



ROME

In August of MMV, HBO aired the first episode of Rome. Rome is a historical drama depicting events in the transition period between the Roman Republic and the Roman Empire, approximately LII BC through XXX BC. The series opens with the defeat of Vercingetorix of the Arverni and his Gallic tribal confederation by Gaius Julius Caesar and his famous XIIIth Legion, signifying the end the Gallic Wars. Caesar will soon turn his attention and ambitions south, to Rome itself where his good friend Pompeii Magnus rules as Co-Consul of Rome.

In the city of Rome itself, members of the senate and ruling class worry about the return of Caesar in light of both his growing popularity with the plebeians and the wealth he has amassed during the Gallic Wars. Porcius Cato and Marcus Tullius Cicero will meet frequently with Pompeii, attempting to turn the decorated general against his friend Caesar. Among the patrician class, tension begins to mount between the Julii and Junii as their respective matriarchs jockey for power and influence.

Far away from all of that in Egypt, Ptolemy XIII, brother and husband of Cleopatra, plots against his sister and largely ignores the administration of his kingdom. Cleopatra, for her part, accepts her exile and finds distraction in a variety of ways.

You begin your adventure shortly after Vercingetorix is humbled, but before his forces, at the behest of conspirators elsewhere, steal the golden eagle standard of the XIIIth Legion. Your adventure here will run the duration of the series, twenty-two years that will see the last of the Consuls and the first Emperors.

**In order to make the most of your time here, you will be granted
Mi Centurion Points!**

Locations

Roll IdVIII to determine your starting location. If you wish, you can choose to pay L CP to choose your starting location.

- I Rome, The City of
- II Rome, Countryside
- III Egypt, Alexandria
- IV Egypt, A Backwater Settlement
- V Gaul
- VI Germania
- VII Greece
- VIII Jumpers Choice

Origin: Class and Faction

Roll IIdX+XIV to determine your starting age. If there's a particular age you'd like to be, or if you'd like to change your gender, feel free to spend L CP. Your choice of class and faction are free.

Faction

Rome You are a member of the vast and sprawling Roman Republic and, unless you're a slave, you're a citizen. If you're a member of the patrician class, you've got direct representation in the vaunted Roman Senate. If you're a plebeian, the Plebs Tribune looks out for your interests. Roman soldiers of this era are the gold standard in martial prowess. Rome is currently ruled by Co-Consuls Pompeii and Caesar.

Barbarian You are a member of one of the many tribes north of Rome. The defeat of Vercingetorix and his forces by Caesar will be a major blow to those tribes. However, in a move that will upset many in the Senate, Caesar has plans to make citizens of the barbarians and appoint members of those tribes to the Senate. The various barbarian tribes are broken and disorganized.

Greco-Egyptian Ancient even for the old world, the Ptolemaic Dynasty rules Egypt. Ties with Greece dating back to Ptolemy I have left their mark on the dynasty, creating an emphasis on education that has benefitted the upper class. The current rulers of Egypt, who rule with the authority and auspices of Rome, are brother and sister, husband and wife, Ptolemy XIII and Cleopatra. Cleopatra is currently exiled from Alexandria, and there are rumors of rebellion.

Class

Plebeian You arrive in this world without any memories other than your own. You are, however, considered a fully vetted member of your faction of choice. Other than that, you've got no contacts and no ties. Maybe you should get a job?

Legionnaire You are a soldier owing allegiance to the faction of your choosing. You can choose just which martial organization or unit within your faction that you belong to or belonged to.

Slave Slaves filled a variety of roles in the ancient world, and in Rome you see slaves who were little more than chattel and those who held positions of great influence. Which you are will be dictated by your choices and decisions. Regardless, you either are or have been someones property.

Patrician Ah, the ruling class. Patricians, nobles, and the upper class reaped the benefits of their various empires riches. All manner of experiences are possible to the interested, though jockeying and political maneuvering can leave the unawares in less than pleasant circumstances.

Skills and Perks

Perks are discounted for their origin. One-hundred point perks are free for their origin.

Faction

Rome

Soles of the Empire (C) – Rome is mighty, vast and sprawling. Truly, it is possible to walk for months and not see its borders. Your heritage gives you the ability to do just that; walk without getting tired. So long as you're moving at a walking pace, not speed walking, not running, nor engaging in some other unconventional mode of travel, simply walking or marching, you'll find that traveling does not tire you at all.

Fortune's Pet (CC) – The Fates find you interesting. Wherever you go and whatever you do, you'll find that luck and destiny take note of your presence and actions. While you'll discover that not all attention is good attention, and similarly not all luck is good luck, on balance you'll find that happenstance and coincidence, once everything is tallied, generally work toward your benefit.

Empires and Legacies (CD) – The scions of the City of Seven Hills made their mark on the world, and so now shall you. Whenever you work toward building something that lasts, a name, an organization, something more than a mere object, you'll find the results of your labor are significantly greater than that of your peers. Your deeds are acclaimed louder and longer; your edicts are given greater weight. With some skill and a bit of luck, what you build will outlast you, your children, and potentially your entire bloodline.

Barbarian

Cover and Darkness (C) – You've learned the secret of staying alive: remaining unseen. Through years of practice, you've gained the ability to move unnoticed to all but the most diligent of watchers. Whether moving through the underbrush or slipping from shadow to shadow, you are all but invisible to the naked eye. Deliberately drawing attention to yourself will break this, of course, but after you've gained someones attention you may attempt find a way to conceal yourself again.

Illicit Endeavors (CC) – It's been said that possession is nine-tenths of the law. The real secret is the other tenth: acquisition. You're a master of acquiring objects of value and importance. The object of your attention cannot be bigger than you, must be able to be physically carried, and you must know its location. However, if said object meets those limitations, then you've got the skills to liberate it and, with a bit of luck, make a clean escape. Just don't hang around the scene of the crime, eh?

Waste Not Want Not (CD) – That’s what your enemies think of you at least. So long as you don’t force their hand, your enemies will attempt to capture and imprison you rather than kill you outright. Oh, they may plan to kill you eventually but said plans will likely be abstract and will likely not be a priority. If you make too much a nuisance of yourself you may find your enemies willing to give your demise greater priority, but if you’re subtle and quiet you might just outlast their ire.

Greco-Egyptian

Percussive Sobriety (C) – Life is luxurious, no? So many things to sample, to taste, to imbibe and experience. Unfortunately, events can conspire to take you away from your luxuriating and interrupt your ecstasy. Thankfully you’re experienced enough with certain experiences that you’ve learned the trick to quick recovery: a good hard slap. If you’re in the thrall of some recreative mind altering substance you can be made clearer headed with a solid smack. More powerful substances, those with greater effects and aftereffects, may require more than one whack. You may both administer and benefit from the application of this technique.

Out of Sight (CC) – There’s something to be said for hiding in plain sight. Do what’s required of you, even if it’s just the bare minimum, and you’ll likely remain unnoticed as you go about whatever other business you have. You’ve learned the truth of this and can apply it with great skill. So long as you meet whatever quotas or minimum standards are set out for you and you don’t go out of your way to draw attention to yourself, people will be inclined to ignore whatever other activities and schemes you may be embroiled in.

Crock o’ denial (CD) – All things move toward their end, the purpose for which they were created: fire burns and lions hunt. So it is with you. You’ve got a natural talent for looking out for yourself and nobody faults you for it. In point of fact, some may even admire that trait. Regardless of whether they admire you for it or simply accept it as fact, no one will be overly upset or surprised when you betray them. Anyone directly harmed by your betrayal or by actions taken by you during or after your betrayal, however, will not be so inclined to forgiveness.

Class

Plebeian

Sweaty Subsistence (C) – A fair day’s wage for a fair day’s work, that’s the deal here. You’re always able to find someone willing to hire you to do something so long as you put in the effort to find work and there’s an economy of some sort. It may not pay much, but you’ll be able to earn enough to survive.

Craft and Community (CCC) – Pick a trade skill of some sort, carpentry, baking, masonry, or something similar; you now know enough about that trade, and are skilled enough in it, to make a comfortable living off of it. Your skill with said trade has also give you a small measure of fame. In your local community you'll be recognized as a skilled practitioner of said craft. Outside of your community, other members of that trade will recognize you and be willing to provide you some assistance. As your skill increases, so too will your influence in your community and with fellow tradespersons.

Trading Up (DC) – It takes skill to create items of worth. Long hours of toil over stone or wood, working around hot ovens and forges to craft objects for dedicated patrons and passersby. There is another skill, though, that you possess. You can create brands. Now, if you so choose, when crafting an item you can infuse not only your raw skill into the item but also the assumed value associated with your brand. Not only does this make an item of even greater worth, but people are willing to pay extra for both the increased value and your associated brand. You can also choose to spend less time and material, leaning heavily on your brand to increase the effectiveness and market value of your works. Spending too little by way of time and material may create an object that only has the value associated with your brand, hereby harming the brand, but with time and effort you can learn exactly how much time and material you need to create items of exacting standards and specific worth.

Slave

Stoic Sufferance (C) – Life is a banquet, you've learned, and not everything you're served is pleasing. In point of fact, some dishes are quite bitter. As such you've gained the ability to take what life offers, the good and the bad, the edifying and the degrading, and suffer it with a smile. While the egos of your betters, great men and women, heroes and leaders alike, may suffer debilitating injury from slights and situations beyond their control, your ego, your psyche and spirit, are protected.

Simple and Clean (CCC) – Often times the solution to a particular problem is obvious to everyone but those involved in the problem. Ego, ambition, and emotion all work together to blind those to simpler, more elegant answers. This is not an issue for you. Regardless of whether or not you're deeply involved in a particular situation, you can always adopt a more objective stance and see things clearly. This clarity will give you simple, easy to enact solutions to messy problems. Grand schemes lay beyond the scope of this ability, but you will be able to mitigate the myriad of issues that arise along the way.

Ear of Power (DC) – The powerful are constantly beset by beseechers clamoring for time and favors, and by those who claim to have only their leaders' best interests in mind. Often times most of them, if not all of them, are ignored for what they are: opportunists. Not so with

you. You have proven yourself to be invaluable, and as such your words will always be given their due even if those that society would call your betters have to be silenced. Your ability to speak truth to power is without peer and even if you suggest things that are difficult, bordering on insulting, you will not suffer any consequences unless you are deliberately tactless and insulting.

Legionnaire

Evocatus (C) – Years of military service have benefitted you greatly. You are physically fit, a true specimen of human strength and endurance, and you're more than competent with a wide range of martial weapons. More than that, though, you've become a paragon of discipline. You can hold the line in situations where even veteran soldiers would be tempted to break.

Rank and Flank (CCC) – War is art and science. The science of war will teach you how many soldiers are in a legion and how to rotate soldiers through a shield push in order to retain momentum over the course of a long battle. The art of war requires more fluid understanding, flourish and dash, the nature of the human heart and its capacity to break and be bolstered. The art and science of war come as easily to you as breathing. You know how to train individual soldiers, how to order them in a rank, and how to deploy those ranks as they grow into centuries and cohorts. More than that, you understand the ebb and flow of the battlefield in an almost instinctual manner.

Thirteen! (DC) – There is at the core of you something more important than anything else. Something that has defined you and your life. Condense this belief or this allegiance into one word and utter it aloud or shout it to the heavens, and it becomes both a prayer and a rallying cry. It strengthens and bolsters you when nothing else can, rescuing you from despair and proving the will to act. More than that, though, if there are others that share this belief or this allegiance and they hear your cry then they too will find their spirits bolstered and, regardless of the consequences, they will be moved to rally to your aid.

Patrician

Affluenza (C) – Your life has been a movement from wealth to wealth. As such, you've had neither the time nor the inclination to bother with the expected niceties. You do what you want, when you want it, and how you want to do it, and for some reason that works. Behavior that might otherwise be described as licentious, abhorrent, or potentially illegal doesn't negatively affect how people perceive and treat you. Moreover, if you do deliberately do questionable things but explain how you meant no harm, or were trying to be respectful, people may behave and treat you as if you were genuinely respectful.

We Understand Each Other (CCC) – Language is a construct, really. Words have meaning in context, and meaning can be layered and teased to be clear to a particular audience. Where a passerby may overhear a conversation about furniture and birthday gifts between two friends, you may in fact be negotiating, with perfect clarity, a series of expensive bribes and exhaustive political favors with a hated rival. Using this skill guarantees that, so long as they speak the same language, the participants in the conversation will understand the real meaning behind a conversation and that anyone listening in will only understand the apparent discourse.

Good of the Family (DC) – Regimes rise and fall, as do cities and nations. Blood, though, blood can outlast them all. However, that only remains true so long as members of the family are willing to sacrifice and work to maintain the family. By reminding people of this fact, you can compel them to engage in tasks they may otherwise refuse. The strength of the compulsion will be based on a variety of factors, shared associations of blood and marriage are strongest, and your standing within a family will be a factor as well. When all is said and done, though, if you make the claim that an act works for the betterment of the family, that family, or family member, will be hard-pressed to refuse.

General

Wall Scrawl (L) – You can draw! Not really well, mind you, but whatever you draw, no matter how crappy, and it will be crappy, will look like what you meant it to look like. More than that, though, you'll be able to convey simple messages and meanings through your drawings. These messages and meanings can develop a life of their own, figuratively speaking, and spread throughout an area. As they become more pervasive the drawings can potentially influence thought and behavior, but will definitely influence perception of the thing depicted.

Rousing Rhetoric (L) – Communication is more than content. The key is in the delivery. Knowing which words to emphasize and on which syllable to emphasize them is the difference between simply speaking and being heard. You know that adding in some seemingly odd gesticulation further increases your performance. No crowd is too big; no crowd is too small. When you choose to project it, your voice is as easily heard at a dinner party as it is in a bustling market square or on the raucous floor of the Senate.

Sartorial Setting (L) – It's one thing to be attractive enough to be called beautiful, it's another thing entire if your presence causes the world around you to look better. Any immediate area around you will look more detailed, more authentic and splendid, merely because you're there. This effect does not last long past your departure, and can be expanded to include others attire or not as you wish.

Classical Studies (var.) – While you can put a price on education, see below, its possession is beyond valuation. Disciplines purchased in this manner will give you perfect knowledge of these subjects, as these subjects existed in this world at the time of their purchase. Additionally, these studies will provide you with persistent bonuses particular to each discipline. The first purchase of this perk will cost you C CP, with additional purchases costing L CP per.

Philosophy – Study of the philosophers and philosophies has increased your ability to argue, think abstractly, and pursue moral and intellectual development in the manner of your choosing. No matter how solid your opponent's argument, you will be able to find a hole in it and you find ways to intellectually defend any proposition.

Religion – Exploration of the various gods, temples, and mysteries of the old world has given you an innate understanding of religion, such that you will always be able to speak with authority on matters of faith. Furthermore, this understanding will allow you to easily build rapport with priests and other religious leaders.

Law – An education in law has given you an intimate and thorough understanding of rules and procedures. You have a near preternatural ability to circumvent or hinder your opponents through legitimate invocation of the legal system.

Masterful Mentoring (CCC) – The ability to spot and hone talent is rare. You're a bit beyond that, though. Any fool can take the willing and gifted and turn them into something special. The real talent is in taking the unwilling and disinterested and turning them into skilled enthusiasts. Such is your talent. You can take someone without aptitude or interest in a task and with time and patience make them more than they could have ever become on their own. As for what you could do with someone who is interested and has aptitude? Well, that would be something special indeed. Those you successfully mentor will be more inclined to listen to you in the future, and will have a certain affection for you.

Superb Strategy (CCC) – Ambition is a fine thing, but ambition left to its own devices can be horribly destructive. Many families and individuals have been laid low by the bald pursuit of naked ambition. True power and real success, though, often involves a curious combination of boldness and caution. You understand this, the balance between the two and how success and power are not things to be attained but a path to be traveled. By selecting a particular end goal, you can often times see a series of smaller interim goals that provide lesser gains that ultimately benefit you and make your end goal that much more attainable. None of this will be risk free and you will need information to move ahead with your plans, but with the right assets there is little you cannot do.

Darling of Divinity (D) – Sometimes an individual is born auspiciously, under the right star to the right house, and that lucky accident of birth turns the eyes of fate toward that individual. Some say it's a blessing of the gods conferred on those who share their blood. Whatever it may be, the fact remains that some individuals are exemplars of their type. By selecting this, you are one such individual. Whatever your chosen origin in this world, you are now the pinnacle of that class and or civilization. In addition, you may choose a member of the pantheon of your choosing to be associated with. This will not grant you any abilities associated with that deity, but people will refer to you as being a chosen or darling of said deity. Please note that in order to be a paragon of either your civilization or your class, you must be fully invested in either that civilization or class. The various enhancements offered by this selection are detailed below.

Roman – Among romans there is a dream, a whisper of Old Rome: virtuous, disciplined, stern, proud and unbending, and favored by fortune. However true that ideal may or may not have been, you now embody it. Pressing your luck comes as second nature, and while you sometimes fail you're often able to turn that failure into an advantage of sorts with time and effort. Whatever legacy you build will last so long as there is someone to remember it, and perhaps even beyond.

Barbarian – The wild tribes of the disparate north are untamed and untamable. Products they are of their harsh environment, where men and women must battle the elements themselves simply for survival. That same wildness and will to live runs thick in your veins. You do not fear the wild as others may, for you know that cannot harm you. Howling winds and burning suns do not hinder you in the least, nor does brush and tangle of the forest. Moreover, even if faced with stupefying odds and foe too large and incomprehensible to imagine, you will never lack the will to fight.

Greco-Egyptian – There is a difference between kings and conquerors, between even the greatest of mortals and the most humble of gods: conquerors demand respect, and kings command it. The great and would-be-great often times clamor for attention, but you have no such need for childish antics. You are eternal, connected to the divine, or at least that's what people say. Whether it's true or not, both feckless masses and fleeting heroes are willing to compete for your attention. Unless you're deliberately aggressive, conquerors will see you as an ally rather than a subject. If you're willing to be more accommodating? Well, I imagine you can turn a ally into something even more intimate.

Plebeian – What is the measure of mastery? Is it enough that an object or endeavor is acclaimed by your peers or must master works pass a more stringent standard? Time. Time is the measure of a master. The works of a master shrug off the passing of time, both

the entropy of the physical world and the passing fashions of civilization. Your skill and works exhibit such mastery. More than that, though, your works can begin to define mastery. Much as Corinth is known of its marble and Damascus its steel, so too shall your works come to define the epitome of quality for your chosen craft.

Slave – There are many that believe the course of history is charted by great men and women. The whims of the mighty, they claim, dictate the outcome of great events. To this the wise would ask: who scribes for the mighty, and who brings great men and women their charts? You do. Your influence can help guide an ambitious fool to success, and someone with greater wisdom even higher. The truly wise will recognize your role in grand events, and will be willing to lend you aid, albeit in secret. In time, history too will recognize that your words and actions shaped the world as much as the conquerors and heroes you stood behind.

Legionnaire – By blade and under banners do empires gather glory. You were born for such, born to make war and glory. Even at rest, your form and bearing speak of martial precision. Yet for that, you are more function than form. Where others may display genius in single combat or tactical acumen in deploying a century, you wield legions as easily as the best swordsman wields blade and shield. Your soldiers, and they will identify themselves as your soldiers above and beyond anything else, will be willing to follow you into anything, up to and including acts that would otherwise be considered heretical.

Patrician – People are divided, it has ever been so. The most common division is between the rulers and the ruled. Not everyone was born for leadership, but you are not just anyone. You radiate authority as clearly as the sun does light and heat. Your rule within your family is near absolute, and such is your presence that even those not of your blood and house will think twice in defying you. In fact, you may find that people of all walks of life come to you to act as a judge of sorts and even parties you rule against will accept your judgement. Gaining a seat at the ruling body is not outside of your ability, and with time you may even find yourself sitting at its head.

Companions

Friend (Free) – There are many tales that tell of friendship, great stories of bands and duos accomplishing together what one may not accomplish alone. Some have even argued that Rome runs because of the great friendship between the Consuls Pompeii Magnus and Julius Caesar. While it may not help win you an empire, you have one such friendship. This friend may either be a native of this world or someone with whom you currently travel. Regardless,

your friend receives an origin and faction of your choosing and 600 CP to spend. Your friend may not spend his or her CP on companions.

Family (CC) – Maybe you need more than one friend, though. Selecting this option will allow you to either import or find eight companions, granting them the origin and faction of your choosing and 400 CP to spend. Your companions may not spend their CP on companion purchases.

Legion (CD) – If your ambition is such that you require this, then by all means select it. This option allows you to import all of your companions, allowing however many you have to accompany you for the duration of this adventure. However, companions imported under this option will follow the following rules: companions must be of your faction, they will be evenly distributed between the four starting origins, companions will be restricted to human form, companions will be no stronger or more durable than other humans of their origin, companions will not have access to any supernatural powers or technology beyond that available in the setting at the time the jump starts. Companions imported in this fashion gain a human form, setting appropriate attire, and all non-capstone skills and perks associated with their faction and origin.

Items

Wardrobe (Free) – One set of attire and equipment appropriate for your origin and faction.

Sestertii (Free) – Four-hundred and fifty sestertii, roughly half a year's pay for a Roman Legionnaire. Depending on your origin, this is either a small fortune or pocket change. Regardless, these small silver coins will be accepted anywhere in and around the Roman Republic and its various holdings.

Artistic License (L) – A small satchel full of finger-length pieces of charcoal. These particular sticks write on any surface, and what they write or draw will last far longer than it should. The sticks, colored in red, black, and grey, replenish twenty four hours after they're used up.

Refreshing Basin (L) – A simple silver bowl full of water. The water is always clean enough to wash in and is the temperature of your choosing. If dumped out, the water refills within an hour.

Excellence in Design (L/C) – There was a particular aesthetic to the Roman Republic at its height: aquila, laurel wreathes, towering marble columns, flowing banners of red, brilliant white columns and fountains. This option will allow you to restyle your Warehouse and all

your items to reflect that aesthetic. For L CP you can restyle everything you own once, for C CP you can gain a small crystal sculpture that allows you to restyle your warehouse and items at will. If you chose a faction other than Rome, you may instead style your Warehouse and items after that faction's aesthetic.

A Completely Ordinary Cart (C) – A large oxcart covered with strongboxes covered by weathered tarps tied down with twine. Inside those strongboxes is enough gold to fund a military campaign, run the Republic, and live more lavishly than anyone in Caesar's Rome can imagine. Also comes with an ox! The ox is stubborn as hell and is prone to stopping at the worst time possible.

Aquila (CC) – A golden standard that inspires members of your organization and your allies. The organization can be military, political, or familial in nature. The aquila must be displayed where members of that organization can see it in order for them to benefit from it. Just make sure nobody steals it, it might make your subordinates skittish and malcontent.

Command Tent (CC) – A sumptuously appointed tent, large enough to accommodate dinners, strategy sessions, audiences, with enough room left over for storage and living space for a general. The tent will protect the occupants against the elements, remaining cool in the summer and warm in the winter, and can be as well-lit at night as the occupants desire. When not in use it compacts down into a small roll easily stored on or in a rucksack.

Market Stall (CC) – A simple wooden stall to sell your wares. Anything you display in this stall must be for sale, but those articles that are for sale cannot be stolen regardless of whether you're there or not. Things sold from this stall can fetch top market value.

Marvelous Mill (CCC) – An unassuming two-story building used for milling grain into flour, and baking flour into bread. This structure is unique in both its productivity and the quality of goods produced. So long as raw materials are flowing into the facility and there are people to work with those materials, bread can be produced in great quantity. A few pounds of grain might turn into enough bread to feed a city block, a pallet might be enough to feed a city. You will find staffing needs similarly reduced. The mill itself consists of a storage area, a room and equipment for milling grain, another fully equipped room for baking bread, and a medium-sized distribution and sales room.

Praemia (CCC) – A deed to a large fertile plot of land. The land will be a mixture of forest and fallow fields, and will have at least one fresh water source. The plot will be near enough to a major city to allow you to travel there easily, but far enough away that you don't feel as

though you're in the city proper. Anything sown on this plot will be reaped in high quantities and be of high quality.

Villa (CCC) – A sprawling roman-style upper class home. The estate has living quarters fit for the upper echelons of society, living and working quarters for servants, and plenty of storage space. The villa is well appointed and furnished and contains all the amenities you would expect from luxurious roman living: large baths, rooms for feting and relaxing, and at the center a large peristyle. The peristyle, or terraced garden, is remarkably well suited for all manner of plants, and contains numerous fountains and water sources, both fresh and salt water.

Drawbacks

You can take as many drawbacks as you like, but you can only gain up to 600 CP from drawbacks.

Nerd. Neeerd. Neeeeeeeeeeeeeeerd. (0) – The events of the award winning HBO show Rome do not exactly follow those of historical Rome. By selecting this option, you choose instead to go to spend your time in historical Rome.

A-gauling Ambition (0) – While ordinarily you'd start your adventure at the beginning of the series, by selecting this option you can choose to begin some years prior, LVIII BC in point of fact. Coincidentally, that puts you in play just as Caesar leaves for Gaul.

PBS Edit (C) – HBO wasn't shy about adult themes or situations, which is to say that Rome had its share of sex, nudity, and blood. Selecting this option will take you to a more network friendly version of the show that edits those scenes out. Canonically they'll still happen, people will die and naughty times will remain naughty, but you'll only ever see the after effects. This will not, of course, affect your ability to defend yourself.

Community Theater (C) – Rome was universally praised for its production values and set design. Your version? Not so much. The entirety of your stay here will look shoddy as hell. Walls will be thin, swords will look rubbery, clothes will look like someone raided a Bed Bath and Beyond.

Roman Feature (C) – Something has gone horrible, horribly wrong. Pick a physical feature, something you've taken pride in and invested in. That feature is now way, way too prominent. It's so prominent, in point of fact, that it overrides all your charisma and appearance perks. Mind you, it won't physically change size or shape, it'll just be. . . there. The worst part? After

selecting this perk, you'll forget you chose it. Oh, and you'll still assume that you're as beautiful and charming as ever. But don't worry. You've still got a great personality, right?

Strict Catonian (C) – You've got firm beliefs about the nature of social relationships and class, and you're unwilling to relent from those at all. For the duration of your time here, you're going to be near robotic with respect to your interpersonal interaction. You'll find it very, very difficult to have meaningful relationships and while the upper class may appreciate your sense of station, don't expect to charm them with your brusque behavior.

Person Property (CC) – For the duration of your jump, someone will own you. Perhaps the ownership is literal, perhaps it's figurative, but in either even there is someone from this world who can command anything of you. You'll be unable to escape or buy your way to freedom, and attempts to influence your owner to work at your behest or in your favor will likely backfire in the worst way possible. You cannot freeze, hinder, kill or otherwise harm your owner, and if your owner dies then ownership of you will transfer to someone decidedly less pleasant.

Stealing From Saturn (CC) – You've been accused of stealing from Rome itself. Whether or not that's true is immaterial, as everyone will behave as such. For the duration of your time here you will be hounded by roman forces, officials, and those wishing to curry favor with Rome. You'll never be able to pay the debt back, and you'll never convince anyone you're anything but a thief.

Ill Feted (CC) – Rome is nothing if not decadent. Fetes and parties, illicit pleasures and activities, they're all there for the experiencing. Unfortunately for you, they do absolutely nothing for you. Amazing food tastes like ash. Rapturous experiences are mere sensation. Adventure and wonder are completely foreign to you. This won't stop you from trying to experience those things. If anything, it may drive you toward them with greater zeal as you discover your inability to feel anything.

Mighty Lion (CC) – Your age roll? Toss it out. You're now nine, and will be treated as such. Even as you age you will be condescended to and treated as a child. Your parents or guardians will be immune to your mental influencing and reality warping abilities.

Memento Homo (CC) – Remember, you are only mortal. For the duration of your time here you will be reduced to your body mod form, and all your advanced technology and super powered abilities and techniques will be unavailable. Your warehouse will be unavailable, and your companions will be similarly reduced. You will retain your memories, though you may find specifics relating to your abilities and technological wonders hazy.

The Cat Barks at the Dog (CCC) – Whenever you have the upper hand, expect a reversal of fortune. Enemies that you have on the ropes will find a way to turn imminent defeat into victory or at the very least will escape. Expect those enemies that do turn the tables on you to hound your mercilessly, and when on the run you will find it far more difficult to fend them off and acquire the resources necessary to accomplish your goals. Note that this will not make victory impossible, just that it will always ensure that no matter how much you overpower your enemies or adversaries they will have a high chance of evading you or emerging victorious over you.

Now That Is An Exit (CD) – Shortly after your arrival, you will make an enemy. This enemy will do everything in his or her power to thwart you, shy of out and out war. Your nemesis will be a thorn in your side up until you defeat them, and defeat them you will. They'll survive the defeat, but will show up on your doorstep shortly thereafter covered in ashes and wearing rough clothes. Then they'll begin to chant, calling for cosmic justice. Once there is a sufficient audience, they will find a way to speak with you face to face and at the end of that conversation they will kill themselves and curse you with their dying breath. Oh, and their servant will do as much right afterward. From that moment on, nothing will go right. Nothing. You will fail at everything and slowly but surely everyone will begin to distance themselves from you. First allies, then slaves, finally friends. You'll be left alone and unable to accomplish anything for the remainder of your jump. Your nemesis will sacrifice him or herself no later than 2 years into your jump.

Et Tu, Comes? (DC) – Is there anything finer than friendship? But what happens when friendship turns, when those that we trust turn their backs on us? Some of the greatest tragedies are born of those moments and those events. Your jump is now a candidate for one of those tragedies. One of your companions, someone you know, and love, and trust without measure, sees you as a threat. Maybe you're a threat to them or maybe they think you've grown too powerful for your own good, but regardless your companion will begin to turn against you. Your companion will find allies, people of like mind that you know, and a conspiracy will be born. The end, the goal, of this conspiracy is your elimination. Given your nature, this elimination is not mere death, but death in such a way so as to remove you from your chain. Given their association with you, they are very capable of making this happen.

For your part you will be blind to this conspiracy, and supernatural and technological attempts to ferret it out will prove ineffectual. You will either have to defeat all comers when the moment happens or defuse the situation before it happens. Beware, though, if you choose to fight your companion and their conspirators, they will be prepared for it and will be quite capable of defeating you. Also, be advised that defusing the situation will require much if not all of your time and even then, it may not be possible. *Et Tu, Comes? requires selecting a least one of the companion buy or import options.*

Upon completing your time in Rome, as always you are presented with the following choices:

Go Home - Perhaps it's time to shake the dust off those sandals one final time, and end where you began.

Stay - Having invested in the events of this place, you choose to remain.

Carry On - However memorable, or painful, your time here has been, you choose to move on to further adventures.

Notes

Jump by: Epicureanon

Version: .XCVII

Thanks to those that assisted with this jump.

- Masterful Mentor cannot overcome hard biological limits.
- Darling of Divinity only enhances your origin, and only does so if you've bought all the perks for that class and or faction. Perks and abilities outside of your origin are not buffed by DoD.
- Real Estate – You can choose whether real estate purchases follow you from jump to jump or whether you're given comparable deeds at the beginning of each new jump.
- Person Property – Your lease holder cannot directly order you to kill yourself, but can order you to engage in dangerous activities.
- Et Tu, Comes? – The difficulty of this drawback scales based off of your in-jump ambition and the number of companions you import. A jumper who only imports one companion and who spends all their time palling around with that companion will find the difficulty lessened. A jumper who uses all the import options and pursues grand designs will find the difficulty greatly increased. You will lose all knowledge of the drawback and your selection thereof upon selecting it. This situational amnesia applies to all companions as well.

Roman Numeral Conversion Table*

I	1
II	2
III	3
IV	4
V	5
VI	6
VII	7
VIII	8
IX	9
X	10
XX	20
XXX	30
XL	40
L	50
C	100
CC	200
CCC	300
CD	400
D	500
DC	600
M	1000

* - Use of the Roman Numeral Conversion Table locks the jumper out of selecting either the Patrician or Legionnaire classes**.

