

Italians

The Italians are the Ostrogoths, a Germanic tribe that occupies Italy, the peninsula in south-central Europe in the middle of the Mediterranean Sea. For seven hundred years Italy, as the glorious Roman Empire, ruled the world, but has since been overrun several times. Now the Kings of Italy rule. Central government, public works and standards of living have fallen.

Dietrich of Bern is King of the Ostrogoths, securing both legendary and historical stakes in the book. The merchant cities of Italy are unique in their knighthood.

Noble Vocabulary

Lord: *Signore*

Lady: *Signora*

Knight: *Cavaliere*

King, the: *il Re*

1. Personal Data

Homeland: Before 493

The Ostrogoths live in the Balkans and along the Dalmatian coast for many years, confined by the Byzantine Emperor.

After 493, Italia

In 493 Dietrich of Bern leads his people westwards and they conquer Italy. Note that the Italians consider their city to be more important than anything else, and thus are their Homelands.

Verona is Dietrich's capital city, thus one of the largest and most beautiful in Italy. **Rome** is a large city, the ancient capital of the Roman Empire and site of the Vatican, where the Pope lives. Once grand, it has diminished under barbarian rule. **Milan** is a city in the plains of the Po River, a great trade center. **Florence** is a beautiful trade center in Tuscany, on the Arno River. Four cities are known as "maritime republics" because they contend for dominance in the Mediterranean with their fleets and shipping. These are **Amalfi**, **Pisa**, **Genoa** and **Venice**. Venice is a seaport that is built upon a marsh for protection. Many canals have been dug, and are being dug, to make it livable.

Table 49: Italian Homeland

d20	Homeland
01-03	Verona
04-05	Venice
06-07	Amalfi
08-09	Pisa
10-11	Genoa
12-13	Milan
14-15	Florence
16-17	Rome
18	Apulia
19	Ravenna
20	Syracuse



Culture

Early, to 520

"We are the Ostrogoths. We have ranged the world, conquering and taking what we wished. No one has stood against us, and we were destined to become lords of Italy and its great city, Rome. We will go on to even greater conquests."

Urban Roman, to 520

The inhabitants of the cities in Italy are Roman/Roman Christian, and the ravages of successive barbarian invasions have nonetheless left them largely intact. After 520 these city dwellers have been absorbed by the urban Ostrogoths to become the Italians.

For characters from here, use the information for The Roman/Roman Christian people found in the Mainland Character types.

After 520

"We are the civilized people of the world, cultured and refined by the ancient knowledge of the land. We are one people, but our city is foremost even among the rest of those in Italy. We understand the importance of money, and find no shame or dishonor in mercantile pursuits."

Names

Male: Amalaric, Athalaric, Theodehad, Theoderic, Theudis.

Female: Amalaberga, Amalafriada, Amalasintha.

Religion

Arian Christian

"Saint Arius taught to us the way of the True Christ, the mortal son of God, and when we are true to that way, then God watches over us."

Roman Converts?

If it's hard to imagine the Italians not as Roman Christians,

then please feel free to do so. For interest, though, I suggest keeping the traits given here, but underlining the Roman Christian Traits.

Your Lord

Random Determination.

Table 50: Italian Liege Lord

d20 Roll	Lord
01-10	a Baron of the City
11-19	The duke of the city
20	The Royal Ostrogoth Household

Contemporary Rulers

485-526	Dietrich of Bern, King of the Ostrogoths.
526-527	Lucius, Emperor of the Romans, the Usurper
527	Arthur, King of Britain, France, Italy and Emperor of the Romans
527-534	Athalaric, of the Amal Dynasty. Grandson of Theoderic.
534-536	Theodehad, King of the Ostrogoths, of the Amal Dynasty.
536-540	Witiges, King of the Ostrogoths (captured by Emperor Justinian).
540-541	Hildibad, King of the Ostrogoths
541	King Eraric, King of the Ostrogoths, nephew of Hildibad.
541-552	Baduila, King of the Ostrogoths, aka Totila, nephew of Hildibad.
552-553	King Teia, last Ostrogoth King.
553-565	Justinian, Emperor of Constantinople.

Father's Class

Table 51: Italian Father's Class

Before 510

d20 Roll	Class
01-19	Cavalryman
20	Noble

After 510

d20 Roll	Class
01-05	Cavalryman
06-18	Knight Signore
19-20	Noble

Nobles Table

d20 Roll	Title
01-18	Barone (Baron)
17-19	Conte (Count)
20	Duca (Duke)

After 530

d20 Roll	Class
01-03	Artisan, merchant*
04-16	Knight
17-19	Condottieri (see boxed aside)
20	Noble

*Wealthy men who have risen to the noble rank of knighthood are not scorned here, but even admired for their ability to rise according to merit and be a good knight.

Nobles Table

d20 Roll	Title
01-08	Visconte (Viscount)
09-16	Barone (Baron)
17-18	Conte (Count)
19-20	Duca (Duke)

Condottieri

The ruling nobles of the Italian cities, being wise in finances, often hire professionals to do their dirty work. These are mercenaries, called *Condottieri* (singular *condottiere*, in English). They come in Companies of any size. Some famous in history are the Company of Saint George and the White company. The leader is foremost, and under his command are knights (often with their own units), plus many footmen. This is where lordless or landless knights find noble employment.

Captains contract knights with their units, and have formal terms for their employment. Those rates are in the price lists as mercenaries. Each campaign season the captain works for whoever pays him the best. If he's not paid, or unemployed, he'll raid and pillage as needed to keep the unit together. When a man's contract is up, he is unemployed.

These independent armies are not found in Arthur's Britain. But wherever there is war, they go.

Equipment

Before 520 all player characters are cavalrymen. After that date, when knighthood is introduced, player characters are knights.

Cavalry

Chain mail and open helm (10 points), Shield (6 points), Sword, 5 spears, dagger
Charger, two rouncys, sumpter

Cavaliere, Knight, 520

Chain mail and closed helm (11 points), Shield (6 points), Sword, 5 spears, dagger

Charger, two rouncys, sumpter

Knight, Romance, 531

Reinforced Chain and closed helm (12 points), Shield (6 points),
Sword, 5 spears, dagger
Charger, two rouncys, sumpter

Knight, Tournament, 540

Partial Plate and reinforced helm (14 points), Shield (6 points),
Sword, 5 spears, dagger
Andalusian charger, two rouncys, sumpter

Knight, Knight, Grail/Twilight, 554

Full Plate and closed helm (16 points), Shield (6 points), Sword,
5 spears, dagger
Andalusian charger, two rouncys, sumpter

2. Traits & Passions

Italian (Arian Christian)

- Chaste 13/7 Lustful
- Energetic 10/10 Lazy
- Forgiving 8/12 Vengeful
- Generous 10/10 Selfish
- Honest 13/7 Deceitful*
- Just 13/7 Arbitrary
- Merciful 13/7 Cruel
- Modest 10/10 Proud
- Pious 10/10 Worldly
- Prudent 10/10 Reckless
- Temperate 13/7 Indulgent
- Trusting 7/13 Suspicious
- Valorous 15/5 Cowardly

* May use **Manipulate** Specialty skill to replace Honest or Deceitful, as desired. See: Special Skill: Manipulate, on the next page.

Religious Bonuses

If all the underlined Traits are 16 or higher, then the appropriate bonus applies:

Christian, Arian: +2 Hit Points, +3 Damage

Starting Passions

- Loyalty (Lord, or City) 2d6+5
- Love (Family) 2d6+5
- Hospitality 2d6+5
- Honor 2d6+5

3. Attributes & Statistics

Shaped

Distribute a total of Divide 60 points among the five attributes; all stats must be between 5 and 18.

Random Determination

Men: Roll 3d6+4 for SIZ, and 3d6+1 for each other attribute.

Women: Roll 2d6+2 for SIZ and STR; 3d6+1 for DEX and CON; and 3d6+5 for APP.

Cultural Modifiers to Attributes

Italian: +2 SIZ, +1 CON

3. Skills & Combat Skills

Starting Skills

Skill	Male	Female
Awareness	(5)	(4)
Boating	(1)	(2)
Chirurgery	—	(8)
Compose	(1)	(2)
Courtesy	(3)	(8)
Dancing	(2)	(2)
Faerie Lore	(1)	(2)
Falconry	(2)	(2)
Fashion	—	(5)
First Aid	(5)	(8)
Flirting	(10)	(8)
Folklore	(1)	(5)
Gaming	(2)	(2)
Heraldry	(3)	(2)
Hunting	(2)	(1)
Industry	—	(10)
Intrigue	Use Manipulate	
Orate	(3)	(2)
Play (harp)	(3)	(2)
Read (Latin)	(0)	(0)
Recognize	(3)	(4)
Religion (Arian Christian)	(2)	(4)
Romance	(2)	(0)
Singing	(2)	(2)
Stewardship	(2)	(8)
Swimming	(2)	(1)
Tourney	(0)	(0)
<i>Specialty Skill</i>		
Manipulate	(8)	(4)

Combat Skills

Battle	(2)	(1)
Siege	(2)	(1)
Horsemanship	(8)	(2)
Sword	(8)	(0)
Lance	(8)	(0)
Spear	(8)	(0)
Dagger	(5)	(5)

Don't forget to add Individual Skill Choices!

See: pg. 58.

Special Skill: Manipulate

Manipulate is used to exploit people with subtle verbal skill and social acumen. It replaces Intrigue, and also the Traits of Honest and Deceitful, when desired by the user. A character may have a normally low trait of Deceitful, but be a skilled manipulator.

Homeland Skill Bonus

The Maritime Republics, of Amalfi, Pisa, Genoa, and Venice: Replace Boating with Seamanship, and add 5. They also get the Italian Skill of High Finances at 8, and another Italian Skill at 8.

The Great Cities of Verona and Rome: Stewardship +2, Courtesy +2; and player's choice of two Italian Skills each with a starting value of 8.

The Artistic Cities of Milan and Florence get the Italian skill of Art Appreciation at 8, and one other Italian Skill at 8.

The Fortress Cities of Naples, Ravenna and Syracuse: +5 Siege, and one Italian Skill at 8.

The Italian Skills

The Italian Skills are: Science, Philosophy, High Finances and Art Appreciation. These are the new subjects of the nascent Renaissance. Only Italians know these, and only they *can* have them. The skills have no game application, and no one but Italians care about these things. But they are always subjects of great interest to other Italians. A common conversation between them is an argument over which of these "trumps" the others. Is Philosophy more important than Science, or High... oh, who cares...

4. Luck & Glory

Table 52: Italian Luck

d20 Roll Result

01	Money: £15 in new local coin.
02	Money: £3d6+5 in new local coin.
03	Money: £5d6 in new local coin.
04	Legionnaire's Shield: Grants 8 points of armor

	(instead of 6), and -3 Horsemanship.
05	Centurion's Lucky Helm: Adds +1 to armor.
06	Ring blessed by the Pope: Requires a Religion (Roman Christian) roll, and if successful grants +2 Armor.
07	Nero's Harp: Grants +9 to Play (Harp), but +3 to Selfish, +3 to Arbitrary and +3 to Lazy.
08	Little Toe of Saint Christopher, a Christian Relic: Grants +2 to Awareness while travelling.
09	Ear of Saint Martin the Soldier, a Christian Relic: With a successful Piety roll, grants +2 to Sword Skill of any Christian. Failed Piety = immediate Melancholy.
10	Vial of blood of Saint Peter, a Christian Relic: With a successful Religion (any Christian) roll, it grants +2 to Any Trait.
11	Vial of blood of Saint Paul, a Christian Relic: With a successful Pious roll, it grants +5 to Religion (any Christian).
12	Kidney of Saint Damian, a Christian Relic: With a successful Religion (Roman Christian) roll, it grants 10 points of Healing. Can only be used once per person, ever.
13	Visionary Necklace: allows the wearer to see when a creature is of faerie, or where one is hiding, if nearby.
14	Tooth of Cerberus: Gives +6 armor against all dog bites.
15	Augustus' diadem: grants the wearer +5 to Just Trait.
16	A very fast charger: Move 9.
17	A charger and a Camargue ambler 18-19
	Andalusian Charger
20	Destrier, with trapper (5 points armor).

Glory

Inherited Glory: 6d6+150.

Acquired Glory: 1d6 x 150.

6. Knighting

Warrior Tradition

The Italian cavalry are professional heavy cavalry, armored and charging with lances. When a young man qualifies for this class he swears an oath to his warlord, receives his weapons and is blessed by the priests. This does not qualify for the 1000 Glory of being knighted.

After 520 knighthood is widespread as a formal institution. The ceremony is similar to that described in *Pendragon*.