

ROME



Investigator Name _____
 Occupation _____
 Birthplace _____
 Class _____ House Gods _____
 Afflictions _____
 Sex _____ Age _____

CHARACTERISTICS & ROLLS

STR ____ DEX ____ INT ____ Idea ____
 CON ____ APP ____ POW ____ Luck ____
 SIZ ____ SAN ____ EDU ____ Know ____
 99-Cthulhu Mythos ____ Damage Bonus ____

Player Name: _____

Horror Roleplaying
 in Ancient Rome,
 inspired by H.P. Lovecraft



SANITY POINTS

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99


MAGIC POINTS

Unconscious	0	1	2	3				
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

HIT POINTS

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Library Use (10%) _____	
<input type="checkbox"/> Animal Handling (10%) _____	<input type="checkbox"/> Listen (25%) _____	
Art (05%): _____	<input type="checkbox"/> Medicine (05%) _____	
<input type="checkbox"/> _____	<input type="checkbox"/> Natural World (10%) _____	
<input type="checkbox"/> _____	<input type="checkbox"/> Navigate (10%) _____	
<input type="checkbox"/> _____	<input type="checkbox"/> Occult (05%) _____	
<input type="checkbox"/> Bargain (05%) _____	Other Kingdoms (01%): _____	
<input type="checkbox"/> Civics (10%) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Climb (DEX + STR%) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Conceal (15%) _____	<input type="checkbox"/> _____	
Craft (05%): _____	Other Language (01%): _____	
<input type="checkbox"/> _____	<input type="checkbox"/> _____	
<input type="checkbox"/> _____	<input type="checkbox"/> _____	
<input type="checkbox"/> _____	<input type="checkbox"/> _____	
Cthulhu Mythos (00%) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Dodge (DEX × 2%) _____	<input type="checkbox"/> Own Kingdom (20%) _____	<input type="checkbox"/> Science (01%): _____
<input type="checkbox"/> Drive (20%) _____	Own Language (EDU × 5%): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Empire (25%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> Sneak (10%) _____
<input type="checkbox"/> Fast Talk (05%) _____	<input type="checkbox"/> Persuade (15%) _____	<input type="checkbox"/> Spot Hidden (25%) _____
<input type="checkbox"/> First Aid (30%) _____	<input type="checkbox"/> Pilot Boat (01%) _____	<input type="checkbox"/> Status (15%) _____
<input type="checkbox"/> Hide (10%) _____	<input type="checkbox"/> Potions (01%) _____	<input type="checkbox"/> Swim (25%) _____
<input type="checkbox"/> Insight (05%) _____	<input type="checkbox"/> Repair/Devise (20%) _____	<input type="checkbox"/> Tactics (1%/25%) _____
<input type="checkbox"/> Jump (25%) _____	<input type="checkbox"/> Ride (05%) _____	<input type="checkbox"/> Throw (25%) _____
		<input type="checkbox"/> Track (10%) _____
		Write Language (10%): _____
		<input type="checkbox"/> _____
		<input type="checkbox"/> _____

WEAPONS

weapon	skill %	damage	hand	range	#att	length	impale	parry	knockout	hp
<input type="checkbox"/> Fist/Punch (50%)	_____ %	1D3+db	1	touch	1	short	no	special	yes	n/a
<input type="checkbox"/> Grapple (25%)	_____ %	special	2	touch	1	short	no	special	yes	n/a
<input type="checkbox"/> Head Butt (10%)	_____ %	1D4+db	0	touch	1	short	no	special	yes	n/a
<input type="checkbox"/> Kick (25%)	_____ %	1D6+db	0	touch	1	short	no	special	yes	n/a
<input type="checkbox"/> Small Knife (25%)	_____ %	1D4+db	1	10	1	short	yes	no	no	10
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____	_____	_____	_____

ARMOR

Type _____
 Armor Points _____
 Burden _____ SIZ ____ ± ____
 Type _____
 Armor Points _____
 Burden _____ SIZ ____ ± ____
 Shield _____ %
 Armor Points _____
 Deflect Miss. _____ HP _____

PERSONAL DATA

Culture _____ Episodes of Insanity _____

Residence _____

Personal Description _____

Family & Friends _____

Bathhouses, Preferred _____

Wounds & Injuries _____

Marks & Scars _____

INCOME & HOARD

Income _____

Sestertii on Hand _____

Hoard (where) _____

Inheritable Property _____

Favors Owed _____

SPELLS KNOWN

CLIENTS & PATRONS

Clients _____ Patrons _____

MOUNT

Name _____

Desc _____

SAN Loss _____

STR _____ DEX _____ INT _____

CON _____ APP _____ POW _____

SIZ _____ SAN _____ EDU _____

MOV _____ Damage Bonus _____

MAGIC POINTS UNCONSCIOUS -0 1 2 3 4

5 6 7 8 9 10 11 12 13 14 15 16

17 18 19 20 21 22 23 24 25 26 27 28

Armor _____

HIT POINTS DEAD =0 1 2 3 4

5 6 7 8 9 10 11 12 13 14 15 16

17 18 19 20 21 22 23 24 25 26 27 28

29 30 31 32 33 34 35 36 37 38 39 40

41 42 43 44 45 46 47 48 49 50 51 52

weapon	skill	damage
_____	%	_____
_____	%	_____
_____	%	_____

TRANSPORTATION / PETS

Wagons, Chariots, Litters _____

Pets (type, name, age) _____

MINION

Name _____

Desc _____

SAN Loss _____

STR _____ DEX _____ INT _____

CON _____ APP _____ POW _____

SIZ _____ SAN _____ EDU _____

MOV _____ Damage Bonus _____

MAGIC POINTS UNCONSCIOUS -0 1 2 3 4

5 6 7 8 9 10 11 12 13 14 15 16

17 18 19 20 21 22 23 24 25 26 27 28

Armor _____

HIT POINTS DEAD =0 1 2 3 4

5 6 7 8 9 10 11 12 13 14 15 16

17 18 19 20 21 22 23 24 25 26 27 28

29 30 31 32 33 34 35 36 37 38 39 40

41 42 43 44 45 46 47 48 49 50 51 52

weapon	skill	damage
_____	%	_____
_____	%	_____
_____	%	_____

Skills _____

Spells _____

Possessions _____

ADVENTURING GEAR

Gladiatorial Kits _____

Clothing / Footgear _____

NOTES / HISTORY

