

SERVANTS OF GAIUS

STEP-BY-STEP GUIDE TO CHARACTER CREATION

SERVANTS OF GAIUS			
<i>Publius Fabius Pavo</i>	<i>M</i>	<i>5'4"</i>	<i>23</i>
Name	Sex	Ht. / Wt.	Age
<i>Equestrian/Roman Citizen</i>	<i>Soldier</i>	<i>Tribune Augusticlavii</i>	
Class/Citizenship	Occupation	Title (s)	
	<i>Roman/Fabian</i>	<i>Roman Pantheon</i>	
	Ancestry/Family	Religion	

DEFENSES S	
Hardiness	3 + ●○○ = 4
Stealth	3 + ○○○ = 3
Evade	3 + ○○○ = 3
Parry	3 + ●○○ = 6
Wits	6 + ●○○ = 7
Resolve	6 + ●○○ = 7

COMBAT P	
Wrestling	●○○
Light Melee	●●○
Medium Melee	●●○
Heavy Melee	●○○
Small Ranged	○○○
Large Ranged	●●○

SPECIALIST S	
Medicine	●●○
Divination	○○○
Ritual	○○○
Sorcery	○○○
Trade:	○○○
Survival: <i>Wilderness</i>	●●●
Talent:	○○○

MENTAL S	
Command	●●○
Rhetoric	●●○
Deception	○○○
Empathy	○○○
Reasoning	●●○
Detect	○○○

WOUND TRACKER	
Incapacitated	-2d -1d

AUCTORITAS						
0	1	2	3	4	5	6

PHYSICAL S	
Athletics	●○○
Swim	○○○
Speed	●●○
Muscle	●○○
Endurance	●○○
Ride: <i>Horse</i>	●●○
Sail:	○○○

KNOWLEDGE P	
History: <i>Italia</i>	●○○
History: <i>Gallia</i>	●○○
Philosophy: <i>Stoic</i>	●●○
Philosophy: <i>Platonic</i>	●●○
Places:	○○○
Places:	○○○
Law:	○○○
Law:	○○○
Institutions:	○○○
Institutions:	○○○
Language: <i>Latin</i>	●●○
Language: <i>Greek</i>	●○○
Religion:	○○○
Religion:	○○○

ALLIES	
Patrons	Clients
<i>Gnaeus Gaetilius</i>	

VICES	
<i>Drawback: -1d10 penalty when using Rhetoric, Deception, or Command on a member of the Senatorial Order. Not eligible for Senate Seat.</i>	

TECHNIQUES	
<i>Medium Melee-Counter</i>	

EQUIPMENT	
<i>Gladius</i>	
<i>Pugio</i>	
<i>Lorica Segmentata</i>	
<i>Tunic</i>	
<i>Toga</i>	
<i>Caliga</i>	

MONEY		PROPERTY	
Aureus			
Denarius			
Sestertius	<i>798,955</i>		
As			
Semis			
Quadrans			

MAGIC	
<i>Villa outside of Rome</i>	

HISTORY	

FAMILY	
Paternal	Maternal

CHARACTER CREATION STEPS

John sits down to make a character and follows the 14 steps listed to character creation from the Servants of Gaius rules.

1) CHARACTER DETAILS

He begins by choosing a name that fits his character (Roman names are explained in the rule book), Publius Fabius Pavo. He then assigns age, sex and height/weight to Publius.

2. SELECT YOUR SOCIAL CLASS

John wants his character to be martial but have some political clout so he selects Equestrian for his social class. This gives him one free Combat Expertise, allows him to take Combat and one other skill category as his primary, and gives him one Military Ally.

3. MARK DOWN PRIMARY AND SECONDARY SKILLS

Because he chose Equestrian for Social Class John starts out with Combat as his first primary and is free to select a second of his choice. Because he envisions Publius as a scholarly man of action he chooses Knowledge for his second Primary group. This means that Defenses, Specialist, Mental and Physical are his Secondary groups (characters have 12 points in each Primary Group and 9 in each Secondary Group). He also takes Gladius under Medium Melee for his free Expertise.

4. MARK DOWN ALL OTHER DETAILS RELATED TO YOUR CLASS

John notes his Citizenship status on the character sheet and makes a note about his -1d10 penalty to Rhetoric, Deception and Command against members of the Senatorial Order on the back page of his character sheet.

5. SELECT YOUR ANCESTRY AND FAMILY/CLAN

Publius is a Roman and his name indicates he comes from the Fabian clan, so he marks those down.

6. SELECT AN OCCUPATION

Because he is a tribune in the legions, John selects Soldier as Publius's occupation. This gives him one free point in Light or Heavy Melee or one free Combat Technique. John opts for the Combat Technique, Medium Melee-Counter, because those are hard to come by.

7. TAKE YOUR STARTING TITLE (IF APPLICABLE)

The Game Master allows Publius to start the game as a lower tribune (tribune augusticlavii) so John marks that down.

8. SELECT A RELIGION

Like any good Roman, Publius observes the Roman Pantheon.

9. RECORD YOUR AUCTORITAS: FOR STARTING CHARACTERS THIS IS 0

Because he is just starting, John draws marks 0 Auctoritas on his sheet.

10. PURCHASE YOUR SKILLS

John purchases his skills accordingly. His two Primary Skill groups are Combat and Knowledge so he gets 12 points in each of them (9 in each of his Secondary Skill groups). He starts by purchasing his Combat Skills. Skill costs are cumulative so he buys one rank in Wrestling (1 point), two ranks in Light Melee (3 points), two ranks in Medium Melee (3 points), one rank in Heavy Melee (1 point), and two ranks in Large Ranged (3 points). This costs a total of 11 points (1+3+3+1+3=11), meaning he has one point left over, which he uses to take another Combat Expertise.

11. PURCHASE YOUR EXPERTISE

John has a point left over in his Combat Skills so he can use this to buy an Expertise. Since he got Gladius for free already he chooses the Pugio under Light Melee. John then goes on to purchase 12 points in Knowledge (taking 3 ranks in Language: Latin for free). He also spends 9 points in each of his Secondary Skills.

12. TAKE ONE ALLY

Because he is an Equestrian, Publio starts with a Military Ally. John decides he wants a Patron instead of a Client, so he talks with the GM and they decide that his Patron is a Legionary Legate of the Senatorial order named Gnaeus Gaetilius.

13. SELECT UP TO TWO VICES (EACH ONE GIVES YOU 2 FREE SKILL POINTS)

John imagines Publius as a disciplined Stoic so he doesn't take any Vices (besides he already starts with a drawback to some of his Mental Skills).

14. PURCHASE EQUIPMENT

John calculates his starting wealth before buying equipment. Equestrians start with 300,000 sesterces plus 1d10 hundred thousand sesterces. John rolls a 5 so he starts the game with 800,000 Sesterces.

Because Publius is an Equestrian he starts out with a horse and is assumed to have 800,000 sesterces in property and wealth (so he doesn't need to purchase living quarters since the game assumes that is part of his fortune). He does need to buy his basic equipment though. So he purchases a Gladius and some Lorica Segmentata (Banded Mail), as well as a Toga, Tunic and Caliga (heavy sandal). The total amount this costs him is 1,045 sesterces, which leaves Publius with a remainder of 798,955 sesterces.

John now has a useable character and is ready to play. He just needs to come up with a history and include some information on his family members.