

Character summaries

Marcus Constantinus (*Civitas: 3*) is a veteran commander of auxiliary troops, who served under Curtius in Germany. From Brixia in northern Italy, he is now a junior centurion in the Legio II Augusta. He is three months away from retirement.

His mission goals are: to persuade Curtius to surrender himself. To negotiate ways out of trouble along the journey.
He will suit a player who's happy to take the lead and make decisions.

Felix (*Civitas: 2*) is a German, an auxiliary soldier (ie. not a 'legionary'), who works as a scout around the advancing army: reconnoitring terrain, spying on enemy movements, etc. He is also expert with a slingshot.

His mission goals are: to use woodcraft and rivercraft to get the team in and out safely. To gather information about the Dobunni and their fighting qualities.

He will suit a player who wants to be inventive and to avoid responsibility.

Gellius Pulcher (*Civitas: 4*) is a legionary in the Legio II Augusta: a Roman citizen of humble birth. He is a superb physical specimen, and a hardened fighter. Occasionally he goes into terrifying battle-rages.

His mission goals are: to defend the team against attackers. To kill Curtius, if he refuses to return with them.

He will suit a player who doesn't mind doing awful things to fellow-humans.

Senovara (*Civitas: 0, but she has other cool stuff instead*) is British, a priestess of Sulevia, goddess of healing and also of cursing. She was part of the Catuvellauni surrender delegation, and has been assigned to this mission as a sign of their good faith as new allies of Rome.

Her mission goals are: to translate for the team and to act as intermediary with locals. And, secretly, to recover a Catuvellauni sacred item that Curtius stole.

She will suit a player who can embrace mysticism and magic.