

Vingo the Red, Pictish Druid

Strength	17
<i>Armor Mod</i>	1
<i>Damage Mod</i>	2
<i>Wt. Lift</i>	180 lbs
Agility	19
<i>Initiative Mod</i>	2
<i>Unarmed Combat to Hit</i>	2
Dexterity	20
<i>Plus To Hit</i>	3
<i>Craft Skill Mod</i>	15
Constitution	20
<i>Max. Enc.</i>	89
Intelligence	15
<i>Use Magic</i>	66
<i>Intell. Skill Mod</i>	0
Wisdom	20
<i>Directed Spell</i>	3
<i>Craft Skill Mod</i>	20
Will	20
Piety	18
Charisma	18
<i>Soc. Skill Bonus</i>	15
Appearance	18
<i>Reaction Adj</i>	35
Luck	10
Movement Rate	13

Def	19	Mod DS	19	FP	29	Height	5' 4"
Weight	134 lbs	Hair	Red	Skin	White	Eyes	Brown
Sex	male	Age	34	Cash	860.0 denarii		
God/Cult	Other						
Code	Britannia, Tradition, Life						
C. Exp	45.0	R. Exp	0.0	Level	6		

Lvl	%	Skill	Lvl	%	Skill
1	52	ARCANE LORE	1	52	ARMOR USE - LINKED Chain Armor (Lorica Hamata)
1	52	ARMOR USE - LINKED	1	52	BOW USE
2	72	CLIMBING	2	72	ENGINEERING
1	52	FIRST AID	2	72	HERBOLOGY
1	52	HUNTING	1	52	INVESTIGATION
1	52	KNIFE USE	1	52	LANGUAGES Ogham
1	52	MEDITATION	1	62	MOVE IN SHADOWS
1	62	MOVE SILENTLY	1	52	PARRYING Sica (Curved Sword)
1	52	POISON	2	72	POTION LORE
1	52	RACIAL LORE Fairy Folk	1	87	ROPE USE
1	52	SWORD USE	2	72	TAPPING
2	72	TARGETING Sica (Curved Sword)	2	72	TARGETING Pugio (Heavy Dagger)
2	72	TARGETING Heavy Crossbow (Manuballista)	2	72	WILDERNESS SURVIVAL Mountains

Weapon Specializations	Damage	+TH	+TD	Att
Heavy Crossbow (Manuballista)	See Ammo; +0 dice to damage	3	2	1-1/2
Sica (Curved Sword)	4d8	4	3	3

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Pugio (Heavy Dagger)	2d8	3	2	3	1yd	2lb	Standard Weapon
Sica (Curved Sword)	4d8	7	9	3	1yd	5lb	Sword of Lugh - Will Glow on command, double damage against non-living foes.
Heavy Crossbow (Manuballista)	See Ammo; +0 dice to damage	3	2	1-1/2	250yd	9lb	Standard Weapon

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
Heavy Crossbow (Manuballista)	20	Field Tip	5d10	0	0	0	0	Standard Ammo. x2 against armor, 1/2 against flesh
Heavy Crossbow (Manuballista)	20	Leaf Head	5d10	0	0	0	0	Standard Ammo. Standard Arrow.

Roma Imperious

Fortitude Points		1	14						
		Head							
2	58	3	58	4	14	5	58	6	58
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm	
				7	29				
				Stomach					
				8	29				
				Groin					
		9	58			10	58		
Right Leg						Left Leg			

Armor		1	63						
		Plate Armor (Lorica Metallum), Soldier Cloak (Sagum)							
2	33	3	33	4	63	5	33	6	33
Chain Armor (Lorica Hamata), Soldier Cloak (Sagum)		Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)		Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)		Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)		Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)	
				7	63				
				Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)					
				8	63				
				Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)					
		9	33			10	33		
Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)						Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)			

Armor Item	AM Adj	AF Multiplier	Notes
Soldier Cloak (Sagum)	0	1	Standard Armor
Chain Armor (Lorica Hamata)	0	1	Standard Armor
Plate Armor (Lorica Metallum)	0	1	Standard Armor

Roma Imperious

Name	Weight	Name	Weight	Name	Weight
1 week staples	3	Ale	.1	Backpack, wood frame	4
Belt	.2	Cap	.1	Coat, fur lined	2
Flask, small	.6	Hook	.5	Ink, blue, red or black	.1
Journal, Leather bound	3	Medical Kit	2	Poison, Death	.1
Rope, hemp 10yd	3	Shirt	.3	Shoes, leather	.6
String per foot	--	Tinder Box	.3	Torch	1
Trousers	.4				

Roma Imperious

Description

Vingo grew up in the Pictish kingdom, the fourth son of the local King Ebron the Red. The druids had always noted how quick a study Vingo was, most unlike his brothers who only wished to fight, drink and wench. Vingo wanted this as well but refused to bow to his brothers or trade on his father's name. At the age of twelve Vingo went to the Isle of Morna to study the ways of the Vates, a bard. It was only a few short years after that when the master druid Fial adopted him as an apprentice.

It would be two decades before he would become a full druid with all the responsibilities but the time came. When he left master Fial, he knew it would be a long journey to find a tribe that would need his guidance. He felt the calling of the gods and it drew him all over Britannia doing their will. Now, it has taken him to the Villa Bato. Vingo follows Lugh and allows His Light to guide him.

As a Druid trained by the Morna, Vingo has power over Fairies, Illusion and Scrying.

Druid Tribe	Morna
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Druid Tribe Description

The Morna are a Celtic tribe of the far western province of Hibernia. These people seldom feel the rule of the Romans except in taxes once per year. A Roman governor resides over Britannia but that is far away. The druids of this tribe are far more concerned with the welfare of their people, maintaining peace between their clan and the many different fairies that inhabit the land, and learning about the world. These druids often wanderer far outside their lands in attempts to learn as much as possible to return to their people.

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.