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| **Name** | **Type** | **Size** | **XP Rating** |
| Primus Decanus | Human | Medium | 5 (80 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 11 (Leather, M) | | **Action Points** | 8 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 49 | | **Hit Dice** | 7d8 + 21 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 8 (+3) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 6 (+1) |  | **Damage Resistances** | |  | | |
| **Agility** | 8 (+3) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Aura of Command.** The decanus and friendly creatures within 20 feet of it can’t be *frightened* while the decanus is conscious.  **Charismatic (2).** The decanus has a bonus +2 to Deception, Intimidation, Insight, Leadership, and Persuasion checks.  **Survival Training (2).** The decanus has a +2 to Athletics, Detection, Sneak, and Survival checks.  **Veterancy (3).** The decanus has a bonus +3 to all attack rolls. | **Command (2 AP).** The decanus dispels the *frenzied* or *frightened* condition from an ally that can hear or see it, or orders that unit to immediately make an attack without spending any AP.  **Maneuver (2 AP).** The decanus grants 2 AP to an ally. That ally can spend one or both AP on taking the Move action out of turn.  **Rallying Cry (3AP).** The decanus grants every allied creature that can hear it advantage on all attack rolls until the end of their next turn. |

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| **Description** |
| A centurion’s second-in-command and primary advisor, the primus decanus fills several roles within the Legion. As head of the primus contubernium, they command their unit during special operations critical to the success of a centurion’s strategy, and their unit doubles as the centurion’s personal bodyguard outside of combat. Other than these duties, the primus decanus aids their centurion’s strategy planning, coordinates the other decani and handles daily administration beneath the centurion’s notice. Should their superior die, the primus decanus assumes command of the centuria.  Primus Decani are easily distinguished by their helmets, which are adorned with black, red, and white feathers in a sphere-like “crest.” They wield a ceremonial machete and powerful 12.7mm pistol or assault carbine. |