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| **Name** | **Type** | **Size** | **XP Rating** |
| Primus | Human | Medium | 2 (35 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 8 (Leather, L) | | **Action Points** | 6 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 24 | | **Hit Dice** | 4d8 + 8 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Disciplined.** The primus has advantage on saving throws to resist the *frightened* condition.  **Survival Training (2).** The primus has a +2 to Athletics, Detection, Sneak, and Survival checks.  **Veterancy (1).** The primus has a bonus +1 to all attack rolls. |  |

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| **Description** |
| Primuses are the second lowest ranked members of Caesar's Legion; warriors who have proven themselves. Although some are from conquered tribals, most have likely been trained from birth to survive this long and display the necessary zeal for promotion. These legionaries are better armed, wielding lever-action shotguns and rifles, machetes and even fire axes.  A contubernium, or ten-man unit of legionaries, possesses only one primus at a time, who acts as the decanus’ second-in-command and the disciplinarian for the unit. The easiest analogue for their role would be that of a sergeant. In a primus contubernium, essentially the elite first unit under a centurion’s command, the entire unit will be comprised of primuses, other than the primus decanus. |