



Hope & Glory



WHEN IN ROME



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When in Rome

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This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.pengine.com.

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When in Rome
Bonus Rules

Pillaging Rome

After reading this story, you could want to send your party pillaging Rome or some other lost city. Because mapping every place is impossible, you can use the following rules. Pillaging requires at least 4 hours of searching to be effective.

Pillagers can decide to divide (in which case they'll have more chances to find something) or explore in parties (which is safer if something nasty appears).

Every party does a cooperative Streetwise (-2) or Survival (-2) or Smarts (-4) roll. If they score at least a success, they find something. If they fail they find nothing useful.

In both cases, draw a card from the Action Deck and check the table below. The first three columns of the table describe some Loot the heroes found, while the fourth one represents a Danger of some type.

Loot: For Loot, assign the first unused column on the selected number. Ignore the Loot if the heroes failed the roll. Loot usually has a value of 100 \$ factored by the card value, from 2 to 10, while face cards have a special value determined by the GM.

Danger: The Danger happens only if the party draws a Club card, a black card in very dangerous areas. The Danger column is never ignored, no matter if the heroes failed the roll or not.

The goal of this table is helping you create a scene where the heroes find something precious, and, in the meantime, get in some trouble.

Encounters with People: Determinate reactions randomly, as per Savage Worlds rules, but add +1 if the heroes are in numerical superiority, and subtract -1 if they are in inferiority (-3 if they are outnumbered 2:1 or worse).

CARD	LOOT #1	LOOT #2	LOOT #3	DANGER
2	Chianti Bottle	Postcards	Fresco Fragment	Ice Wolves Pack (3 per hero). + one Wild Card pack leader
3	Walking cane	Pack of Newspapers	Gramophone	Blizzard! Lasts 2d8 hours
4	Political Pamphlet	Silken Lingerie	Crib Statuettes	Concealed Hole. Notice (-2) to spot it or fall down for 3d6 damage
5	Umbrella	Flask of Blessed Oil	Capodimonte Ceramics	Damaged Equipment. Select a random piece of gear, it can be fixed with a Repair (-2) roll.
6	Wrought Iron Bed	Legionnaire Helmet	Absinthe Bottle	Lone Survivor
7	Luxury Carriage	Woman's Hat	Earthenware Vase	Crash! A structure near the heroes collapses due the weight of ice! Agility (-2) roll to avoid 2d6 rounds. In case of failure 50% of being trapped inside.
8	Famous Poet's Tombstone	Musical Score	Ancient Dress	Weird Vision. A character sees something strange. Is it an hallucination, a mirage, a ghost, or something real?
9	Ancient Roman Bronze	Diary of a Famous Lady	Blessed Wafers in precious cup	Survivors Band (3d6)
10	Holy Mary Medieval Painting	Trove of Ancient Wines	Greek Bust Statue	Temperature Raises. (landslides possible on 1-2 on d6)
J	Vatican's Bell	Bejeweled Cross	Gutenberg Bible	Cavern Bear

Q	Renaissance Statue	Musical Instrument	Ancient Roman Coins Collection	Pillagers Band. (1d6+2) Randomly decide nationality
K	Secret Letter of an important politician	Lost Unpublished Novel	Stradivari Violin	Sabretooth Tiger. (1)
A	Michelangelo's Fresco	Bernini Statue	Caravaggio Painting	Cavern Bear Den. With 1d4 puppies. Mother will be back in 3d20 minutes.
Joker	Incredible vista of Rome: do a Spirit roll to gain a Bennie.			Airship Wreckage Survivors. (2d6)

New Creatures

CAVERN BEAR

With the coming of the ices, long forgotten beasts returned. Ursus spaeleus, or cavern bear, is one of them. This creature is perfectly at ease in the freezing cold of the new era.

A smart hunter, cavern bear is known to take his prey and bring it back to the den to eat it with ease.

Cavern bears have an incredible vitality and you must hit very strong and fast to kill them.

Attributes: Agility d6, Smarts d8 (A), Spirit d8, Strength d12+5, Vigor d12

Skills: Fighting d8, Notice d8, Stealth d6, Swimming d6

Pace: 8; **Parry:** 6; **Toughness:** 11

Special Abilities:

Bear Hug: Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.

Claws: Str+d6.

Ice Ghost: A cavern bear can be deadly silent while in his home environment, receiving +2 to all Stealth rolls when there is snow around.

Large: Attackers add +2 to their attack rolls when attacking a drake due to its large size.

Hardy: The creature does not suffer a wound from being Shaken twice.

Size +3: These creatures can stand up to 8' tall and weigh over 1000 pounds.

Creating Ice Age Beasts

Eventually your heroes will venture in the deadly ices of Europe, where dangerous beasts of any sort roam.

Generally ice age versions of modern era animals are bigger and smarter, and show some sign of adaptation to the new environment.

To stat them, you can proceed as it follows:

Raise Smarts by one die step (but they still remain Animal (A))

Add one point of Size

Optionally, give a Special Ability suited to their adaptation (as the Hardy and Ice Ghost Abilities for the Cavern Bear).



SABRETOOTH TIGER

A nightmare resurrected from a past age, sabretooth tigers are bigger, faster and smarter than their modern-day cousins.

Attributes: Agility d8, Smarts d8(A), Spirit d10, Strength d12+2, Vigor d12

Skills: Climbing d8, Fighting d8, Notice d8, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 11

Special Abilities:

Bite: Str+d8. AP 2.

Claw: Str+d6.

Large: Attackers add +2 to their attack rolls when attacking a drake due to its large size.

Low Light Vision: Tigers ignore penalties for Dim and Dark lighting.

Maul: A tiger that succeeds in a Grapple attack has knocked its prey to the floor and may make an additional attack with no multi action penalty. As long as the victim remains prone, subsequent attacks are made at +2.

Pounce: Tigers often pounce on their prey to best bring their mass and claws to bear. They can leap 1d6" to gain +4 to their attack and damage. Their Parry is reduced by -2 until their next action when performing the maneuver anyway.

Size +3: Male sabretooth tigers can weigh over 1200 pounds.

SURVIVOR

Of the many ones left behind when Italy was abandoned, the lucky ones are the dead.

The others returned to a state of primeval barbarism, their only thoughts being food and shelter.

Some of these groups even fall to cannibalism (see below).

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d6, Survival d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Random weapon (roll a d6: 1-2: Small, 3-5: Medium, 6: Large – see Raider below), rags, hallucinated look.

Special Abilities:

Band Leader: Survivors are led by the strongest of the pack, the Band Leader. He usually has Strength, Vigor, Smarts and Fighting one die step higher, the Command Edge, and is armed with a Str+d8 weapon or a Str+d6 weapon and a firearm of some sort. He is a Wild Card.

Cannibals: The tribes who fell to cannibalism suffer -2 to all Reaction rolls, but receive Intimidation d6. They also have filed teeth (Str+d4 damage).

Raider: Survivors are armed with Improvised Weapons, being Small (Str+d4), Medium (Str+d6) or Large (Str+d8, 2 hands). They don't suffer the customary -2 to use them, but they breaks on a 1 on the Fighting die, regardless of the Wild Die.

New Gear

Morozov Novadel Hunting Rifle

The best of the Russian war technology, the Morozov rifle is a piece of art first and a weapon second. All these weapons are handcrafted and built for the arm's size of the owner.

They include a special optical device, to give a perfect chance to hit at very long distances.

The Morozov Novadel fires special .50 ammo.

TYPE	RANGE	DMG	ROF	COST	WEIGHT	SHOTS	MIN. STR.	NOTES
Rifles								
Morozov Novadel	30/60/120	2d10	1	2000	12	1	d6	AP 3, Optical Scope

Optical Scope: This device grants +2 to Shooting rolls at Medium and Long range, if the user doesn't move. In addition, it compensates for Dim Light modifier, which can be ignored.