

# Warpcon 2009



City of the  
Invincible Sun

## The Game in 10 minutes

The game is set around 49BC in Rome, at this point Mark Anthony is in Egypt, Augustus is in Rome and both want to claim full power over the Roman Republic. While Augustus has Rome and the senate; Mark Anthony has Egypt which supplies Rome with most of its grain and he has the love of the Roman public. Rome is starving, the senate tense and Augustus cannot declare war on Mark Anthony without alienating the people of Rome and causing them to turn against him. Make the pcs aware the political situation when the game starts.

I decided to set the game in the Hellboy world as I felt that setting suited the pcs and plot despite the fact the BPRD is centuries away from being founded. The link is in the blurb, insinuating that the BPRD has hidden records detailing the supernatural events that occurred in Rome.

The plot: Mark Anthony and Cleopatra are desperate to control Rome, they have a prophecy stating that one of history's most influential empires will soon be established in Rome. They need to act and make sure that it is an Egyptian power that rises. The cult of the Sol Invictus has been placed in Rome to raise Osiris, the Egyptian God of Death in Rome and dedicate the city of Rome to him; turning Rome into a Necropolis.

The 'Sol invictus' has three tasks to complete to secure their results: a) Summon Horus – the cultists will have successfully done this before the game starts. In Egyptian mythology, Isis raised Osiris from the dead and he impregnated her with Horus before returning to the underworld. There after, Horus raised Osiris; Horus is the Egyptian god of the sky carrying the sun in his right eye and the moon in his left. His presence is felt in the constant theme of fire and the total eclipse. Then, b) Summon Osirus with a ritual – Osirus will rise out of the Hut of Romulus, the founding King of Rome. The Cultists just need to pull off one ritual out of seven to raise Osirus and finally c) turn the city of Rome over to Osirus; the cultists need to successfully complete all seven rituals on the seven hills upon which Rome is built – this will bind Rome to Osirus.

The Cultists are also seeking to undermine the influence Augustus has over Rome by targeting his followers, for the first hour or so the pcs will think that the game is centred on a plot against Augustus and only later will the scope be revealed to them.

The pcs all have the -30 point disadvantage, Secret. If discovered by the wrong people the pcs' secret could lead to a search and kill order, so in no particular order:

**Kester:** A veteran of Gaul who picked up a broadsword that is possessed by a spirit. A deal was struck – the spirit craves blood and Kester must shed blood in the first round he draws the sword or the sword lashes out randomly. In return for the period that the sword is drawn it soaks the first 5 HP of dmg that Kester takes. Effectively raising Kester’s HP from 12 to 17 from when it is drawn to when it is sheathed. It resets once it has been sheathed.

**Silas:** A Necromancer, which would get him a death sentence if he refused to join the priests of Pluto. Silas has an unusual custom spell called ‘Question Spirit’, Silas has a fascination with dentistry and every time he successfully extracts a full tooth from a dead body he can ask a question the shade has to answer truthfully.

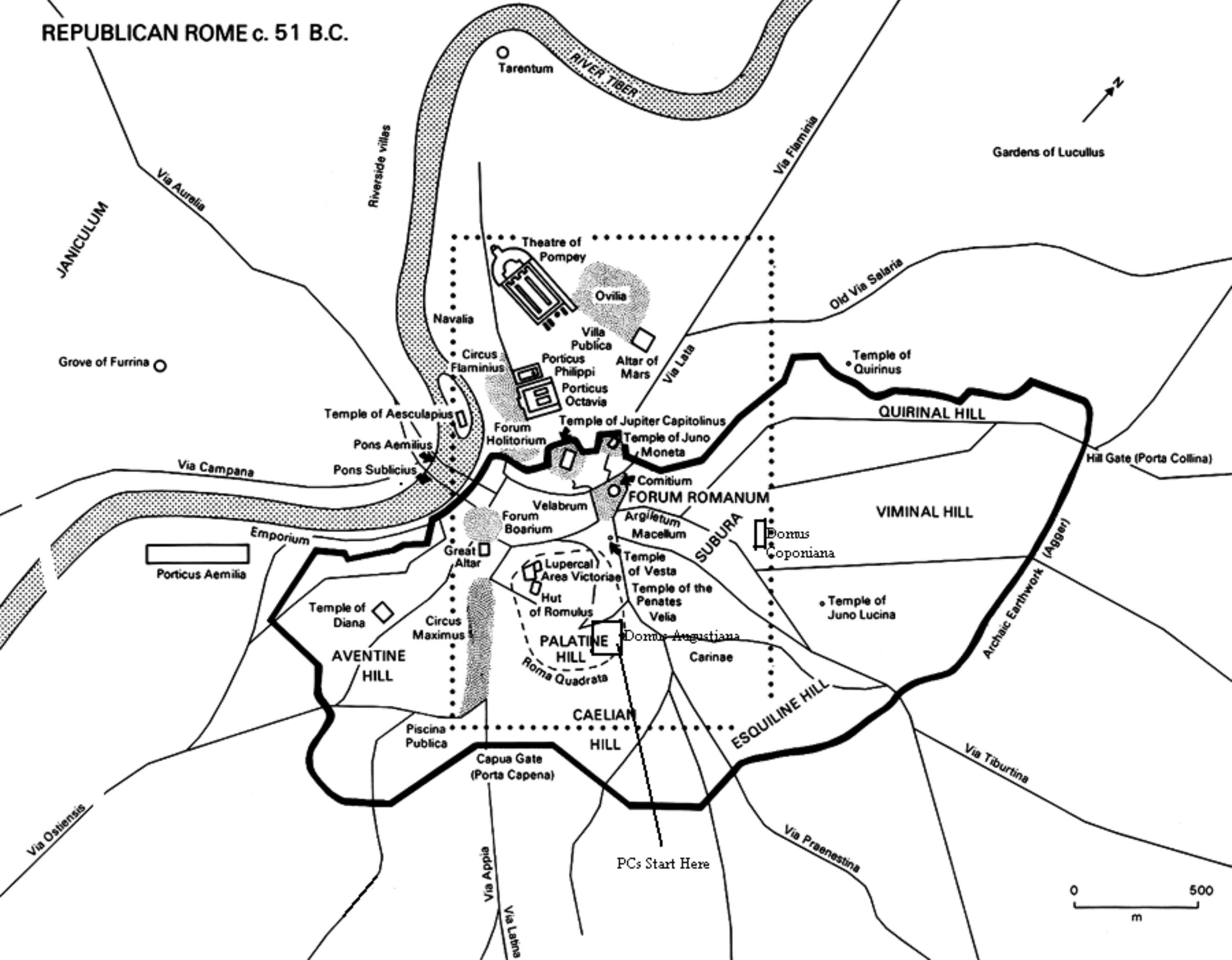
**Remus:** Is a direct descendent of Romulus and Remus, he has an animal form of a wolf which lives perpetually in his shadow. He gains enhances to his senses and can send his wolf form to travel and hide in shadows, effectively able to be in two places at one time without any penalty.

**Cressida:** A Greek Philosopher haunted by Plato’s ‘World of Forms’. Cressida used Plato’s theory to establish a sympathetic link between the essence of an object and how that object appears in this world allowing him to manipulate it. He has used this knowledge to become a magician in the mundane world. His danger lies in the systematic method he has of manipulating the world and what he might eventually be able to achieve.

**Lucinia:** Was once one of the chosen Vestal Virgins. She had served 13 years at the Temple of Vesta when a wind blew out the Flame of Vesta – a symbol that the attending Vesta was impure and impurity in a Vestal Virgin is an act of treason. She was buried alive and went to the underworld where Pluto struck a deal with her: He gave 20 years of natural life back (she can still be killed etc.) and the ability to travel through shadows but every time she travels this way he takes 6 months off her 20 years. Or she can bring someone with her who will pay the price instead, unknowingly.

I’ve used small images as gm tools to give a visceral idea of location, or what you might be describing. You can show these to the pcs if you want but they are not necessarily pc handouts, although there are two of those. I’ve used some modern terminology for medicine only because the character would be able to recognise what is described and be able to medically deduce what is wrong and the pcs will recognise the modern terms and be able to translate into game-play. There are also two maps included, one an overview of Rome and the other a more detailed map of the city.

# REPUBLICAN ROME c. 51 B.C.



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## Scene One – in which a murder is investigated.

### Summary Box

In this scene the players are given time to familiarise themselves with the group in game. Are hired by **Augustus**. Investigate the murder of **Aurelius Coponius**. No one can figure how the murder was carried out.

The PCs have all been sent for by Lucius **Sevilius**, a trusted advisor to Augustus. Lucius serves as a head-hunter for Augustus, he finds individuals with exceptional skill or unusual talents and secures their services for Augustus. The PCs have made their individual ways to Augustus' abode (Domus Augustana on the map) and are currently waiting in a small room, and in the style of the Villa Urbana the walls are painted, mosaics on the floor, pottery is displayed around the room. Couches are available to lounge on and slaves have brought in Honeyed Wine; Olives; Seasoned Mussels; Balsamic Vinegar and olive oil; figs and some bread for the PCs to snack on. The food is presented in bowls of shell, ivory and glass.



Sample of floor mosaic.

When the PCs are suitably comfortable or if there is a distinct lack of interaction at the table **Lucius Sevilius** will enter the room. He is wearing a woollen Toga over a linen Tunic (the toga has no stripes indicating that he is a freeman though not a senator), much like what the PCs themselves will be wearing, slaves are not allowed wear the toga. His manner of speech is direct, succinct and he rarely allows his reactions or opinions be easily read. He will join them at the meal and announce that Augustus wishes to hire their services, secrecy and talents. Augustus is willing to pay them 60 Denari each to take on this investigation and 60 Denari again when they successfully complete the investigation. For relevancy, the PCs are used to each

earning 30 Denari a month. So **Sevilius** is offering them 4 months pay to carry out an investigation. **Sevilius** will refuse to give any information about the investigation until the PCs have agreed; and once they have sworn to uphold the contract upon the God of their choice (if one picks Juno or a trickster God of that ilk, remind them that the oath is to that God and if they break it then it is that God that will extract payment).

Once the PCs have spiritually and financially committed themselves **Sevilius** will reveal that **Aurelius Coponius, the Praetor Urbanus** has been murdered in his Villa Urbana (City Villa):

† The Senate requires one Senior Official to remain within the city at all times, this is the duty of the Praetor Urbanus. He superintended the Ludi Apollinares (a minor day of games – the whole city turned out for drama, gladiators, and sporting games). He was also the chief magistrate for the administration of justice and the promulgation of Edicta, which formed a corpus of precedents. Aurelius Coponius was a renowned supporter of Augustus.

**Sevilius** then reveals the following information:

1. No one has yet determined how the murder was committed.
2. Aurelius was found dead in a sealed chamber with only one exit, the door which had been locked from the inside – it took five centurions to break the door down.
3. If the news hit the forum that the Praetor Urbanus had been violently murdered under mysterious circumstances, it would be a blinding torch to the starving mob rioting every day about the grain shortage.
4. The body was found two hours ago, the family, slaves and Praetorian Guard stationed there are all under house arrest by direct order of Augustus.
5. The body has not been moved and thus the funeral rites have yet to be started by the family – time is of the essence.
6. He gives the PCs a sealed piece of parchment, explaining that it is their letter of introduction at Domus Coponana, **Aurelius Coponius'** villa urbanus. He is giving them a mute slave who can't read as a runner for any advances **Sevilius'** will need to know of.

**Sevilius** will ask the PCs if they have any questions, speculate on what has already been presented. He will open the door and wave in **Rufus**. Rufus is wearing a short

simple belted linen tunic with a leather collar that indicates he is the slave of Sevilus. Rufus is tall, rippling in muscles and his tongue has been cut out. He will follow the PCs at a distance, and refuse to do any labour for them – he *is* the trusted slave of a powerful man, he will get down in his knees and bend his head to the ground if confronted with a fight he can't run away from. The PCs horses are outside waiting for them and a horse for Rufus has been provided.

^ If the PCs want to go investigating around Augustus' gaff they will find centurions guarding the doors to the rest of the villa.

^ What the PCs may or may not have figured out is that they are being partly set-up, Sevilus and Augustus have made contingency plans in case the PCs don't crack the case. The PCs are infamous for their supernatural dealings, and while they are investigating at Domus Coponana, someone else has been hired to plant a bag of Egyptian gold in each of their houses – if the PCs return to their home they will need to get a high success roll to figure out that someone has been in their home and another one to find the gold.

Even if the PCs discover that they have been set up as stalking horses, finding the real culprit is the only thing that will clear their name.

## Scene Two – in which the pcs meet with the first puzzle piece

### Summary Box

The Coponius household heard **Aurelius Coponius** screaming and yelling in his home office. No one could break down the door. **Aurelius Coponius** has been exhibiting odd behaviour up to a week before the murder.

It takes the PCs about 20 mins on horseback to reach Domus Coponana from Domus Augustana. If the PCs try to open the introduction parchment they will need a successful manual dexterity roll to pull it off (assuming that they're using the intelligent way of heating a wide thin blade, and slowly pushing it under the wax seal so that it melts the underside, leaves the seal unmarked and the bottom layer of wax is heated and easily resealed), they will find that Sevilius has been true to his word.

When they arrive they can either give the letter of introduction to the centurion guarding the door, if they don't have the letter of introduction then fast talk rolls all round – although not very difficult with Rufus around. The interior of Domus Coponana is similar to Domus Augustana, painted walls and mosaics on the floor.



← Sample of Painted walls.

Exterior of Typical Villa



The centurion at the door (**Markus**) brings the PCs the senior official, a *tribuni angusticlavii* (member of the *Tribuni* class, about 5 to every legion). His name is **Quintus Marcellus**, he is gruff and seems determined to be unimpressed by the PCs. He will ask the PCs if they would like to talk to the victim's family (his wife **Clodia**, his eleven year old son **Lucius**, and seven year old daughter **Veturia**), head of the Praetorian Guard **Scribonius Hirrus**, and **Aurelius'** personal slave, **Curio**. Everyone will have been separated and placed in a room with one exit, with two centurions

posted on the exit. The PCs have several investigative options a) The Body of **Aurelius Coponius** and the crime scene, b) **Clodia**, c) **Lucius**, d) **Veturia**, e) **Scribonius**, f) **Curio** and e) some bloody unknown and/or irrational notion the PCs have.

#### a) The Crime Scene

**Aurelius** was murdered in his office, it is in complete disarray – shelves had fallen down, at angles, scrolls scattered on floor, his desk is in a similar state, the interior of the door has marks of where **Aurelius** tried to break through the door with a heavy object (a gold sculpture), the door also has the indents where **Aurelius** clawed at the door with his fingers.

The body is sprawled on the door, his toga dyed red with blood. If the PCs move the body they will see that the ground immediately under the body is scorched black (as if an intense fire had been burning), shaped exactly to fit the precise way the body was positioned, like a coloured-in police chalk outline. An examination of the body will reveal that the body had undergone severe trauma; the body is riddled with avulsions (severe cut that rips through all three layers of skin, marked as the degree between lacerations and amputations) the tissue revealed will show signs of extensive scarring; the ankles are heavily swollen.

A medical roll on an examination of the exterior wounds will tell the PCs that the scars inside the tissue is similar to burn scarring but none of the exterior skin shows any burn scars; a really good result would let the PC tie the swollen ankles to further heat damage – hyperthermia, reaction to the body taking in more heat than the body can metabolise. The only other additional information that the PCs can gain from the body is an autopsy (or hacking till they get a clear view of the internal organs) will reveal that all the internal organs have been turned to ash. If the PCs haven't

moved the body too much, the organs will still be shaped but they will collapse into a pile of ash once they have been touched.

The PCs have some unusual talents and will be able to gain some additional information about what is going on: If Silas tries to extract the victim's teeth, a good dentistry roll will tell the PC the victim has three teeth that are likely to survive being extracted, dentistry rolls will be required for all three teeth. The PC gets to ask one question for each perfectly extracted tooth. Aurelius was killed by sympathetic magic. He didn't see what killed him, he remembers experiencing an intense heat that overwhelmed everything else, till eventually all he could was lie on the ground unable to move his body (symptom of severe hyperthermia), the avulsions were ripped through his body. He attempted to escape. He had been feeling increasingly aggressive, reckless and sluggish (a medical roll will place these as the first signs of Hyperthermia), then he started feeling warm the day before, finding no relief from water. He will admit to being approached by a fellow senator called **Rabirius Calvus** who advised that he distance himself from Augustus for the next week. If the PCs have any questions left they will find that **Rabirius Calvus** has a villa on the west of the Forum Holitorium – the PCs will either have to ask Clodia or ask around the outside of the senate to discover this info. If they PCs head out immediately to question Rabirius Calvus, use that as the lead into the next scene.

If the PC playing Cressida makes use of his spells, he will be find out that Aurelius caused the damage to the room himself, the aggression, recklessness and sluggishness that eventually saw him lie unmoving on the floor. The room went completely dark as soon as he was incapacitated, there is the sound of tearing and sizzling, the room brightens and the first avulsion is on the body – this is repeated for the dozens of avulsions found on Aurelius' body.

b) **Clodia:** **Clodia** will be intent on discovering when she can start the funeral rites for her husband, will be insulted that commoners would dare interrogate her and being a dutiful wife will be unwilling to talk of her husband as anything other than the Roman ideal. She will be easily offended and it will take some spectacular persuasion rolls to get her to even offer info on **Rabirius**.

c) **Lucius:** **Lucius** will reveal that his father had been aggressive, reckless and had been cursing **Rabirius** when locked in the room .

d) **Veturia:** **Veturia** will be distant, gazing at the walls, giggling at the PCs' questions; it will take a persuasion roll to get Veturia to gushingly confess that she's worried that she could have avoided her farther being killed. A week ago a symbol was painted on the floor of an aged unused temple she plays in and she never told anyone.

e) **Scribonius:** **Scribonius** will show the PCs his arms, he has burn wounds down all his arms. He was one of the four men who tried to break down the door to Aurelius' office. He reports that the wooden door was incredibly hot, yet the wood showed no heat effects. All the men had similar burns, they pounded at the door for an hour before it gave way and Aurelius was dead by the time they broke the door down.

f) **Curio:** **Curio** will tell the PCs that the Egyptian slave Benu, knelt down and started praying 5 minutes before the screams started in Aurelius' office.

The PCs have now three new leads, a) the abandoned temple, b) the Egyptian slave **Benu** and c) **Rabirius**.

### a) The Abandoned Temple

The temple is about 10 minutes walk from the house, it's a very early roman temple now in ruins, it was dedicated to Pluto, the God of Death. The Symbol is on the following page for you to hand out to the PCs. The PCs will need someone to translate the symbol – hopefully they will have already talked to **Curio** and heard about **Bennu**, if not then a query will have her sent for.

### b) Bennu

If they talk to **Bennu** before going to the temple she will tell them that she felt the presence of **Horus**, in the office of **Aurelius** and prayed that he would be merciful. **Bennu** will tell the PCs that the violence of the murder is unusual for Horus who is the god of the sky, he has the sun in his right eye and the moon in his left and is associated with rebirth. When shown the drawing **Bennu** will tell the PCs that it shows the eye of Horus – the sun descending to the underworld to give rebirth to Osiris. This is a staple in Egyptian mythology, and for clarification Horus is depicted as a falcon headed god and Osiris as a green skinned pharaoh.

### c) Rabirius

If the PCs go to the villa of **Rabirius Calvus** they will be told that he is at the Senate.



### Scene Three – in which the pcs see the Senate illuminated

Summary Box 7 Senators are spontaneously combusted. A solar eclipse follows immediately. **Rabirius** points the PCs in the direction of the Sol Invictus.

The PCs should be looking for **Rabirius**, they will be directed towards the senate. The Senate is about to start session, and although it is rarely seen the public can attend the senate, so the PCs should have no problem entering the Senate. They can grab a generic Senator (**Quintus Lucretius Vespillo**) who will point out **Rabirius Calvus**, at that point **Augustus** will enter the forum, take his seat in the consul's chair, everyone else will follow suit.



The Roman Senate in session



A priest from the Temple of Jupiter will walk to the centre of the senate and start the ritual opening of a senate meeting, cutting the throat of a goat over a large ivory basin, and then cutting an incision in its underbelly and read the auguries for this senate's meeting. The PCs will see a familiar sight; the intestines have fallen into the exact symbol that was painted on the abandoned temple. The Senate explodes (not literally), All the Senators are on their feet shouting, **Augustus** is calling for order when seven senators spontaneously combust, they only burn for a matter of seconds before the seven senators are reduced to ash (insane crazy amount of heat required to do that). At that moment there seems to be a shadow cast over the Senate that gets increasingly darker. A glimpse outside will show that the shadow is falling as far as the horizon and it won't take a genius in the crowd to point up at the sky where the sun

is being swallowed by dark. A total eclipse is in the sky and the starving mob of Rome finally erupts. The riots start in the forum outside the senate. If the PCs enter the Senate House again they will see **Sevilius** leave **Augustus** and gesture for the PCs to join him, an awareness roll will see **Rabirius** exiting the Senate behind them.

When the PCs meet with **Sevilius** he will ask for an update and tell the PCs that **Augustus'** office had been broken into and sensitive papers had been stolen. He wants the PCs to go back to Domus Augustana and see if they can gain any more information as to who was responsible.

### **Rabirius Calvus**

When the PCs finally catch up with **Rabirius** he will be distraught, blaming himself for the deaths of the senators. He will tell the PCs that he had been in the service of the Cult of the 'Sol Invictus'. An Egyptian cult in the heart of Rome that has access to potent mysteries and powerful magic. He had been betraying his fellow senators by visiting their homes and taking personal items (clothes, jewelry, hair etc) in return the 'Sol Invictus' had been increasing **Rabirius'** wealth by making sure his investments all gave the best possible returns. If the PCs think to ask or assume that it is a plot against Augustus in front of **Rabirius**, he will say that while the 'Sol Invictus' did ask him to gain hair fibre from Augustus' most influential ally Aurelius, the seven senators who combusted were targeted because they were the longest established noble houses on each of the seven hills of Rome: Aventine Hill - **Ampius Balbus**, Caelian Hill - **Fufius Calenus**, Capitoline Hill - **Marcus Crispus**, Esquiline Hill - **Attius Varus**, Palatine Hill - **Juventius Laterensis**, Quirinal Hill - **Junius Silanus**, Viminal Hill - **Terrentius Varro**. **Rabirius** does not know why these senators were targeted, he does not know much more about the 'Sol Invictus'. He leaves a message

in a pigeon hole in the forum and returns an hour later to get the reply – no reply is made if he stays around to see who picks up the message.

## Scene Four – in which the PCs meet the undead ideal.

### Summary Box

The PCs meet the Undead. Meet the 'Sol Invictus' and gain a fuller idea of what is happening.

The pcs have two options; a) to go and investigate the stolen paper in Augustus' gaff and b) to follow the lead to the 'Sol Invictus'.

#### a) The Stolen Papers

At Domus Augustana the PCs are met by centurion **Titus Suplicius** who shows them to the room. They will be told that a slave, **Redius** had been seen leaving the room just before the theft had been discovered. **Titus** will be overly proud of discovering, gleeful in telling the pcs that they can go back to whatever else they were doing, he had already taken care of the situation and had **Redius** killed.

The pcs have two ways of gathering info here, the necromancer will need a dentistry roll to gauge that **Redius** had one tooth that will survive being extracted, another dentistry roll will be required for the actual extraction.

^ **Redius** will be able to tell the pcs the headquarters of the 'Sol Invictus' – underground in the Circus Flaminius. **Redius** was a member of the 'Sol Invictus'. The scrolls contain information on the oldest and most prominent temples on each of the seven hills of Rome.

† Info the pcs would know about the Circus Flaminius: The Circus Flaminius was never meant to rival the much larger Circus Maximus, and unlike the Maximus, it was not just an entertainment venue. Assemblies, for instance, were often held inside. It was also used as a market and it hosted the Ludi Taurii, games held in honor of the Gods of the Underworld.

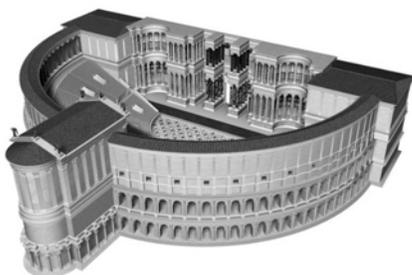
## b) Pigeon Hole lead

The pcs have the option of getting in touch with the 'Sol Invictus', if they do so, it will only work if the pcs do not monitor the spot. If they return an hour later they will find a note addressed to **Rabirius** telling him to be at the underground entrance to the Theatre of Pompey. During this scene **Remus** has the chance to let his wolf shadow monitor the pigeon hole – if the pc thinks of this then the wolf gets to see an average Roman enter the forum, look at the pigeon hole and write an answer. The wolf can follow this man to the Circus Flaminius. The man will enter a room, sit down and start reading some scrolls. A closer examination will show the scrolls contain information on the oldest and most prominent temples on each of the seven hills of Rome – these are the scrolls that were taken from Augustus. Nothing else can be gained from this scene.

† Gnaeus Pompeius Magnus financed his theatre to gain political popularity during his second consulship. It was completed in 7 years starting from 61 BC. The theatre was/is one of the first permanent (non-wooden) theatres in Rome and was/is considered the world's largest theatre for centuries.

The pcs have two investigation options a) The Theatre of Pompey and b) the Circus Flaminius.

### a) The Theatre of Pompey



← Reconstruction of the Theatre of Pompey.

The PCs are given directions to follow the staircase stage right down to the chambers below the stage, and to wait in the room immediately left of the staircase. The

staircase is carved out of stone, the chambers underneath the stage are used as dressing rooms, costume rooms, storage rooms. The atmosphere is that of weary and forgotten nostalgia, oil lamps are suspended from the ceilings allowing light to cascade over the cluttered cavern. When the pcs open the door on the left, the first fact that will register is that it leads not to a room but another corridor. They will barely have registered when they realize that standing in the pools of light cast by the hanging oil lamps are several individuals.

These are actually the undead, raised by the 'Sol Invictus' to take care of the pcs. The zombies will turn as one look at the pcs and rush towards the pcs.

First major combat – brilliant ☺. These zombies are lightning fast, they are scalding hot to touch and if any of the pcs get into unarmed close combat they will be taking serious burn wounds in every round. There are 10 in total, and they will shatter through the wooden door if the pcs get it closed.

## **Zombie**

**56 points**

Age 18; 175 cm, 68.2 kg.

ST: 10 [0]

IQ: 10 [0]

Speed: 5.75

DX: 13 [30]

HT: 10 [0]

Move: 8

Dodge: 5

### ***Advantages***

Body of Fire 3 [15] (Temperature of Flames: 575; DR vs. Heat/Fire: 1; Striking Damage: 1d-1; Burn damage in hex: 1; Cold and water attacks do +50% damage after DR subtracted); Speak with Fish [10].

### ***Spells***

Haste-8.

## b) Circus Flaminius



Circus Flaminius



The pcs will all know that the entertainers/repairmen are the only people who use the underground caverns. They will all be familiar with the entrances used by the entertainers. When the pcs enter these underground caverns, they will see a similar set-up to the Theatre of Pompey; hanging oil lamps are suspended from the ceilings – they are set about three meters away from each other, five undead stand under four lamps each staring up at the lights, the first two will charge the pcs. The last two will only attack once the pcs come within two meters of their oil lamps.

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### **Spells**

Haste-8.

The pcs will enter into a circular chamber at the end of the corridor, the chamber is decorated in hieroglyphics, the pcs will recognize the symbols of Horus and Osiris.

14 people are kneeling opposite each other making a pathway of such up to an altar. The people are unmoving, dressed in Egyptian clothing, their hands are raised upwards, and their skin has a darkened ashen tone. The pcs can move around them at leisure, once they get closer they can see that their eyes have all been burned out and they are hot to touch.

The Altar is made of bone and skulls. On the altar is a familiar symbol, which is juxtaposed onto a seven pointed pentacle piercing each of the seven hills of Rome. If the pcs haven't got it by now get an occult roll all round to link the rise of Osiris from the dead to being magically linked to Rome, circumnavigating the seven hills upon which Rome is built. The altar cannot be destroyed by human hand.

Hopefully an investigation of the hills in the resulted outcome.

**Scene Five – in which the pcs meet with infamous virgins and a prophecy is revealed – if the pcs are being cooperative, Hah!**

**Summary Box**

The PCs meet the Vestal Virgins, gain a prophecy and vital political bargaining tool. Are Betrayed. Save the City? Meet Osiris? Or Damn the city to becoming The City of the Dead.

When the PCs exit the Circus Flaminius they will see that the riots have exacerbated, there are mobs breaking into houses, setting houses on fire and amongst the mob the pcs will recognize the now familiar undead running swiftly through the crowds. All of them are heading in one direction.

The pcs have a couple of options: a) follow the undead; b) Go to Sevilius and organize a military attack on all seven hills; and c) go to one of the hills and try to sort it out themselves – HA!

**a) The Vestal Virgins**

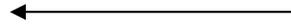
The undead are all running to the House of the Vestals. The pcs will find them surrounding the house, eyes forward and completely passive. It will be obvious that the dead of Rome are gathered here; the undead are in different states of decay. This area is completely devoid of living people. The pcs will have no trouble passing by the undead but will have to convince the Vestal Guards (**Lucius** and **Titius** :) that they need to talk to Chief Vestal, **Fabia**. Take **Lucinia** aside and see what she wants to do.

† The **Vestal Virgins** are the virgin holy female priests of Vesta, the goddess of the hearth. Their primary task is to maintain the sacred fire of Vesta. They are the only female priests within the Roman religious system. The Vestal Virgins are committed to the priesthood at a young age (before puberty) and are sworn to celibacy for a period of 30 years. These 30 years were, in turn, divided into three periods of a decade each: ten as students, ten in service, and ten as teachers. Afterwards, they can marry if they choose to do so .However, few take the opportunity to leave their respected role

in very luxurious surroundings. Any sexual relationship with a citizen was therefore considered to be incest and an act of treason. The punishment for violating the oath of celibacy was to be buried alive in the Campus Sceleratus or "Evil Fields" (an underground chamber near the Colline gate) with a few days of food and water.



Reconstruction of the courtyard in The House of the Vestals.



**Fabia** will meet the pcs in the courtyard, if **Lucinia** is with them **Fabia** will be enraged, spill her secret and demand that she leaves. After that **Fabia** will discuss with the pcs what is happening, she will consider that the undead of Rome are seeking the comfort of the Flame of Vesta. She will give the pcs the will of Mark Anthony (next page), ask them to ensure that this reaches no other hand than **Augustus**' and will speculate on why the rise of Osiris is being given physical parameters and why the dead of Rome are rising with him.

#### **b) The Best Possible Outcome**

When the pcs reach Domus Augustana, they will be immediately greeted by **Sevilius** who will bring them into a room. The four walls are all lined with centurions, **Sevilius** will throw a bag of Egyptian gold onto the table and reveal that he found the gold in one of the pcs' houses. He will accuse the pcs of conspiring with Mark Anthony and swears that he will use their blood to appeal to the mobs of Rome. The pcs will be tortured for a confession and that confession will be used as the justification of war that **Augustus** so desperately needs. If the pcs have been to see the Vestal Virgins then they have the perfect bargaining tool that will grant them an audience with **Augustus**, get them swiftly out of the promised torture and execution.

Marcus Antonius Marci Filius Marci Nepos, Consul of the Roman Republic, makes his will.

Of all my property, Military and Civilian let the following occur; In the first grade my son Alexander Helios be named king of Armenia and Media and Parthia .

My daughter Cleopatra Selene II be named Queen of Cyrenaica and Libya;

My son Ptolemy Philadelphus be named king of Syria and Cilicia;

My wife Cleopatra to be proclaimed Queen of Kings and Queen of Egypt, to rule with Caesarion , King of Kings and King of Egypt;

Caesarion be declared legitimate son and heir of Julius Caesar under Roman Law.

Should I die while in Rome, my body to be returned to Alexandria for funerary rites.

By my will and seal:

M·ANTONIVS



When they fill **Augustus** in on what they have learned – **Augustus** is cold, calculated and unbending in believing that Roman men can behead the Egyptian God of Death. He will swiftly deduce that the ‘Sol Invictus’ is working on behalf of Mark Anthony and Cleopatra, seeking to demolish the power of Rome by granting the city and it’s residents to Osiris. He will comprehend that there are two factors to the ritual; one being the rise of Osiris and the other being granting Osiris the dominion of Rome. That being why the hieroglyphics depicting the rise of Osiris was placed over a pentacle connecting the seven hills that Rome is built upon.

**Augustus** will tell **Agrippa** (general of his legions) to organize a military attack on the seven hills. **Augustus** himself will go with the attack on the Palatine Hill, deducing that the hut of Romulus, the founding king of Rome, is where Osiris will Rise.



The Huts of Romulus and Remus as it is today (the supposed site)



### **The Hut of Romulus**

They will come upon 10 cultists chanting, and if the pcs have a military escort 10 undead are standing around. The gang just need to kill everyone before the ritual is complete and just one cultist needs to be standing chanting for Osiris to rise and then he’ll go stomp or just leech the life out of everyone there and history takes a dramatic turn with the rise of the Egyptian Empire that dominates world history for ever more.

## **Cultist      73 points**

ST: 10 [0]                      IQ: 13 [30]                      Speed: 5.50  
DX: 12 [20]                      HT: 10 [0]                      Move: 5  
Dodge: 5

### ***Advantages***

Magery 1 [15].

### ***Spells***

Choke-12; Control Limb-12; Pain-12; Blur-12; Control Zombie-12; Steal Health-12; Zombie-12; Zombie Summoning-12.

## **Zombie    56 points**

Age 18; 175 cm, 68.2 kg.  
ST: 10 [0]                      IQ: 10 [0]                      Speed: 5.75  
DX: 13 [30]                      HT: 10 [0]                      Move: 8  
Dodge: 5

### ***Advantages***

Body of Fire 3 [15] (Temperature of Flames: 575; DR vs. Heat/Fire: 1; Striking Damage: 1d-1; Burn damage in hex: 1; Cold and water attacks do +50% damage after DR subtracted); Speak with Fish [10].

### ***Spells***

Haste-8.

### **c) The pcs go for it alone**

It's possible the pcs might believe that if they disrupt a ritual on one of the hills it will be impossible for the cultists to continue the ritual. They're wrong, the ritual has two aspects, one being the rise of Osiris and the other being the dedication of Rome to Osiris. If they disrupt the ritual they will disrupt the latter option but Egypt still gets the God of Death to help them gain control of Rome.

If they pcs choose any Hill other than the Palatine Hill they will see 10 cultists chanting in an abandoned temple. The cultist just needs one cultist standing to finish the ritual.

## **Cultist      73 points**

.  
ST: 10 [0]                      IQ: 13 [30]                      Speed: 5.50  
DX: 12 [20]                      HT: 10 [0]                      Move: 5  
Dodge: 5

### ***Advantages***

Magery 1 [15].

### ***Spells***

Choke-12; Control Limb-12; Pain-12; Blur-12; Control Zombie-12; Steal Health-12; Zombie-12; Zombie Summoning-12.

The pcs will be walking into town when the screams of Rome should send them running. Osiris has risen and is walking towards the House of the Vestals leeching life from everyone he passes and then rising them up as his subjects (he has no stats, he's a bloody God!). He will quench the flame of Vesta and history takes a dramatic turn with the rise of the Egyptian Empire that dominates world history for ever more.

**GURPS: Hellboy**  
**CHARACTER SHEET**  
**City of the Invincible Sun**

Name: Kester Legarius Player:  
 Appearance: A tall, intimidating retired centurion.  
 Personality: Determined, proud and ambitious

Date Printed  
 21/01/2009

Unspent Points Pt. Tot  
 205

**ATTRIBUTES**

|    |                        |             |           |
|----|------------------------|-------------|-----------|
| 60 | <b>ST</b>              | <b>15</b>   | Fatigue:  |
| 20 | <b>DX</b>              | <b>12</b>   | Thr: 1d+1 |
| 20 | <b>IQ</b>              | <b>12</b>   | Swi: 2d+1 |
|    | Magery                 |             | Hits:     |
| 20 | <b>HT</b>              | <b>12</b>   |           |
|    | Basic Speed:           | 6           |           |
|    | Move:                  | 6           |           |
|    | <b>Encumbrance</b>     | <b>move</b> |           |
|    | (0) =STx2              | 30          | 6         |
|    | (1) =STx4              | 60          | 5         |
|    | (2) =STx6              | 90          | 4         |
|    | (3) =STx12             | 180         | 3         |
|    | (4) =STx20             | 300         | 2         |
|    | <b>ACTIVE DEFENSES</b> |             |           |
|    | Parry:                 | 8           | Dodge: 7  |
|    |                        |             | Block:    |

| SKILLS         |      |     |     | SKILLS |      |     |     |
|----------------|------|-----|-----|--------|------|-----|-----|
|                | type | pts | lvl |        | type | pts | lvl |
| Riding (Horse) |      | 16  | 15  |        |      |     |     |
| Broadsword     |      | 8   | 14  |        |      |     |     |
| Shortsword     |      | 4   | 13  |        |      |     |     |
| Spear          |      | 2   | 12  |        |      |     |     |
| Wrestling      |      | 1   | 11  |        |      |     |     |
| Survival       |      | 2   | 12  |        |      |     |     |
| Tracking       |      | 1   | 11  |        |      |     |     |
| Soldier        |      | 4   | 13  |        |      |     |     |
| Intimidation   |      | 2   | 12  |        |      |     |     |
| Leadership     |      | 2   | 12  |        |      |     |     |
| Strategy       |      | 4   | 12  |        |      |     |     |
| Tactics        |      | 6   | 13  |        |      |     |     |

Pt. Advantages, Disadvantages  
 cost and Quirks

|     |                                     |
|-----|-------------------------------------|
| 15  | Combat Reflexes                     |
| 15  | Hard to Kill 3                      |
|     | (Note: +3 to HT for Survival Rolls) |
| 10  | Alertness +2                        |
| 10  | High Pain Threshold                 |
| 5   | Cool                                |
| 15  | Wolfgang                            |
| -10 | Bloodlust                           |
| -30 | Secret                              |

| Melee Weapons | Type         | Dam | Amount     | Reach | ST | Notes | Parry | Level |
|---------------|--------------|-----|------------|-------|----|-------|-------|-------|
| Broadsword    | magic thrust | cut | 3d + 2     |       | 10 |       | 8     | 14    |
|               |              |     | imp 2d + 3 |       |    |       |       |       |
| Shortsword    |              | cut | 2d + 1     |       | 7  |       | 7     | 13    |
|               |              |     | imp 1d + 1 |       |    |       |       |       |
| Spear         |              | cut | 1d + 3     |       | 9  |       | 7     | 12    |
|               |              |     | imp 1d + 4 |       |    |       |       |       |

| Missile Weapons | Type | Dam. | Amount | SS | Acc | 1/2 Dam | RoF/Sho | Max | ST/Rcl | Level |
|-----------------|------|------|--------|----|-----|---------|---------|-----|--------|-------|
|                 |      |      |        |    |     |         |         |     |        |       |

|    |                             |
|----|-----------------------------|
| -1 | Enjoys spitting lettuce     |
| -1 | Finds the flute provocative |
| -1 | Believes in pixies          |
| -1 | Likes to call horses Sir    |
| -1 | Enjoys being a good host    |

| BODY PROTECTION |      |      |      |           |       |      |     | SUMMARY              |            | Pt.Tot |
|-----------------|------|------|------|-----------|-------|------|-----|----------------------|------------|--------|
| <b>PD</b>       | Head | Body | Arms | Legs      | Hands | Feet | ALL | <i>Attributes</i>    | <b>120</b> |        |
|                 | 3    | 2    | 2    | 2         |       |      | 9   | <i>Advantages</i>    | <b>70</b>  |        |
| <b>DR</b>       | 4    | 2    | 2    | 2         |       |      | 10  | <i>Disadvantages</i> | <b>-40</b> |        |
|                 |      |      |      |           |       |      |     | <i>Quirks</i>        | <b>-5</b>  |        |
| Other PD:       |      |      |      | Other DR: |       |      |     | <i>Skills</i>        | <b>60</b>  |        |
|                 |      |      |      |           |       |      |     | <b>Total</b>         | <b>205</b> |        |

## Kester Lagarius

You were devoted to Julius Caesar, you fought for him in Gaul and your loyalty to him was only superseded by your loyalty to your legion – although there was no distinction for you. You have often thought that you were born to be a soldier, you fitted into the legion immediately and miss the camaraderie of legion life. You left the legion after Caesar was gutted in the senate; you might be a gruff, violent soldier but that betrayal made you walk away from the legion and politics.

Besides, in your last campaign in Gaul you came across a unique weapon that would be quickly noticed in the legion and that would be your death sentence. The sword looks like a standard broadsword but it is possessed by a spirit that has an insatiable thirst for human blood. You made a pact with the spirit; you would make sure the spirit had plenty of blood and it would make you a terrifying warrior.

Game Note: Once drawn the sword needs to shed blood, if you do not make an attack it will launch one ignorant of who it hits. Once drawn and until it is sheathed it absorbs the first 5 hit points of damage Kester takes, effectively giving him HP 17 when it has been drawn.

You are still under a death sentence if the wrong person finds out your secret. You have gathered together a group of 'talented' individuals. Together you act as a trouble-shooter/mercenary band in Rome. A few months ago the group got the patronage of Augustus and that granted you access to the aristocrats; the powerful and the wealthy of Rome. You have risen in status and more importantly if you can keep on the right side of Augustus, the most influential man in Rome, your death sentence could be a threat of the past. You have yet to meet Augustus, the group was head-hunted by his follower Sevilus.

### Other PCs

**Silas Baldus:** Deals in all things dead and undead. You have dealings with the unearthly yourself but the glee and unconcern with which Silas plays with the shades of the dead is disrespectful.

**Lupus Remus:** The only other substantial fighter in the group. He has a wolf haunting his shadow, which can be invaluable gathering information.

**Lucinia Pansa:** The Roman in you seeks to see a woman in her role as wife and daughter. Lucinia goes against that convention but her talent of getting into impregnable locations makes her invaluable.

**Cressida Dorcus:** A Greek scholar, he brings his intellect, magic and arrogance to the group.

**GURPS: Hellboy**  
**CHARACTER SHEET**  
**City of the Invincible Sun**

Name: Cressida Dorcas      Player:  
 Appearance: Short, quick movements and sunken, dark eyes.  
 Personality: Chatty, eccentric and curious.

Date Printed  
 21/01/2009

Unspent Points    Pt. Tot  
 198

**ATTRIBUTES**

|                    |           |             |           |
|--------------------|-----------|-------------|-----------|
| 20                 | <b>ST</b> | <b>12</b>   | Fatigue:  |
| 20                 | <b>DX</b> | <b>12</b>   | Thr: 1d-1 |
| 60                 | <b>IQ</b> | <b>15</b>   | Swi: 1d+2 |
| 20                 | <b>HT</b> | <b>12</b>   | Hits:     |
| Basic Speed:       |           | 6           |           |
| Move:              |           | 6           |           |
| <b>Encumbrance</b> |           | <b>move</b> |           |
| (0) =STx2          | 24        | 6           |           |
| (1) =STx4          | 48        | 5           |           |
| (2) =STx6          | 72        | 4           |           |
| (3) =STx12         | 144       | 3           |           |
| (4) =STx20         | 240       | 2           |           |

| <b>SKILLS</b>  |  |  | pts | lvl | <b>SPELLS</b>                  |  |   | pts | lvl |
|----------------|--|--|-----|-----|--------------------------------|--|---|-----|-----|
| Riding (Horse) |  |  | 16  | 15  | Echoes of the Past (see notes) |  | 1 | 16  |     |
| Snake Charming |  |  | 1   | 15  | Seek Earth                     |  | 1 | 16  |     |
| Calligraphy    |  |  | 2   | 12  | Shape Earth                    |  | 1 | 16  |     |
| Poetry         |  |  | 1   | 15  | Earth to Stone                 |  | 1 | 16  |     |
| Writing        |  |  | 1   | 15  | Create Earth                   |  | 1 | 16  |     |
| Bow            |  |  | 2   | 12  | Purify Air                     |  | 1 | 16  |     |
| Tattooing      |  |  | 1   | 15  | Create Air                     |  | 1 | 16  |     |
| Augury         |  |  | 1   | 13  | Earth to Air                   |  | 1 | 16  |     |
| Latin          |  |  | 1   | 15  | Entombment                     |  | 1 | 16  |     |
| Illusion Art   |  |  | 1   | 14  | Ignite Fire                    |  | 1 | 16  |     |
| Abacus         |  |  | 1   | 15  | Create Fire                    |  | 1 | 16  |     |
| Law            |  |  | 1   | 14  | Shape Fire                     |  | 1 | 16  |     |
| History        |  |  | 1   | 14  | Far Hearing                    |  | 1 | 16  |     |
| Mathematics    |  |  | 1   | 14  | Smoke                          |  | 1 | 16  |     |
| Philosophy     |  |  | 1   | 14  | Simple Illusion                |  | 1 | 16  |     |
| Physiology     |  |  | 1   | 13  | Seek Water                     |  | 1 | 16  |     |
| Theology       |  |  | 1   | 14  | Purify Water                   |  | 1 | 16  |     |
| Fast Talk      |  |  | 1   | 15  | Create Water                   |  | 1 | 16  |     |
| Politics       |  |  | 1   | 15  | Destroy Water                  |  | 1 | 16  |     |
| Medicine       |  |  | 1   | 14  | Breathe Water                  |  | 1 | 16  |     |
|                |  |  |     |     | Predict Weather                |  | 1 | 16  |     |

**ACTIVE DEFENSES**

|        |        |   |
|--------|--------|---|
| Parry: | Dodge: | 6 |
|        | Block: |   |

Pt. cost Advantages, Disadvantages and Quirks

|    |                   |
|----|-------------------|
| 30 | Eidetic Memory 1) |
| 10 | Literacy          |
| 25 | Magery 2          |

|     |               |
|-----|---------------|
| -10 | Implusiveness |
| -30 | Secret        |

|    |                         |
|----|-------------------------|
| -1 | Likes to rub his head   |
| -1 | Loves useless knowledge |
| -1 | Wants to tattoo a pig   |
| -1 | Can't Haggle            |
| -1 | Always chews figs       |

**Melee Weapons**    *Type*    *Dam*    *Amount*    *Reach*    *ST*    *Notes*    *Parry*    *Level*

|  |  |  |  |  |  |  |  |    |
|--|--|--|--|--|--|--|--|----|
|  |  |  |  |  |  |  |  | 12 |
|--|--|--|--|--|--|--|--|----|

**Missile Weapons**    *Type*    *Dam.*    *Amount*    *SS*    *Acc*    *1/2 Dam*    *RoF/Sho*    *Max*    *ST/Rcl*    *Level*

|     |  |     |        |    |   |  |  |  |    |    |
|-----|--|-----|--------|----|---|--|--|--|----|----|
| Bow |  | imp | 1d + 2 | 14 | 3 |  |  |  | 11 | 12 |
|-----|--|-----|--------|----|---|--|--|--|----|----|

**BODY PROTECTION**

| <b>PD</b> | Head | Body | Arms | Legs | Hands | Feet | ALL | <b>SUMMARY</b>       | Pt.Tot     |
|-----------|------|------|------|------|-------|------|-----|----------------------|------------|
|           | 3    | 2    | 2    | 2    |       |      | 9   | <i>Attributes</i>    | <b>120</b> |
|           |      |      |      |      |       |      |     | <i>Advantages</i>    | <b>65</b>  |
| <b>DR</b> | 4    | 2    | 2    | 2    |       |      | 10  | <i>Disadvantages</i> | <b>-40</b> |
|           |      |      |      |      |       |      |     | <i>Quirks</i>        | <b>-5</b>  |

|           |           |               |            |
|-----------|-----------|---------------|------------|
| Other PD: | Other DR: | <i>Skills</i> | <b>58</b>  |
|           |           | <b>Total</b>  | <b>198</b> |

## Cressida Dorcus

---

You were born in Athens and studied at the Lyceum, you were a diligent student and quickly became obsessed with the Philosophy of Plato. In particular his theory on the world of forms seemed to hide an elusive truth that haunted.

Plato believed that the world of forms contained an abstract perfection of what is contained in our own, and that it would be through contemplation of these abstract perfections that we could aspire to understand reality. You transformed this idea, believing that objects in this world can be directly traced to what they reflect in the world of forms. You believed people could access the abstract reality of forms and use that as a sympathetic link allowing them to control the object reflected in this world. Effectively allowing you to manipulate reality to your will, effectively making you a magician or sorcerer of old.

You believe that priests do this unconsciously, the Gods are the abstract form of what they control. The Gods live in true reality and this world being a reflection of theirs and prayer is how priests tap into that power and manifest it. A few others have tapped into some aspect accidentally and managed to keep the connection open. You are the only one who has made a study of it and if your work was fully revealed, the extent to what you might potentially achieve would be a death sentence.

You were recruited into the group by Kester a few years ago. Together you act as a trouble-shooter/mercenary band in Rome. A few months ago the group got the patronage of Augustus and that granted you access to the aristocrats; the powerful and the wealthy of Rome. You have risen in status and more importantly if you can keep on the right side of Augustus, the most influential man in Rome, your death sentence could be a threat of the past. You have yet to meet Augustus, the group was head-hunted by his followe Sevilius.

### Other PCs

**Silas Baldus:** Deals in all things dead and undead. You have dealings with the unearthly yourself but the glee and unconcern with which Silas plays with the shades of the dead is disrespectful.

**Lupus Remus:** An intrigue you want to examine further. He has a wolf haunting his shadow.

**Lucinia Pansa:** The man in you seeks to see a woman in her role as wife and daughter. Lucinia goes against that convention but her talent of getting into impregnable locations makes her invaluable.

**Kester Laginius:** A bloodthirsty and violent man who cannot control his urges.



## Lucinia Pansa

---

You were one of the chosen, you came from a noble Roman family and you received the highest honour a Roman daughter could; you were accepted as a Vestal Virgin. You became one of the priestesses of Vesta, Goddess of the Hearth. The Vestal Virgins are the only religion that allows women to be priests. You were no longer under the control of your father, brother or some future husband rather you were the daughter of Rome. Whom you honoured above all else, Rome demanded your purity and service in keeping the Flame of Vesta, the hearth fire of Rome burning.

You were to spend 30 years in service, 10 as a student, 10 in service and 10 as a teacher; then you could remain at the House of the Vestals and remain one of the most respected and independent women in Rome. That was not to be, during your 13<sup>th</sup> year at the temple, a wind blow through the temple smothering the Flame of Vesta as you were tending. That was seen as a sign of impurity and impurity in a Vestal Virgin was an act of treason. You were sentenced to be buried to death in the Campus Sceleratus, locked away with food and water for two days and then you starved to death.

You awoke in the underworld and saw Pluto standing over you. He offered you a deal - he would give you another 20 years of life; grant you passage to travel through shadows but in return every passage takes 6 months off your 20 years (although if you carry someone with you, they pay the toll) and he would be the only god you swore by or paid homage to. Who you are, what you've done and what you do will be another death sentence all over (that 20 years is a natural 20, you can be killed etc.)

You were recruited into the group by Kester a few years ago. Together you act as a trouble-shooter/mercenary band in Rome. A few months ago the group got the patronage of Augustus and that granted you access to the aristocrats; the powerful and the wealthy of Rome. You have risen in status and more importantly if you can keep on the right side of Augustus, the most influential man in Rome, your death sentence could be a threat of the past. You have yet to meet Augustus, the group was head-hunted by his follower Sevilus.

### Other PCs

**Silas Baldus:** Deals in all things dead and undead. You have dealings with the unearthly yourself but the glee and unconcern with which Silas plays with the shades of the dead is disrespectful.

**Lupus Remus:** An intrigue you want to examine further. He has a wolf haunting his shadow.

**Cressida Dorcus:** An insufferably genius who grates on you.

**Kester Laginius:** A bloodthirsty and violent man who cannot control his urges.

**GURPS: Hellboy**  
**CHARACTER SHEET**  
**City of the Invincible Sun**

Name: Lupus Remus      Player:  
 Appearance: Tall, broad-shouldered and animalistic.      Date Printed: 21/01/2009  
 Personality: Impatient, charismatic and adventurous.      Unspent Points:      Pt. Tot: 222

**ATTRIBUTES**

|                        |           |             |           |
|------------------------|-----------|-------------|-----------|
| 20                     | <b>ST</b> | <b>12</b>   | Fatigue:  |
| 60                     | <b>DX</b> | <b>15</b>   | Thr: 1d-1 |
| 30                     | <b>IQ</b> | <b>13</b>   | Swi: 1d+2 |
| 20                     | <b>HT</b> | <b>12</b>   | Hits:     |
| Basic Speed:           |           | 6.75        |           |
| Move:                  |           | 6           |           |
| <b>Encumbrance</b>     |           | <b>move</b> |           |
| (0) =STx2              | 24        | 6           |           |
| (1) =STx4              | 48        | 5           |           |
| (2) =STx6              | 72        | 4           |           |
| (3) =STx12             | 144       | 3           |           |
| (4) =STx20             | 240       | 2           |           |
| <b>ACTIVE DEFENSES</b> |           |             |           |
| Parry: 7               |           | Dodge: 6    |           |
| Block:                 |           |             |           |

| <b>SKILLS</b>   |  | pts | lvl | <b>SPELLS</b> |  | pts | lvl |
|-----------------|--|-----|-----|---------------|--|-----|-----|
| Riding (Horse)  |  | 1   | 11  |               |  |     |     |
| Fast Draw       |  | 1   | 15  |               |  |     |     |
| Shortsword      |  | 1   | 14  |               |  |     |     |
| Hearing         |  | 1   | 14  |               |  |     |     |
| Taste and Smell |  | 1   | 14  |               |  |     |     |
| Vision          |  | 1   | 14  |               |  |     |     |
| Knife           |  | 4   | 14  |               |  |     |     |
| Knife Throwing  |  | 4   | 14  |               |  |     |     |

Pt. cost Advantages, Disadvantages and Quirks

|     |                              |
|-----|------------------------------|
| 100 | Animal Form (see char notes) |
| 2   | Acute Hearing +1             |
| 2   | Acute Taste and Smell +1     |
| 2   | Acute Vision +1              |
| 10  | Ambidexterity                |

| <b>Melee Weapons</b> | Type | Dam | Amount | Reach | ST | Notes | Parry | Level |
|----------------------|------|-----|--------|-------|----|-------|-------|-------|
| Shortsword x 2       |      | cut | 1d + 2 |       |    |       | 7     | 14    |
|                      |      | imp | 1d + 1 |       |    |       |       |       |

|     |                     |
|-----|---------------------|
| -5  | Fear of Dogs (Mild) |
| -5  | Post Combat Shakes  |
| -30 | Secret              |

| <b>Missile Weapons</b> | Type | Dam. | Amount | SS | Acc | 1/2 Dam | RoF/Sho | Max | ST/Rcl | Level |
|------------------------|------|------|--------|----|-----|---------|---------|-----|--------|-------|
|                        |      |      |        |    |     |         |         |     |        |       |

|    |                            |
|----|----------------------------|
| -1 | Tries to mediate arguments |
| -1 | Pets his own Shadow        |
| -1 | Growls at Cats             |
| -1 | Loves the stage            |
| -1 | Needs to be around people  |

| <b>BODY PROTECTION</b> |      |      |      |           |       |      |     | <b>SUMMARY</b>       |            | Pt.Tot |
|------------------------|------|------|------|-----------|-------|------|-----|----------------------|------------|--------|
| <b>PD</b>              | Head | Body | Arms | Legs      | Hands | Feet | ALL | <i>Attributes</i>    | <b>130</b> |        |
|                        | 3    | 2    | 2    | 2         |       |      | 9   | <i>Advantages</i>    | <b>116</b> |        |
| <b>DR</b>              | 4    | 2    | 2    | 2         |       |      | 10  | <i>Disadvantages</i> | <b>-40</b> |        |
|                        |      |      |      |           |       |      |     | <i>Quirks</i>        | <b>-5</b>  |        |
| Other PD:              |      |      |      | Other DR: |       |      |     | <i>Skills</i>        | <b>21</b>  |        |
|                        |      |      |      |           |       |      |     | <b>Total</b>         | <b>222</b> |        |

## Remus Lupus

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You are a direct descendent from the founders of Rome, Romulus and Remus, the sons of the priestess Rhea Silvia, fathered by the god of war, Mars. Jealous of Rhea and the destiny of the twins, the king Amulius killed Rhea, burying her alive – as the Vestal Virgins were later punished and the twins were abandoned on the river Tiber. The twins found their way to the Palatine Hill, where they were nursed by a wolf.

You carry the legacy of the wolf with you. You are a werewolf, albeit not the one in myth. You do not turn into a wolf rather you carry your wolf with you always in your shadow, he enhanced your senses and can travel and hide in shadows. A part of you travels with him, you have full conscious control technically able to be in two places at once without any drawbacks.

If your identity or ability became known those in power will seek to kill you. You were recruited into the group by Kester a few years ago. Together you act as a trouble-shooter/mercenary band in Rome. A few months ago the group got the patronage of Augustus and that granted you access to the aristocrats; the powerful and the wealthy of Rome. You have yet to meet Augustus, the group was head-hunted by his follower Sevilius. You are loyal to the men/women you fight beside, they all have their own secrets and the allegiance with Augustus could save each of them. As long as you keep your identity safe and don't stand out, you should be safe.

### Other PCs

**Silas Baldus:** Deals in all things dead and undead. You have dealings with the unearthly yourself but the glee and unconcern with which Silas plays with the shades of the dead is disrespectful.

**Lucinia Pansa:** An intrigue you want to examine further.

**Cressida Dorcus:** An insufferably genius who grates on you.

**Kester Laginius:** A bloodthirsty and violent man who cannot control his urges.

**GURPS: Hellboy**  
**CHARACTER SHEET**  
**City of the Invincible Sun**

Name: Silas Baldus Player:  
 Appearance: Short, balding and twitchy .  
 Personality: Curious, eccentric and filled with gusto.

Date Printed  
 21/01/2009

Unspent Points Pt. Tot  
 198

**ATTRIBUTES**

|                    |           |             |           |
|--------------------|-----------|-------------|-----------|
| 20                 | <b>ST</b> | <b>12</b>   | Fatigue:  |
| 20                 | <b>DX</b> | <b>12</b>   | Thr: 1d-1 |
| 60                 | <b>IQ</b> | <b>15</b>   | Swi: 1d+2 |
| 20                 | <b>HT</b> | <b>12</b>   | Hits:     |
| Basic Speed:       |           | 6           |           |
| Move:              |           | 6           |           |
| <b>Encumbrance</b> |           | <b>move</b> |           |
| (0) =STx2          | 24        | 6           |           |
| (1) =STx4          | 48        | 5           |           |
| (2) =STx6          | 72        | 4           |           |
| (3) =STx12         | 144       | 3           |           |
| (4) =STx20         | 240       | 2           |           |

| <b>SKILLS</b>                |  | pts | lvl | <b>SPELLS</b>              |  | pts | lvl |
|------------------------------|--|-----|-----|----------------------------|--|-----|-----|
| Riding (Horse)               |  | 2   | 12  | Death Vision               |  | 1   | 15  |
| Flute                        |  | 2   | 13  | Sense Shade                |  | 1   | 15  |
| Dentistry                    |  | 1   | 12  | Summon Shade               |  | 1   | 14  |
| Symbol Drawing               |  | 1   | 12  | Question Shade (see notes) |  | 1   | 15  |
| Fast Draw                    |  | 4   | 14  | Steal Strength             |  | 1   | 15  |
| Fast Draw (Knife from Teeth) |  | 4   | 14  | Steal Health               |  | 1   | 15  |
| Knife                        |  | 4   | 14  |                            |  |     |     |
| Knife Throwing               |  | 4   | 14  |                            |  |     |     |
| Area Knowledge (Rome)        |  | 1   | 14  |                            |  |     |     |

**ACTIVE DEFENSES**

|        |   |        |   |
|--------|---|--------|---|
| Parry: | 6 | Dodge: | 6 |
| Block: |   |        |   |

Pt. Advantages, Disadvantages  
 cost and Quirks

- 15 Alertness +3
- 9 Less Sleep - 3 hours
- 5 Single-minded
- 12 Strong Will +3 Will:17
- 25 Toughness 2
- 22 Magery 3 (one College: Necromancy) Wolfgang

- 5 Complusive vowing
- 5 Curious (roll IQ)
- 30 Secret

| <b>Melee Weapons</b> | Type | Dam | Amount     | Reach | ST | Notes | Parry | Level |
|----------------------|------|-----|------------|-------|----|-------|-------|-------|
| Knife (large) x 2    |      |     | cut 1d + 2 |       |    |       | 6     | 14    |

| <b>Missile Weapons</b> | Type | Dam. | Amount | SS | Acc | 1/2 Dam | RoF/Sho | Max | ST/Rcl | Level |
|------------------------|------|------|--------|----|-----|---------|---------|-----|--------|-------|
|                        |      |      |        |    |     |         |         |     |        |       |

- 1 Bites his toenails
- 1 Prefers the conversation of the dead
- 1 Has to eat presented food
- 1 Plays flute when nervous
- 1 Likes the adverb blatantly

| <b>BODY PROTECTION</b> |      |      |      |           |       |      |     | <b>SUMMARY</b>       |            | Pt.Tot |
|------------------------|------|------|------|-----------|-------|------|-----|----------------------|------------|--------|
| <b>PD</b>              | Head | Body | Arms | Legs      | Hands | Feet | ALL | <i>Attributes</i>    | <b>120</b> |        |
|                        | 3    | 2    | 2    | 2         |       |      | 9   | <i>Advantages</i>    | <b>88</b>  |        |
| <b>DR</b>              | 4    | 2    | 2    | 2         |       |      | 10  | <i>Disadvantages</i> | <b>-40</b> |        |
|                        |      |      |      |           |       |      |     | <i>Quirks</i>        | <b>-5</b>  |        |
| Other PD:              |      |      |      | Other DR: |       |      |     | <i>Skills</i>        | <b>35</b>  |        |
|                        |      |      |      |           |       |      |     | <b>Total</b>         | <b>198</b> |        |

## Silas Baldus

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You are fascinated with dentistry and death. You're not quite why but these are the two driving passions in your life. You have already begun to merge the two together and your lifetime aspiration is to complete the relationship between these two skills. You are rather unusual in that you don't fear death, while most people wail and mourn at funerals you just want to poke at the body and speak to the shade.

You believe that people reveal their true selves after death, if you can talk to an individual just after they've died, you communicate with the essence of the individual and can achieve a closer relationship that would never have been possible when that person was alive.

Note: You have a spell called Question Shade, this spell allows you to get a true and accurate answer once cast. However, the numbers of questions you can ask is determined by how many complete teeth you can extract from the body. Each tooth represents a question you can ask – there is no time limit once you possess the tooth.

If your ability became known it would be a death sentence. You were recruited into the group by Kester a few years ago. Together you act as a trouble-shooter/mercenary band in Rome. A few months ago the group got the patronage of Augustus and that granted you access to the aristocrats; the powerful and the wealthy of Rome. You have yet to meet Augustus, the group was head-hunted by his follower Sevilius. You are loyal to the men/women you fight beside, they all have their own secrets and the allegiance with Augustus could save all of you.

### Other PCs

**Remus Lupus:** A gentleman and a man running from his destiny.

**Lucinia Pansa:** An intrigue you want to examine further.

**Cressida Dorcus:** An insufferably genius who grates on you.

**Kester Laginius:** A bloodthirsty and violent man who cannot control his urges.