

CHEATSHEET

If there is uncertainty in the outcome of an action, characters roll a die. All Attribute rolls are on a d100. All rolls on Voluntas, Hybris and Fortuna scores are on a d10. If the result is lower or equivalent to the score / Attribute, it is a success. If the result is higher, it is a failure.

Attributes

Soma

Strength, speed, agility, reflexes, resistance to fatigue, hunger, sleep and climatic adversity, tolerance to poisons, diseases and infections, healing and recovery.

Sarx

The ability to persuade or to arouse emotions through dance and singing, the skill of managing and establishing alliances, the talent to lie, seduce or intimidate, to bargain.

Psiche

Construction or maintenance of ships, creation of statues or forging of weapons, the ability to learn or to decipher riddles, erudition, medical, astronomical and cartographic knowledge.

Pneuma

Faith: the ability to notice details, to perceive an animal or an ambush in the depths of a forest, the natural inclination to come into contact with the sacred, intuition.

Scores

Voluntas points

The player can spend one Voluntas point (and no more than one) to obtain a +10 on the next roll. Other uses are permitted by Epithets and Gifts.

Fortuna points

The player can spend one Fortuna point to avoid death. Spending a Fortuna point for this purpose is limited to once per Scene and it is called "favorable case". Spending a Fortuna point always generates a Hybris point. Others uses are permitted by Epithets and Gifts.

Rolls on Fortuna

The storyteller may request a roll on Fortuna points to determine the outcome of random events. If the roll has an effect on the entire group of players, the character with the lowest score will roll the die.

Hybris points

Effects of Hybris points

- » Low scores (1-4) could manifest in nightmares, in the difficulty of finding the way in the woods or hunting wild animals.
- » Intermediate scores (5-8) could manifest in storms or the attack of predators like wolves and bears in the wilderness, or they can cause illness and visions.
- » High scores (9-10) cause cataclysms, such as volcanic eruptions and epidemics.

The total number of Hybris points has to be considered doubled when characters are in places particularly close to divine powers like in the wilderness, in unexplored areas or on the open sea.

Fatigue

The resistance roll is made on the Soma attribute. Failure imposes a penalty of -15 on all attributes. The character is exhausted. If there is the opportunity to rest, the storyteller may require further resistance rolls on Soma until the crisis will be over.

Fear

The resistance roll is made on the Voluntas score. Failure imposes a penalty of -15 on all attributes. The character is in a panic. If there is the opportunity to escape from the dangerous situation, the storyteller may require further rolls until the crisis will be over.

Combat

Combat is divided into exchanges. An exchange includes a single attempt to attack and parry.

A Character can't parry more than one successful attack per exchange, in case of multiple attacks, you need to decide which one to parry. Parry with an object other than a shield suffers a penalty of -10. Damage is dealt on the Soma attribute. When Soma reaches 0, the character dies. The injuries to the torso are increased by +5 points, the ones to the head by +10.

Weapon Classes

- » Bare-hand attack: damage equal to the tens of Soma.
- » Light (knives, daggers, sling): 15 damage.
- » Medium (swords, gladius, maces, axes, bows, javelins): 30 damage (each medium weapon carried imposes a penalty of -03 on fatigue resistance rolls).
- » Heavy (spears): 40 damage (each heavy weapon carried imposes a penalty of -05 on fatigue resistance rolls).

Defensive equipment classes

The defensive equipment consists of a helmet, a cuirass, two bracelets, two greaves. This entire set is called 'panoply'.

- » Light (wool, leather, bone): -10 to damage suffered.
- » Medium (lorica squamata, reinforced leather): -20 to damage suffered (-03 on fatigue resistance rolls for each piece carried).
- » Heavy (metal armor in precious alloys of bronze): -30 to damage suffered (-05 on fatigue resistance rolls for each piece carried).

Healing and recovery

Both the healer and the patient roll a die during the healing process. Successful Soma roll by the patient: +02 Soma points. Successful Psyche roll by the healer:

- » First aid: +02 Soma points.
- » Medication and short convalescence (after 2-3 days): +10 Soma points.
- » Long convalescence and extended treatments (after 7 days): +15 Soma points.

Divine Intervention Guidelines

Examples:

- » The character takes part in a small celebration, pray to ask the favor of the Gods or has offered a sacrifice. Effects: +02 / +04 to one Attribute..
- » The character acted at the service of a temple, offered something precious, or attended an important celebration. Effects: +04 / +08 to one Attribute.
- » The character has found a lost Talisman, founded a city or performed an epic deed. Effects: bonus to an Attribute greater than +08, or the acquisition of 1 Fortuna point, or the loss of Hybris points.

Curses

- » The character offended a priest, has used disrespectful words for a God or didn't attend an important celebration. Effects: -02 / -04 to one Attribute.
- » The character hit a priest, interrupted a rite, walked on a forbidden ground or scared a sacred animal consecrated to a God. Effects: -04 / -08 to one Attribute. Acquisition of Hybris points.
- » The character killed a priest, committed a transgression, destroyed or profaned a temple, mutilated a statue or looted a sacred place. Effects: malus to an attribute greater than -08, or the loss of 1 or more Fortuna points and the acquisition of Hybris points..