 3.6: TRANSPORTATION

Vehicle	Performance	Handling	MPH/day	Move Feet/Hex	Evade	Hardiness	Integrity	Damage	Cost Denarii
Chariot Quadriga	4	60 MPH	40	120/24	6	5	2	3d10	1000
Chariot Triga	5	50 MPH	35	100/20	6	5	2	2d10	700
Chariot Biga	6	40 MPH	30	80/16	6	5	2	1d10	500
Cart	6	30 MPH	30	60/12	5	3	1	0d10	20
Hexareme	6	9 MPH	100	180/36	5	9	6	6d10	50,000
Quadrireme	7	8 MPH	100	160/32	6	8	5	5d10	30,000
Tireme	8	6 MPH	100	110/22	7	7	4	4d10	25,000
Liburnian	5	8 MPH	70	160/32	9	6	3	3d10	20,000
Merchant Vessel	5	6 MPH	135	120/24	6	6	3	2d10	18,000
Barge	6	5 MPH	40	90/18	5	5	3	1d10	15,000
Horse	4	40 MPH	40	80/16	6	4	2	0d10	300
Camel	5	30 MPH	35	60/12	5	3	1	0d10	400
Elephant	7	25 MPH	25	50/10	4	7	4	3d10	2000

TABLE 4.1: SETTING TARGET NUMBER

TN	Difficulty
1	Routine
2	
3	Simple
4	
5	Challenging
6	
7	Hard
8	
9	Formidable
10	

TABLE 4.2: ATTACKING & LIFTING OBJECTS

TN	Evade	Hardiness/Max Wound	Weight (lbs)
1	Can't Miss	Fragile	20
2	Large Stationary	Thin Wood	40
3	Medium Stationary	Thin Stone	60
4	Small Stationary	Thin Metal	80
5	Large Moving	Thick Wood	100
6	Medium Moving	Thick Stone	120
7	Small Moving	Thick Metal	140
8	Large Fast-Moving	Reinforced Wood	160
9	Medium Fast-Moving	Reinforced Stone	180
10	Small Fast-Moving	Reinforced Metal	200

TABLE 4.3: CONDITION MODIFIERS

Condition	Bonus or Penalty
Good	+1d10/+1
Ideal	+2d10/+2
Perfect	+3d10/+3
Bad	-1d10/-1
Awful	-2d10/-2
Miserable	-3d10/-3

TABLE 4.4: TRAVEL & ENCOUNTERS

Terrain	TN
Road	6
Hills/Rural	7
Forest/Frontier	8
Mountains/Ocean	9

TABLE 4.5: ARMY STRENGTH MODIFIER

Tiny (Band) -2
Small (Century) -1
Medium (Cohort) +0
Large (1 Legion) +1
Enormous (2 Legions or more) +2

TABLE 4.6: ARM COMBAT RATING MODIFIERS

Forces smaller by at least half	-1d10
Forces roughly equal	+0d10
Forces double size of enemy	+1d10
Forces triple size of enemy	+2d10
Forces quadruple size of enemy	+3d10
Less equipped	-1d10
Far better equipped	+1d10
Lesser training/discipline	-1d10
Greater training/discipline	+1d10
Lower morale	-1d10
Higher morale	+1d10
Tactical advantage	+1d10
Tactical disadvantage	-1d10
Favored by the gods	+1d10
Cursed by the gods	-1d10
Commander vows his life	+3d10*

TABLE 4.7: PERFORMANCE SCORE MODIFIER

Method	Bonus
Drugging	-2d10
Sabotage	-1d10
Bribe	-1d10 (200 Sesterces. One-time limit.)
Promise to buy freedom	+2d10
Promise of flesh	+1d10
Far better tactics	+1d10
Far worse tactics	-1d10

TABLE 4.8: BASE PERFORMANCE RATING

Novice	0d10
Veteran	1d10
Crowd Favorite	2d10
Hardened	3d10
Champion	4d10

TABLE 4.9: FACTION STRENGTH

Emperor	+3d10
Consul	+1d10
Praetor	+1d10
Faction has military support	+1d10
Faction has popular support	+1d10

TABLE 9.1: URBAN ENCOUNTER (ROLL 2D10)

Roll	Result
2	Noted personality or leader
3	Soldiers
4	Praetorians
5	Centurions
6-8	Urban Cohorts
9-10	Street Merchants
11-12	Thieves (use Bandit entry)
13	Drunk Soldiers (hostile)
14	Enemy (if appropriate)
15	Street brawl involving 1d10 people
16	Urban Cohort chasing criminal
17	Politicians
18	Beggar
19	Performers
20	Minion of Neptune

TABLE 9.2: ROAD ENCOUNTER (ROLL 2D10)

Roll	Result
2	Soldiers and Centurions (part of legion)
3	Environmental Challenge
4	Traveling Merchants
5	Traveling Politicians
6-8	Bandits
9-10	Animal Encounter
11-12	Escaped Criminal
13	Traveling Beggar
14	Slave Trader
15	Traveling Performers
16	Gladiator Camp
17	Monster Encounter
18	Minion of Neptune
19	Performers
20	Minion of Neptune

TABLE 9.3: HILLS/RURAL ENCOUNTERS (ROLL 2D10)

Roll	Result
2	Environmental Encounter
3	Shepherd
4	Hostile Locals (use Soldier or Bandit Entry)
5	Farmers
6-8	Animal Encounter
9-10	Monster Encounter
11-12	Environmental Encounter
13	Bandits
14	Escaped Gladiators
15	Escaped Criminals
16	Minion of Neptune
17	Monster Encounter
18	Minion of Neptune
19	Performers
20	Minion of Neptune

TABLE 9.4: FOREST/FRONTIER ENCOUNTERS (ROLL 2D10)

Roll	Result
2	Environmental Encounter
3	Monster Encounter
4	Bandits
5	Monster Encounter
6-8	Environmental Encounter
9-10	Animal Encounter
11-12	Barbarians or Raiders (use Gladiator or Soldier entry)
13	Animal Encounter
14	Monster Encounter
15	Minion of Neptune
16	Minion of Neptune
17	Monster Encounter
18	Minion of Neptune
19	Performers
20	Minion of Neptune