

Titus Julius Silanus, Roman Legionary (Legionarius)

Strength	18
<i>Armor Mod</i>	1
<i>Damage Mod</i>	3
<i>Wt. Lift</i>	200 lbs
Agility	15
<i>Initiative Mod</i>	0
<i>Unarmed Combat to Hit</i>	0
Dexterity	20
<i>Plus To Hit</i>	3
<i>Craft Skill Mod</i>	15
Constitution	20
<i>Max. Enc.</i>	89
Intelligence	19
<i>Use Magic</i>	45
<i>Intell. Skill Mod</i>	9
Wisdom	19
<i>Directed Spell</i>	2
<i>Craft Skill Mod</i>	15
Will	20
Piety	14
Charisma	18
<i>Soc. Skill Bonus</i>	15
Appearance	20
<i>Reaction Adj</i>	45
Luck	16
Movement Rate	12

Def	17	Mod DS	16	FP	29	Height	5'11"
Weight	198 lbs	Hair	Black	Skin	White	Eyes	Green
Sex	male	Age	29	Cash	25.0 denarii		
God/Cult	Mithras						
Code	Men under his Command, Loyalty, Empire						
C. Exp	50.0	R. Exp	0.0	Level	6		

Lvl	%	Skill	Lvl	%	Skill
1	52	ARMOR USE - PLATE	7	96	ARMOR USE - PLATE Lorica Segmentata (Legionary Armor, banded steel)
1	52	AXE USE	1	52	BLINDFIGHTING
1	52	BLUDGEON USE	1	52	BOW USE
1	52	CLIMBING	1	52	DECEPTION
1	52	DISARMING Gladius (Roman Short Sword)	1	52	DRAW WEAPON Gladius (Roman Short Sword)
1	52	LIP READING	1	52	PARRYING Gladius (Roman Short Sword)
1	82	ROPE USE	1	52	SHIELD USE
1	52	STAFF USE	1	52	SWORD USE
1	52	TAPPING	2	72	TARGETING Gladius (Roman Short Sword)
1	52	TARGETING Javelin (Pilum)	2	72	TRACKING
1	67	WEAPON LORE			

Weapon Specializations	Damage	+TH	+TD	Att
Gladius (Roman Short Sword)	5d6	4	4	4

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Pugio (Heavy Dagger)	2d8	3	3	3	1yd	2lb	Standard Weapon
Gladius (Roman Short Sword)	5d6	7	8	4	1yd	3lb	Acutus - Will sever whatever it is aimed at on a natural 20
Javelin (Pilum)	1d10	3	3	1 or 2	10yd/pt STR	1/4lb	Standard Weapon. Quantity carried: 6

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
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Roma Imperious

Realm	Level	Cost	Range	Name	Description
Tenebrae Magae	1	3 pts/turn	Personal	Burrow	Burrow is an exceptionally useful power since it allows the caster to move through earth at 1/2 movement and stone at 1/8 movement. This spell will only leave a hole behind the caster if he/she takes twice as long to shore up the tunnel or has someone helping him/her with dirt removal.
Tenebrae Magae	1	1 pt/4 rds	Touch	Invisibility I	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 6 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 to detect equal to the rating of the infra-vision and/or smell. The caster will also make noise unless he can move silently. If this power is employed in combat it will give the caster a +4 to Armor Class until the caster is hit, hits an opponent, or is jarred.
Tenebrae Magae	1	3 pts	Sight	Stun	Stun is one of the most popular powers of the beginning Tenebrae Magae. The opponent(s) must save vs. their CON/2 or be at a -4 to AC, -4 for it to hit. However it affects only 7 levels for a d6 rounds. Also, this power will affect anyone in the casters vision, starting with enemies and going to friends until the 7 levels are used up. However, if the caster casts it while his/her friends are along side or behind, then they will be unaffected.

Realm Spirit Points	22	Realm Max S.P.	66	Realm Current S.P.	
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Roma Imperious

Fortitude Points		1	14				
		Head					
2	58	3	58	4	14	5	58
Right Arm		Right Shoulder		Chest		Left Shoulder	
				7	29		
				Stomach			
				8	29		
				Groin			
9	58					10	58
Right Leg				Left Leg			

Armor		1	113				
		Soldier Cloak (Sagum), Plate Armor (Lorica Metallum), Scutum (Roman Legionary Shield)					
2	53	3	53	4	113	5	103
Soldier Cloak (Sagum), Lorica Segmentata (Legionary Armor, banded steel)		Soldier Cloak (Sagum), Lorica Segmentata (Legionary Armor, banded steel)		Soldier Cloak (Sagum), Plate Armor (Lorica Metallum), Scutum (Roman Legionary Shield)		Soldier Cloak (Sagum), Lorica Segmentata (Legionary Armor, banded steel), Scutum (Roman Legionary Shield)	
				7	113		
				Soldier Cloak (Sagum), Plate Armor (Lorica Metallum), Scutum (Roman Legionary Shield)			
				8	113		
				Soldier Cloak (Sagum), Plate Armor (Lorica Metallum), Scutum (Roman Legionary Shield)			
9	53					10	53
Soldier Cloak (Sagum), Lorica Segmentata (Legionary Armor, banded steel)				Soldier Cloak (Sagum), Lorica Segmentata (Legionary Armor, banded steel)			

Armor Item	AM Adj	AF Multiplier	Notes
Soldier Cloak (Sagum)	0	1	Standard Armor
Scutum (Roman Legionary Shield)	0	1	Standard Armor
Lorica Segmentata (Legionary Armor, banded steel)	0	1	Standard Armor
Plate Armor (Lorica Metallum)	0	1	Standard Armor

Roma Imperious

Name	Weight	Name	Weight	Name	Weight
Toga	2	1 week staples	3	Backpack, steel frame	8
Belt	.2	Grapple	1	Mirror, Small (6" dia.)	.2
Rope, hemp 10yd	3	Sandals	.1	Shirt	.3
Skin, large	.6	Tinder Box	.3	Torch	1

Roma Imperious

Description

Titus grew up in Rome but his family hailed from Trans-alpine Gaul. They were a wealthy patrician family and still command a great deal of respect. However, Titus the Elder, Titus' father, had disgraced the last Emperor by exposing his weakness in dealing with the Persians. For this, the Silanus family has paid a heavy price. Yet, their loyalty to the Empire is known far and wide.

Originally, Titus would have been slated for the position of a Tribune in a Legion. This did not suit Titus as he feels he should have to make his own way and so he has. He quickly has risen to the rank of Optio of his cohort and has been chosen for this mission as being one of the most able to think on his feet. He takes the safety of the men under his command very seriously and will do his very best to see that they all make it through alive.

d10	Fumble Description
1	Miss next attack.
2	Miss next two attacks.
3	Weapon damaged for -1 to hit and damage.
4	Weapon damaged for -2 to hit and damage.
5	Drop weapon. Take one round to recover weapon.
6	Strike friend. Roll damage as normal but location randomly.
7	Trip and fall to ground. Take 1 round to recover.
8	Strike self. Roll normal damage to random location.
9	Strike self. Maximum damage to random location.
10	Weapon destroyed.

Fumble Save

To prevent a fumble, roll a d20 and if the result is equal to or less than the character's level then you avoid the fumble.