|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Size** | **XP Rating** |
| Decanus | Human | Medium | 4 (65 XP) |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 7 (+2) |  | **Armor Class** | 10 (Leather, M) | | **Action Points** | 7 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 35 | | **Hit Dice** | 5d8 + 15 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 7 (+2) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

|  |  |
| --- | --- |
| **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 (1).** The decanus has a bonus +1 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 *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. |

|  |
| --- |
| **Description** |
| Legionaries are given the position of decanus when they display leadership potential consistently in battle after becoming a primus. A legionary decanus has the authority to run small camps as well as act as a deputy for the local centurion, who they directly report to. Each decanus is given command of a single contubernium (10 men including the decanus), though in certain cases they may be given temporary seniority over other decani and their units. This is done to solve the question of command when a subsection of a centurion’s forces cannot stay in swift, reliable communication with their superior and need the authority to act on their own.  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 when supplies allow. |