

Viritrix, Cantiaci Axe Specialist (Sciens)

<b>Strength</b>	<b>20</b>
<i>Armor Mod</i>	2
<i>Damage Mod</i>	5
<i>Wt. Lift</i>	500 lbs
<b>Agility</b>	<b>20</b>
<i>Initiative Mod</i>	3
<i>Unarmed Combat to Hit</i>	3
<b>Dexterity</b>	<b>18</b>
<i>Plus To Hit</i>	2
<i>Craft Skill Mod</i>	10
<b>Constitution</b>	<b>15</b>
<i>Max. Enc.</i>	54
<b>Intelligence</b>	<b>18</b>
<i>Use Magic</i>	40
<i>Intell. Skill Mod</i>	6
<b>Wisdom</b>	<b>15</b>
<i>Directed Spell</i>	0
<i>Craft Skill Mod</i>	0
<b>Will</b>	<b>16</b>
<b>Piety</b>	<b>20</b>
<b>Charisma</b>	<b>14</b>
<i>Soc. Skill Bonus</i>	0
<b>Appearance</b>	<b>20</b>
<i>Reaction Adj</i>	45
<b>Luck</b>	<b>20</b>
<b>Movement Rate</b>	<b>14</b>

<b>Def</b>	18	<b>Mod DS</b>	18	<b>FP</b>	25	<b>Height</b>	6'
<b>Weight</b>	200 lbs	<b>Hair</b>	Auburn	<b>Skin</b>	White	<b>Eyes</b>	Grey
<b>Sex</b>	male	<b>Age</b>	31	<b>Cash</b>	880.0 denarii		
<b>God/Cult</b>	Other						
<b>Code</b>	Tribe, Strength, Gold						
<b>C. Exp</b>	40.0	<b>R. Exp</b>	0.0	<b>Level</b>	5		

Lvl	%	Skill	Lvl	%	Skill
1	55	ARMOR USE - LINKED	1	55	AXE USE
1	55	BLINDFIGHTING	1	60	DISARM TRAPS
2	75	DISARMING Great Axe (Bipennis Magna)	1	55	DRAW WEAPON Great Axe (Bipennis Magna)
1	50	INTIMIDATION	2	80	LOCATE TRAPS
1	65	OPEN LOCKS	3	85	PARRYING Great Axe (Bipennis Magna)
2	75	TARGETING Great Axe (Bipennis Magna)	1	55	THROWN WEAPON Great Axe (Bipennis Magna)
1	55	UNARMED COMBAT Wrestling			

Weapon Specializations	Damage	+TH	+TD	Att
Great Axe (Bipennis Magna)	6d12	6	6	4
Unarmed Combat	d6/0/Man.	4	6	3/0/0

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Great Axe (Bipennis Magna)	6d12	6	6	4	2.5yd	15lb	Standard Weapon

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

Realm	Level	Cost	Range	Name	Description
Ars Venefica	1	1 pt/4 rds	Touch	Invisibility I	Although the caster can only move a 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 is 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 the caster 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.
Ars Venefica	1	4 pts	Touch	Resolve	Resolve allows the caster to strengthen their resistance to effects which would cause them to save vs their physical statistics. This spell will give the caster a +2 to any saves versus their STR, DEX, CON or AGL for a number of hours equal to their level.
Ars Venefica	1	6 pts	Sight	Sleep I	When this spell is cast the victim must save vs. his/her WIS-2. The sleep induced is light and lasts for 1-4 turns. Any reasonably loud sound will wake the sleeper. This spell will affect 7 levels + 1/level of the caster in enemies. This means at 2nd level the sleep spell will affect 8 levels of creatures.
Ars Venefica	1	2 pts/100 lbs/rd	100'/M	Telekinesis	Telekinesis is perhaps one of the best known spells of the Ars Venefica realm. It allows the caster to push with as much force as he has spell points. Note that it is push, the spell will not allow the caster to pull. The caster could not pull a door open for example. Also, the caster must make a successful hit on a moving target; i.e. if the orc is swing his sword to cut off the head of his companion, the caster has to roll a hit on the orc to knock the orc's sword aside.

<b>Realm Spirit Points</b>	21	<b>Realm Max S.P.</b>	63	<b>Realm Current S.P.</b>	
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# Roma Imperious

<b>Fortitude Points</b>		<b>1</b>	<b>12</b>				
		Head					
<b>2</b>	<b>50</b>	<b>3</b>	<b>50</b>	<b>4</b>	<b>12</b>	<b>5</b>	<b>50</b>
Right Arm		Right Shoulder		Chest		Left Shoulder	Left Arm
		<b>7</b>	<b>25</b>				
		Stomach					
		<b>8</b>	<b>25</b>				
		Groin					
<b>9</b>	<b>50</b>					<b>10</b>	<b>50</b>
Right Leg				Left Leg			

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

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Name	Weight	Name	Weight	Name	Weight
1 week staples	3	Backpack, wood frame	4	Belt	.2
Boots, leather	.8	Coat, fur lined	2	Hook	.5
Rope, hemp 10yd	3	Shirt	.3	Skin, large	.6
Tinder Box	.3	Torch	1	Trousers	.4
Whiskey	.1				

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## Description

Viritrix grew up outside of Londinium as a son amongst many children. His father did not know him from his other children and Viritrix was more raised by his mother and the rest of the villa than by any one person. This gave him strong connection in the small villa of Aprilis. As he grew he became tall and strong like his father which was a boon to helping in the daily tasks but a curse for the Legionary recruiter.

When they came by he was taken to be trained in the legionaries. Viritrix took up the axe to honor his family as it is the weapon of his ancestors. It was thought he would not survive long enough to matter so it was overlooked. To everyone's surprise, Viritrix not only survived but flourished. He became a demon on the field but never accepted any promotions.

Currently, he is assigned to Titus, the Optio of his cohort. Viritrix sends any gold he can loot back to Aprilis and his mother for dispensation to the villa. This has helped even more than Viritrix realizes. He will not fail them.

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.