

# DEGENESIS



## ROMANOS

### CREDITS

DEGENESIS BY

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LAYOUT & TYPOGRAPHY

All layouts based on the DIY layouts provided by SIXMOREVODKA

ART

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# ROMANOS

“Ah, the noble master Lambasa!” The Romano hurries towards the Neolibyan, flattering him with words like silk scarves, while his lackeys drag in ancient statues and present oil paintings. He offers coffee spiced with star anise, writhes like a snake, praising the expertise of the African and his perspicacity for the important and the beautiful, then asks if the man has already seen his daughter and tasted her grace. She would definitely excel in the Tripolitan schools, her sharp intellect regularly takes her mother’s breath away, and maybe master Lambasa would like to make her part of his retinue. The whole family would forever be indebted to him and would offer artwork from...

Lambasa has not moved for hours, has only raised a hand now and then, but the droning has become unbearable. Now he really looks at the Romano for the first time. “Didaco, how long have we known each other?” The Romano stops and starts to answer, but Lambasa silences him with a gesture. “You have been offering Mafalda to me for six winters now. She had the grace of a cow from the start, she’s star-crossed, and has been married 10 times.” The Romano presses his lips together and whispers: “12 times...” Lambasa puts a hand on Didaco’s shoulder. “I’ll just take the statues.”

## SHIT EATERS

The Romanos are the dregs of their own city. The Apocalyptic numb their minds from the earliest age, get them addicted to burn, sex, and music. To pay for those addictions, they sell their own cultural heritage willingly to the Neolibyans at knock-down prices and then pat themselves on the shoulder, believing themselves the greatest businessmen Europe has ever seen. The Romanos share a fate with so many other cults: ground under the wheels of powerful cults, only in the case of the Eternal City they haven’t brought merciless law, but the total absence of it. They are the cattle of the Neolibyans and the Apocalyptic: the Flocks bring them Burn and whores, and the Merchants sell them overpriced Antimycotics while robbing them of their past. But the Romanos have no rebellion in mind. They are left just enough air to breathe that they can pretend they are in control, just enough wealth to blind them to the obscene amounts of money the cults make off of them.

### BURIED VALOR

But look close enough, and below the crust of filth and vices, you will discover the unquenchable values of the Romanos: cunning, industriousness, tenacity, mercantile acumen. Even in an environment like Roma, these values have evidently not been lost completely. The people of the Eternal City could be amongst the greatest of Purgare, but greed and petty lust for power has driven them into a shithole of a situation.

### WRATH OF THE DEPRIVED

The Cults have taken great care to ensure the Romanos stay complacent: they have become incredibly good at catering to their needs, make them feel mighty and in control, while turning them on each others throat. The Barons of Roma are too busy fighting for the scraps to see the table they have fallen from. But should they ever unite under one banner, they could change the face of Purgare, hell even the entire Mediterranean.

## Genealogy

Even though the Romanos are organized in large family clans, far from every Romano has been born into one. The name has long since become a label for all the petty dregs that inhabit the Eternal City, no matter their origin.

### POTENTIALS

#### FORGOTTEN BY DEATH

Blessed by luck or detested by hell. If the Character is in danger of getting trauma he could have avoided with a (more) successful Action roll, he gets a second chance. Once per day he can reroll such an Action roll for 1 Ego Point – with a bonus of +1D per Potential level.

### SKILL BONUSES

For Romanos, the following skills are considered preferred at character creation

(MAX + 1):

(AGI) Crafting

(CHA) Negotiation

(PSY) Deception

(INT) Artifact Lore

(PSY) Faith/ Willpower





## 1- Nobody

### **PREREQUISITE:** -

**EFFECT:** A Romano is born into a cruel fate. Surrounded by vice and filth from the day he is born, most Romanos leave this world as blind and dumb as they came into it. They spend their days doing small jobs earning little money, then spend the night losing it all trying to feel like they are someone. They are, however, a Nobody.

Those higher up don't consider Nobodies to be a threat. He gains +1D to attempts at tricking them into ignoring him.

**EQUIPMENT:** A set of "fine" clothes that somewhat conceal his lowly status to wear while going out (+1D

## 2- Pusher

**PREREQUISITE:** CHA+Negotiation 6, PSY+Deception 6 or INT + Artifact Lore 6

**EFFECT:** Some Romanos try to get their share of the dinars made in the city by making themselves part of its commerce. They plunder art and jewellery from the ruins and sell it to the Neolibyans, or take on the most dangerous burn harvesting jobs from the Apocalypics. At least they make more money than most of their compatriots. But with money come the leeches: cousins and other Nobodies that think you "owe" them a job.

As a burgeoning businessman, they can get reasonable credits from their contacts, but they will want it back with interest. Also, he can either treat those that come to him for jobs fairly (+1 Renown) or exploit them for maximus profit (+1 Resources).

**EQUIPMENT:** A small storage room somewhere in the outskirts, well hidden from the competition; a map of either potential dig sites or spore fields

## 2- Soldato

**PREREQUISITE:** BOD+Melee 6 or AGI+Projectiles 6, BOD+Brawl 4, AGI+Stealth 4

**EFFECT:** If trade isn't a Romano's strong suite, he can always rely on violence: live is cheap in the Eternal City, and everyone has enemies he would gladly get rid off for a few dinars. They work mostly for other Romanos, fight in turf wars for a Baron or "handle" the competition for a Pusher or Sell-Out. The Cults have their own muscle and seldom employ Soldatos, and even rarer does a Soldato actually fight against the cults: the Romanos are usually kept busy infighting.

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A Soldato is usually in the employ of a Baron: +1 Allies. Most Barons also supply basic food, drink and shelter for their Soldatos, in addition to their regular pay (around 50 dinar per month)

**EQUIPMENT:** Machete or Hunting Rifle; Brass Knuckles

## 3- Sell-Out

**PREREQUISITE:** CHA+Negotiation 8, CHA+Conduct 6, INT+Science 4, Network 3

**EFFECT:** A Romano that manages to feign enough loyalty or trustworthiness can actually become somewhat important. Some Neolibyan makes regular purchases of excavated art, or a minor Flock relies on him to handle some aspect of their business. They have made themselves less expendable, and let themselves get paid for it. He crunches the numbers and starts to get rich, for whatever that's worth in this damn city. They are well connected to Roma's players: Network +1. If they have to acquire something, they can usually count on their contacts.

**EQUIPMENT:** Some kind of contract with his regular business partners; larger premises in the center of Roma, or maybe even at the Tiber Ports; expensive attire (+1D to CHA+Negotiation)





### 3- Edge

**PREREQUISITE:** PSY+Cunning 8, PSY+Deception 8, AGI+Stealth 6 or AGI+Dexterity 6, Secrets 4

**EFFECT:** She is at the heart of Roma's society, but lives on its fringes. She is a dealer in information, in secrets. If she gets them by extortion, thievery or just good connections doesn't matter. What matters is that the rich and powerful of the Eternal City need her services. The Cults can't trust the Edges, but that is a price they will have to pay if they want to stand up to the competition. The other price are dinars, and lots of them.

None of the major players will dare kill her if she plays her cards right. Additionally, she can use her secrets to her own gain: temporarily trade 1 point of Secrets for 1 Point of a chosen Background.

**EQUIPMENT:** Pistol or Revolver; safe with black-mail material that gets distributed in case of their death as a lifeline

### 4- Baron

**PREREQUISITE:** PSY+Cunning 8, PSY+Domination 8 or CHA+Conduct 8, Authority 4, Resources 4, inherit or establish a position

**EFFECT:** The folks at the head of Romano society go by all kinds of pretentious names. The barons, dukes, princes and even kings of the Eternal City dress in expensive fabrics and adorn themselves with gold to sate their petty appetite for status. They surround themselves with lickspittles and whores that assure them of their greatness. But in the rare moments of self-reflection that they cannot numb with burn and narcotics, they know that they are just the worthless pawns in someone else's game, just like the rest of their kin.

Once they inherit one of Roma's royal titles (or establish one of their own) they are the sovereign over a certain part of the Eternal City: A street, a block, or even just a corridor in a larger building. All inhabitants of that region are their subordinates.

**EQUIPMENT:** Fortified headquarters, custom Submachine Gun or Shotgun

### 5- Caesar

**PREREQUISITE:** CHA+Leadership 10, CHA+Expression 10, Allies 6, Renown 6

**EFFECT:** It can't go on like this forever. One day, the Romanos will wake up and recognize that they are kept from the light and fed shit on purpose. Then they will rise up and oust the Cults that leech on their misery from the Eternal City. And the nucleus of that transformation will be a single exceptional individual, that will force the eyes of their kin open and unite the petty factions of the Romanos under a truly grand banner. Then, Roma will stand proud again, and demand its share of the world it has been blind to for so long.

### 5- Croesus

**PREREQUISITE:** PSY+Deception 10, CHA+Negotiation 10, Secrets 6

**EFFECT:** But what if that exceptional person falls to the vices of its people? What if their own petty lust for wealth and influence gets the better of them? He will use the threat he poses to the Cults as a bargaining weight- and remodel the power structure of Roma, with themselves at the head. They will become one of the wealthiest living individuals, drinking coffee with Magnates in Tripoli or discussing business with the leaders on Corpse. The Romanos, meanwhile, will be damned to be cattle forever.

The Croesus will be incredibly rich for his treachery: Resources 6 as long as he can stay in power. He will however have only enemies left in this world: everyone will want to kill or usurp him, for revenge or greed.

**EQUIPMENT:** Whatever money can buy



Enjoy the shitshow