

THE SPARTAPUSS STORY MAKER



1. GIVE YOUR CHARACTERS A ROMAN NAME:

ROMAN PERSONAL NAMES (PRAENOMEN)

MALE NAMES:

ANTONIUS | AUGUSTUS | GERMANICUS | TITUS | JULIUS | LUCIUS | MAXIMUS | VIBIUS

FEMALE NAMES:

ANTONIA | AUGUSTA | GERMANICA | TITA | JULIA | LUCIA | MAXIMA | VIBIA

2. CHOOSE A LOCATION:

WHERE WILL YOUR STORY HAPPEN?

FOREST | ARENA | PALACE | VOMITORIUM | VILLA | SHIP | STABLES | TEMPLE

3. CHOOSE A ROMAN OBJECT:

SHIELD | RING | SPEAR | COINS | STATUE | DICE | KEY | SWORD | NEEDLE

4. HOW DOES THE OBJECT FIT INTO YOUR STORY?

WHO LOST IT? WHERE? HOW? WHY?

5. WRITE A SIMPLE PLAN:

PLAN:

- 1. Julius is a soldier in the Roman Army. He is from a rich family.*
- 2. For good luck, he wears a gold ring.*
- 3. He burries his ring for safe-keeping in a forest near a battlefield*
- 4. The battle starts. Julius is killed in a fight with Lucius.*
- 5. The gold ring stays burried for two-thousand years, until...*

TIPS:

- 1. Don't plan too much! Just enough to get the 'shape' of your story.*
- 2. You can write down things for your characters to say in the plan.*
- 3. When your plan is finished, read it back carefully and tweak it.*
- 4. When you are happy with your plan - start writing your story in full.*