

PERSONAL INFO

VITAE

NAME : AULUS ANCIUS CELER
AGE : 29 **RACE :** HUMAN (ROMAN) **SEX :** MALE **Ht :** 5 6 **Wt :** 168 LBS
EYES : BROWN **SKIN :** WHITE **HAIR :** BLACK
CODE : KNOWLEDGE, LEPIDA, HISTORY
NOTES :

CLASS TYPE : INTELLECTUAL
CLASS : MAGUS
RESERVE EXP : 0
KARMA (OPT): 10

STATISTICS

STRENGTH 100
 % Mod D20 Mod
 +30 +6
AGILITY 65
 % Mod D20 Mod
 +5 +1
CONSTITUTION 85
 % Mod D20 Mod
 +15 +3
DEXTERITY 90
 % Mod D20 Mod
 +20 +4
INTELLIGENCE 100
 % Mod D20 Mod
 +30 +6
WISDOM 95
 % Mod D20 Mod
 +25 +5
CHARISMA 75
 % Mod D20 Mod
 +10 +2
APPEARANCE 95
 % Mod D20 Mod
 +25 +5
LUCK 100
 % Mod D20 Mod
 +30 +6
PIETY 50
 % Mod D20 Mod
 +0 +0
WILL 90
 % Mod D20 Mod
 +20 +4

IRIDIUM V2 LOCATION CHART

COMBAT

INITIATIVE (+1)
 DEFENSE (38)
 MOD. DEFENSE (38)
 BASE FORTITUDE (27)

ARMOR WORN

HAMATA AR MOD -10
 STEEL SHIELD -0
 SAGAM -0

Part	FP	DAM	Fortitude
1- HEAD	71		13
2- RIGHT ARM	41		54
3- RT SHOULDER	41		54
4- CHEST	13		27
5- Lt SHOULDER	71		54
6- Lt ARM	71		54
7- STOMACH	71		27
8- GROIN	71		27
9- Rt LEG	41		54
10- Lt LEG	41		54

SKILLS

Skill	MOD	RANK	%
ALCHEMY	+30	1	70
ARMOR USE (LINKED)	+30	1	70
ARMOR USE (CHAIN)	+30	1	70
BOW USE	+20	1	60
BRETANI HISTORY	+30	1	70
CHEMISTRY	+30	1	70
CLIMBING	+5	1	45
DODGE	+5	3	75
ENGINEERING	+30	1	70
FIRST AID	+20	2	80
HERBOLOGY	+25	1	65
INVESTIGATION	+25	1	65
M.A. ARCAN E LORE	+30	5	110
METAL WORKING	+20	1	65
MINING	+30	1	70
MINOR: ROMAN HIST.	+30	2	90
MINOR: MAG. BEASTS	+30	2	90
PARRYING (GLADIUS)	+20	1	60
POTION LORE	+30	1	70
SHIELD USE	+30	1	70
SWORD USE	+20	1	60
TARGETING (GLADIUS)	+20	1	60
TARGETING (S. BOW)	+20	1	60

WEAPONS

	+TO HIT	+TO DAM	# ATT	DAMAGE	CAPACITY	RANGE	NOTES	WT.
GLADIUS (ROMAN SHORT SWORD)	+0	+7	3	4d6	1	Mele		3 LB
ARCUS (SHORT BOW)	+0	+5	3	See Ammo	1	150 yd		1 LB
FIELD TIP (ARCUS ARROW)				2d10	20	-	x2 AGAINST ARMOR, 1/2 AGAINST FLESH	1 LB
LEAF HEAD (ARCUS ARROW)				2d10	20	-	STANDARD ARROW	1 LB

EQUIPMENT

	WT.	WT.
TOGA, FINE QUALITY	2	1 WEEK STAPLES
BACKPACK, WOODEN FRAME	8	JOURNAL, LEATHER BOUND
LANTERN, BULLS-EYE	2.5	MIRROR, SMALL (6 DIAMETER)
ROPE, HEMP 10 YDS	3	SANDALS
LANTERN OIL	.1	BRANDY
MEDICAL KIT	2	PAPER, 20 15x15 SHEETS
**SPIRIT BOTTLE - STORES 40 SP	.3	

DRUID

DISCIPLINE

NUMBER OF FEATS PERFORMED

MAGI

RANK POWER/SPELL COST RANGE

SEE NEXT PAGE

WEALTH: 40 DENARIU

GREATER REALM MAX GREATER REALM PRESENT LESSER REALM MAX LESSER REALM PRESENT

31/93



IRIDIUM V2

SPELL LIST

RANK	SPELL	COST	RANGE	COMP.	REALM	LEVEL	DESCRIPTION
1	CHAMELEON	3 PTS	PERSONAL	T	MEDICINA	1	THIS SPELL IS A LESSER VERSION OF INVISIBILITY, SINCE IT LEAVES A SHAKY OUTLINE OF THE CASTER. IT WILL NOT MASK SMELL OR SOUND. HOWEVER, INFRA-VISION WILL BE BLOCKED. IF SOMEONE IS ACTIVELY SEARCHING FOR THE CASTER AND THE CASTER IS NOT MOVING, THERE IS ONLY A 35% PLUS WIS PERCENTILE BONUS OF THE PERSON SEARCHING OF DETECTION. IF THE CASTER MOVES THIS CHANCE IS DOUBLED. THIS SPELL WILL ALSO GIVE A +15 TO DEFENSE WITH A +1 EVERY 2 RANKS.
1	HEAL I	1 PT/3 FP	TOUCH	T,G	MEDICINA	1	HEAL I IS THE BEGINNING OF THE MOST SOUGHT AFTER FORMS OF MAGIC, HEALING. EVERYBODY NEEDS HEALING BUT THIS SPELL MAY BE USED TO INFLECT DAMAGE AS WELL. IF THIS SPELL IS REVERSED IT DOES 3 HIT POINTS OF DAMAGE FOR EVERY SPIRIT POINT SPENT. THIS SPELL, HOWEVER, WILL NOT MEND BONES PROPERLY OR REMOVE ARROWS. THUSLY, IT STILL TAKES THE SKILLS OF BONE SETTING AND SURGERY TO USE THIS SPELL FOR ANYTHING BUT THE MOST BASIC OF INJURIES. FOR EXAMPLE, IF THE BONE IS BROKEN AT A 90 DEGREE ANGLE, YOU MUST SET IT BEFORE HEALING IT OR IT WILL MEND IMPROPERLY. THE REVERSE HEAL CAUSES THE FLESH TO ROT.
1	INFRAVISION	2 PTS/TURN	PERSONAL	T	MEDICINA	1	INFRAVISION ALLOWS THE CASTER TO SEE IN THE INFRARED SPECTRUM. THE CASTER WILL BE ABLE TO SEE HEAT AT VARYING SHADES OF RED.
1	MEND I	2 PTS	TOUCH	T,S	MEDICINA	1	MEND I WILL MEND NON-MAGICAL ITEMS WHEN THEY ARE BROKEN. THE CASTER MUST JOIN THE BROKEN PIECES TOGETHER (IF THEY CANNOT BE JOINED I.E. POUNDED TO DUST, IT CANNOT BE MENDED) THEN ENACT THE SPELL. AN ITEM MAY BE MENDED IN THIS MANNER 10 TIMES BEFORE THE MATTER BECOMES TOO THIN TO MEND AGAIN. ITEMS MAY ALSO BE RENDED TO DUST. THE CASTER MAY REND UP TO A VOLUME EQUAL TO 1 CUBIC FOOT PER RANK.
1	SUMMON & CONTROL ANIMAL	2 PTS/10 FP	10 SQ. MI.	T,S	MEDICINA	1	ANY CREATURE OR CREATURES WITHIN THE AREA OF EFFECT WILL ANSWER ACCORDING TO THE TERRAIN AND FORTITUDE POINTS DESIGNATED. THE CONTROL OF THE ANIMAL WILL FADE AFTER 6 TURNS AND IT WILL WANDER AWAY. HOWEVER, IT WILL BE EXTREMELY LIKELY THAT THE CASTER WILL ENCOUNTER THE CREATURES SHORTLY SINCE IT IS IN THE AREA.
1	WOLF FORM	4 PTS	PERSONAL	T,S	MEDICINA	1	THIS SPELL WILL TRANSFORM THE CASTER INTO EITHER A WOLFMAN FORM OR A FULL BLOWN WOLF. IN THE WOLF FORM THE CASTER CANNOT BE KILLED PERMANENTLY; I.E. IF THE CASTER IS CRUSHED UNDER A LANDSLIDE HE WILL REGENERATE BUT BE KILLED AGAIN BY THE LANDSLIDE. THE CASTER WILL REGENERATE AT A RATE OF HIS RANK IN FORTITUDE POINTS PER ROUND. THIS IS PER AREA. THE EXCEPTION TO THIS RULE INVOLVES DAMAGE CAUSED BY SILVER WEAPONS. SILVER CAUSES X4 DAMAGE TO A CREATURE IN WOLF FORM, AND CAN CAUSE PERMANENT DEATH. THE WOLF WILL HAVE THE SAME STATISTICS AS THE CASTER EXCEPT IT WILL RECEIVE A +15 TO AGL. THE WOLF WILL RECEIVE 3 ATTACKS, BITE/CLAW/CLAW AT 3-30/3-18/3-18. IT WILL ALSO HAVE A SENSE OF SMELL AT 75% + 3% PER RANK. THE WOLF FORM HAS THE SAME FORTITUDE POINTS AS THE CASTER. THE WOLF MAN FORM HAS DOUBLE THE BASE FORTITUDE POINTS AS THE CASTER BUT DOES NOT REGENERATE. THE WOLFMAN FORM RECEIVES A +5 TO AGL AND THE SAME ATTACKS AS THE WOLF FORM, ALTHOUGH WEAPONS AND ARMOR MAY BE USED INSTEAD IF DESIRED. UNFORTUNATELY THERE ARE SOME RESTRICTIONS TO THE SPELL. WHEN THE TRANSFORMATION OCCURS, THE CHARACTER'S POSSESSIONS ALSO TRANSFORM WITH HIM. UNFORTUNATELY, MOST METALS ARE RESISTANT TO THIS TYPE OF MAGICAL MANIPULATION. THE SPELL CAN MANAGE SMALL AMOUNTS OF METAL (ABOUT WEAPON SIZED) BUT CAN'T CONVERT LARGE AMOUNTS OF METAL (ARMOR SIZED). IF A CHARACTER WANTS TO CHANGE TO FULL WOLF FORM, THEY MUST BE WEARING ARMOR MADE FROM PLANTS OR ANIMALS (WOOL, LEATHER, ETC.), OR METAL ARMOR ESPECIALLY ENCHANTED TO TRANSFORM.



SPELL NOTES

IRIDIUM V2

SPELL LIST

RANK	SPELL	COST	RANGE	COMP.	REALM	LEVEL	DESCRIPTION
1	BAT FORM	5 PTS	PERSONAL	T,G	MEDICINA	2	THIS SPELL WILL TRANSFORM THE CASTER INTO EITHER A BATMAN FORM OR A FULL BLOWN BAT. IN THE BAT FORM THE CASTER CANNOT BE KILLED PERMANENTLY; I.E. IF THE CASTER IS CRUSHED UNDER A LANDSLIDE HE WILL REGENERATE BUT BE KILLED AGAIN BY THE LANDSLIDE. THE CASTER WILL REGENERATE AT A RATE OF HIS RANK IN FORTITUDE POINTS PER ROUND. THIS IS PER AREA. THE EXCEPTION TO THIS RULE INVOLVES DAMAGE CAUSED BY SILVER WEAPONS. SILVER CAUSES X4 DAMAGE TO A CREATURE IN BAT FORM, AND CAN CAUSE PERMANENT DEATH. THE BAT WILL HAVE THE SAME STATISTICS AS THE CASTER EXCEPT IT WILL RECEIVE A +15 TO AGL. THE BAT WILL RECEIVE 3 ATTACKS, BITE/CLAW/CLAW AT 2-20/2-12/2-12. IT WILL ALSO HAVE A SONAR AT 75% + 3% PER RANK. THE CASTER WILL ALSO BE ABLE TO FLY AT A RATE OF 24. THE BAT FORM HAS THE SAME FORTITUDE POINTS AS THE CASTER. THE BAT MAN FORM HAS DOUBLE THE BASE HIT POINTS AS THE CASTER BUT DOES NOT REGENERATE. THE BATMAN FORM RECEIVES A +5 TO AGL AND THE SAME ATTACKS AS THE BAT FORM, ALTHOUGH WEAPONS AND ARMOR MAY BE USED INSTEAD IF DESIRED. UNFORTUNATELY THERE ARE SOME RESTRICTIONS TO THE SPELL. WHEN THE TRANSFORMATION OCCURS, THE CHARACTER'S POSSESSIONS ALSO TRANSFORM WITH HIM. UNFORTUNATELY, MOST METALS ARE RESISTANT TO THIS TYPE OF MAGICAL MANIPULATION. THE SPELL CAN MANAGE SMALL AMOUNTS OF METAL (ABOUT WEAPON SIZED) BUT CAN'T CONVERT LARGE AMOUNTS OF METAL (ARMOR SIZED). IF A CHARACTER WANTS TO CHANGE TO FULL BAT FORM, THEY MUST BE WEARING ARMOR MADE FROM PLANTS OR ANIMALS (WOOL, LEATHER, ETC.), OR METAL ARMOR ESPECIALLY ENCHANTED TO TRANSFORM.
1	HEAL II	1 PT/5 FP	TOUCH	T,G	MEDICINA	2	HEAL II IS THE SECOND IN THE HEALING SERIES. IF THIS SPELL IS REVERSED IT DOES 5 FORTITUDE POINTS OF DAMAGE FOR EVERY SPIRIT POINT SPENT. THIS SPELL, HOWEVER, WILL NOT MEND BONES PROPERLY OR REMOVE ARROWS. THUSLY, IT STILL TAKES THE SKILLS OF BONE SETTING AND SURGERY TO USE THIS SPELL FOR ANYTHING BUT THE MOST BASIC OF INJURIES. FOR EXAMPLE, IF THE BONE IS BROKEN AT A 90 DEGREE ANGLE, YOU MUST SET IT BEFORE HEALING IT OR IT WILL MEND IMPROPERLY. THE REVERSE HEAL CAUSES THE FLESH TO ROT.
1	MEND II	4 PTS/ ABILITY	TOUCH	T,G,M	MEDICINA	2	MEND II WILL MEND BROKEN AND DAMAGED MAGICAL ARMORS AND WEAPONS. THE CASTER MUST JOIN THE BROKEN PIECES TOGETHER (IF THEY CANNOT BE JOINED I.E. POUNDED TO DUST, IT CANNOT BE MENDED) THEN ENACT THE SPELL. AN ITEM MAY BE MENDED IN THIS MANNER 10 TIMES BEFORE THE MATTER BECOMES TOO THIN TO MEND AGAIN. THE COST TO MEND ARMOR WITH MULTIPLIERS TO ITS ARMOR FACTOR IS EQUAL TO ARMOR FACTOR X 4 IN SPELL POINTS (I.E. PLATE MAIL WITH A X4 MULTIPLIER (180 HIT POINTS PROTECTION) WOULD BE MENDED FOR 16 POINTS PER AREA). A +20 TO HIT, +40 TO DAMAGE SWORD WOULD COST 16 S.P. TO REPAIR AS WELL SINCE YOU CONSIDER THE TO HIT MODIFIER DIVIDED BY FIVE WITH WEAPONS. IT WILL ALWAYS BE A MINIMUM OF 4 S.P. TO MEND A MAGIC ITEM AND MORE IF THE GAMESMASTER THINKS IT SHOULD BE MORE. ITEMS MAY ALSO BE RENDED TO DUST. THE CASTER MAY REND UP TO A VOLUME EQUAL TO 1 CUBIC FOOT PER LEVEL.
1	HEAL III	1 PT/ 7 FP	TOUCH	T,G	MEDICINA	3	HEAL III IS THE THIRD IN THE HEALING SERIES. IF THIS SPELL IS REVERSED IT DOES 7 FORTITUDE POINTS OF DAMAGE FOR EVERY SPIRIT POINT SPENT. THIS SPELL, HOWEVER, WILL NOT MEND BONES PROPERLY OR REMOVE ARROWS. THUS, IT STILL TAKES THE SKILLS OF BONE SETTING AND SURGERY TO USE THIS SPELL FOR ANYTHING BUT THE MOST BASIC OF INJURIES. FOR EXAMPLE, IF THE BONE IS BROKEN AT A 90 DEGREE ANGLE, YOU MUST SET IT BEFORE HEALING OR IT WILL MEND IMPROPERLY. REVERSE HEAL CAUSES THE FLESH TO ROT.



SPELL NOTES

IRIDIUM V2

SPELL LIST

RANK	SPELL	COST	RANGE	COMP.	REALM	LEVEL	DESCRIPTION
1	NEUTRALIZE POISON	6 PTS	TOUCH	T,G	MEDICINA	4	THE CASTER MAY NEUTRALIZE THE POISON IN THE FOOD OR DRINK BEFORE INGESTION OR AFTER A PERSON HAS BEEN AFFECT BY IT. THEY MUST TOUCH THE PERSON AFFLICTED OR THE SUBSTANCE WHICH THE WISH TO NEUTRALIZE. THE CASTER WILL BE PROTECTED FROM CONTACT POISONS FOR THE DURATION OF THE SPELL. THIS SPELL WILL NOT MAKE ROTTEN FOOD EDIBLE OR NEUTRALIZE BIOLOGICAL AGENTS. IF A PERSON EATS ROTTEN FOOD THEY WILL NEED A CURE DISEASE SPELL. THE MATERIAL COMPONENT IS SOME BAKING SODA.
1	SPHERE OF ENTROPY	14 PTS	1 YD PER STR	T,G	MEDICINA	6	SPHERE OF ENTROPY IS THE ULTIMATE OFFENSE FOR THE MEDICINA MAGA. THIS SPELL CREATES A SPHERE OF CHAOTIC ENERGY IN THE CASTERS HAND WHICH HE CAN THEN THROW AT AN OPPONENT. IF HE SUCCESSFULLY HITS THEN THE VICTIM MUST SAVE AT 1/2 CON OR DISINTEGRATE. IF THE VICTIM SAVES THEN HE TAKES 3D20 + D20 PER LEVEL TO ALL AREAS.
1	GLOW/DARKNESS	4 PTS	TOUCH	T,G	SANGUIS	1	GLOW/DARKNESS IS ONE OF THE GREAT UTILITY SPELLS OF SANGUIS MAGUS. THIS SPELL IS USUALLY CAST ON INANIMATE OBJECTS AND WILL LAST UNTIL THE CASTER DISPELLS IT OR DIES. HOWEVER, IF IT IS CAST ON A LIVING CREATURE THEN THE CASTER MUST CONCENTRATE ON IT TO MAINTAIN IT. IF THE CASTER IS JOSTLED OR HIT OR MOVES MORE THAN 1/2 MOVEMENT THE SPELL WILL CEASE. NORMALLY, THE SPELL WILL AFFECT A 10 SPHERE +1 PER RANK OF THE SPELL AROUND THE SOURCE. NOTE THAT THE CASTER CAN SEE THROUGH HIS OWN DARKNESS, ALTHOUGH NO ONE ELSE CAN.
1	HASTE I	1 PT/ 2 RDS	PERSONAL	T	SANGUIS	1	THE SPELL WILL DOUBLE THE MOVEMENT RATE OF THE CASTER.
1	INVISIBILITY I	1 PT/5 RDS	PERSONAL	T	SANGUIS	1	ALTHOUGH THE CASTER CAN ONLY MOVE AT 1/4 NORMAL MOVEMENT, THIS SPELL IS POWERFUL IN THAT IT IS MORE EFFECTIVE AGAINST THE MORE INTELLIGENT OBSERVER. THIS SPELL WILL RENDER THE CASTER UNNOTICED TO THE POINT THAT PEOPLE WILL AVOID WALKING INTO THE CASTER AND HE/SHE WILL APPEAR AS SOMETHING THAT BELONGS AND THUS BENEATH NOTICE. HOWEVER, CREATURES OF ANIMAL INTELLIGENCE OR OF A 30 OR LOWER INT WILL NOTICE THE CASTER; I.E. GUARD DOGS WILL BARK AT YOU. ALSO, CREATURES WITH INFRA VISION OR EXCEPTIONAL SMELL WILL HAVE A CHANCE OF DETECTION EQUAL TO THE RATING OF THE INFRA-VISION AND/OR SMELL. THE CASTER WILL ALSO MAKE NOISE UNLESS THE CASTER CAN MOVE SILENTLY. IF THIS POWER IS EMPLOYED IN COMBAT IT WILL GIVE THE CASTER A +20 TO DEFENSE UNTIL THE CASTER IS HIT, HITS AN OPPONENT, OR IS JARRED.
1	TELEPATHY	1 PT/ T	4 MI/RANK	T	SANGUIS	1	TELEPATHY IS A USEFUL SPELL WHICH ALLOWS COMMUNICATION TO OCCUR BETWEEN TWO OR MORE SENTIENT CREATURES. THE CASTER MERELY CONCENTRATES ON THE PERSON (OR PEOPLE) WITH WHOM HE WISHES TO COMMUNICATE; IF THEY ARE WITHIN THE RANGE OF THE SPELL, THE CONVERSATION MAY BEGIN. UNFORTUNATELY THERE ARE A FEW DRAWBACKS TO THE SPELL. FIRST, THE CASTER MUST SHARE A COMMON LANGUAGE WITH THE RECIPIENT TO BE UNDERSTOOD. SECOND, THE RECIPIENT MUST BE A SENTIENT CREATURE; THIS SPELL CANNOT BE USED TO COMMUNICATE WITH ANIMALS. THIRD, TELEPATHY RESEMBLES A MENTAL ATTACK SPELL, MEANING IT WILL BE BLOCKED BY ALL MENTAL PROTECTION SPELLS. FINALLY, THE CASTER IS WIDE OPEN TO ANY RETURN MENTAL ATTACK SPELLS WHICH THE RECIPIENT CARES TO SEND.
4	FLAMING HAND	3 PTS	20 FT/RANK	T,G	SANGUIS	3	THIS SPELL IS RENOWN FOR ITS LETHAL APPLICATIONS. IT CREATES A SPOUT OF FLAME FROM THE CASTER'S HANDS IN THE DIRECTION HE GESTURES. THIS FLAME WILL GOUT FOR ONE ROUND. FOR THIS REASON, THE CASTER RECEIVES A +5 FOR EVERY 2 RANKS THAT HE ATTAINS WITH THIS SPELL. THIS SPELL DOES A D10 + D4/RANK + D6 BURNING PER ROUND.
2	FLAME BOLT	7 PTS	40 + 2/RANK	T,G	SANGUIS	4	FLAME BOLT IS ONE OF SANGUIS MAGUS MAINSTAYS FOR COMBAT SPELLS. A STREAM OF FLAME ERUPTS FROM THE CASTER'S FINGER TIPS SHOOTING OUTWARD. THE CASTER MUST ROLL TO HIT WITH ALL DIRECTED SPELL AND WIS MODIFIERS. IF THE CASTER HITS THEN THE BOLT DOES 2D10 + D8/RANK OF THE SPELL + D6 BURNING DAMAGE PER ROUND UNTIL EXTINGUISHED.



SPELL NOTES