

## Llew of Dumonii, Bretani Hunter (Venetor)

<b>Strength</b>	<b>19</b>
<i>Armor Mod</i>	2
<i>Damage Mod</i>	4
<i>Wt. Lift</i>	350 lbs
<b>Agility</b>	<b>20</b>
<i>Initiative Mod</i>	3
<i>Unarmed Combat to Hit</i>	3
<b>Dexterity</b>	<b>19</b>
<i>Plus To Hit</i>	2
<i>Craft Skill Mod</i>	10
<b>Constitution</b>	<b>18</b>
<i>Max. Enc.</i>	75
<b>Intelligence</b>	<b>19</b>
<i>Use Magic</i>	45
<i>Intell. Skill Mod</i>	9
<b>Wisdom</b>	<b>16</b>
<i>Directed Spell</i>	1
<i>Craft Skill Mod</i>	5
<b>Will</b>	<b>20</b>
<b>Piety</b>	<b>13</b>
<b>Charisma</b>	<b>14</b>
<i>Soc. Skill Bonus</i>	0
<b>Appearance</b>	<b>15</b>
<i>Reaction Adj</i>	15
<b>Luck</b>	<b>16</b>
<b>Movement Rate</b>	<b>14</b>

<b>Def</b>	19	<b>Mod DS</b>	19	<b>FP</b>	28	<b>Height</b>	5' 8"
<b>Weight</b>	155 lbs	<b>Hair</b>	Black	<b>Skin</b>	White	<b>Eyes</b>	Brown
<b>Sex</b>	male	<b>Age</b>	22	<b>Cash</b>	395.0 denarii		
<b>God/Cult</b>	Sol Invictus						
<b>Code</b>	Slay Dragons, Gather Knowledge, Protect the Innocent						
<b>C. Exp</b>	35.0	<b>R. Exp</b>	0.0	<b>Level</b>	5		

Lvl	%	Skill	Lvl	%	Skill
1	50	ARMOR USE - PLATE	3	80	ARMOR USE - PLATE Plate Armor (Lorica Metallum)
1	50	AXE USE	1	50	CLIMBING
2	80	DISARM TRAPS	1	50	DRAW WEAPON Great Axe (Bipennis Magna)
2	80	LOCATE TRAPS	1	65	MOVE SILENTLY
2	85	OPEN LOCKS	3	80	PARRYING Great Axe (Bipennis Magna)
1	64	RACIAL LORE Dragons	1	65	ROPE USE
1	50	SHIELD USE	1	50	STAFF USE
1	50	TAPPING	1	50	TARGETING Great Axe (Bipennis Magna)
1	50	TARGETING Awl Pike (Hasta Magna)	1	50	THROWN WEAPON Great Axe (Bipennis Magna)
2	70	TRACKING	2	70	WILDERNESS SURVIVAL Mountains

Weapon Specializations	Damage	+TH	+TD	Att
Awl Pike (Hasta Magna)	6d6	3	4	2
Great Axe (Bipennis Magna)	5d12	3	5	3

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Great Axe (Bipennis Magna)	5d12	6	11	3	2.5yd	15lb	Double Damage against Dragons.
Awl Pike (Hasta Magna)	6d6	3	4	2	4yd	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
Aerarius Magicus	1	3 pts/turn	Personal	Chameleon	This spell is a lesser version of invisibility, since it leaves a shaky outline of the castor. It will not mask smell or sound. However, infra-vision will be blocked. If someone is actively searching for the castor and the castor is not moving, there is only a 35% -3%/level of detection. If the castor moves this chance is doubled. This spell will also give a +3 to armor class with a +1 every 2 levels.
Aerarius Magicus	1	4 pts	Touch	Glow/Darkness	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 castor dispells it or dies. However, if it is cast on a living creature then the castor must concentrate on it to maintain it. If the castor 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 level of the castor around the source. Note that the castor can see through his own darkness, although no one else can.
Aerarius Magicus	1	2 pts	100'	Gust	This spell allows the castor to create a gentle wind which will push most gas or dust clouds 100 feet away. This is useful against gas attack spells. It will also work against most fogs.
Aerarius Magicus	2	1 pt/rd	100 sq ft + 3'/lvl	Airy Shield	This spell will protect the castor from 400 hit points of damage from missile attacks. It does this by creating an area of fiercely swirling winds between the castor and the opponent. The square feet is the area of protection provided and the castor can have as many people as will fit within.

<b>Realm Spirit Points</b>	24	<b>Realm Max S.P.</b>	72	<b>Realm Current S.P.</b>	
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# Roma Imperious

<b>Fortitude Points</b>		<b>1</b>	<b>14</b>				
		Head					
<b>2</b>	<b>56</b>	<b>3</b>	<b>56</b>	<b>4</b>	<b>14</b>	<b>5</b>	<b>56</b>
Right Arm		Right Shoulder		Chest		Left Shoulder	
		<b>7</b>	<b>28</b>				
		Stomach					
		<b>8</b>	<b>28</b>				
		Groin					
<b>9</b>	<b>56</b>					<b>10</b>	<b>56</b>
Right Leg				Left Leg			

<b>Armor</b>		<b>1</b>	<b>123</b>				
		Plate Armor (Lorica Metallum), Soldier Cloak (Sagum)					
<b>2</b>	<b>123</b>	<b>3</b>	<b>123</b>	<b>4</b>	<b>153</b>	<b>5</b>	<b>153</b>
Plate Armor (Lorica Metallum), Soldier Cloak (Sagum)		Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)		Soldier Cloak (Sagum), Plate Armor (Lorica Metallum), Small Steel Shield (Metallum Scutulum)		Soldier Cloak (Sagum), Small Steel Shield (Metallum Scutulum), Plate Armor (Lorica Metallum)	
		<b>7</b>	<b>123</b>				
		Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)					
		<b>8</b>	<b>123</b>				
		Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)					
<b>9</b>	<b>123</b>					<b>10</b>	<b>123</b>
Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)				Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)			

Armor Item	AM Adj	AF Multiplier	Notes
Soldier Cloak (Sagum)	0	1	Standard Armor
Small Steel Shield (Metallum Scutulum)	0	1	Standard Armor
Plate Armor (Lorica Metallum)	3	2	Dragon Plate - Taken from the first dragon you ever slew. The armor protects you from fire as long as it is entirely closed up.

# Roma Imperious

Name	Weight	Name	Weight	Name	Weight
1 week staples	3	Backpack, wood frame	4	Beer	.1
Belt	.2	Boots, leather	.8	Flask, small	.6
Honey Mead	.1	Hook	.5	Locksmith's Tools	2
Mirror, Small (6" dia.)	.2	Oil, Olive	.1	Rope, hemp 10yd	3
Shirt	.3	Skin, large	.6	Tent, one person	3
Tinder Box	.3	Trousers	.4	Vest	.1

Item Name	Weight	Description
Healing Potion	.5 lbs	This is a healing potion made from the blood of Dragons. It burns when you drink it but will heal 4d10 damage. You currently have 20 doses.

# Roma Imperious

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## Description

It is rare that dragons attack in Dumonii but one night that is exactly what happened. Llew was but a boy of five winters when his father heard noises coming from the cot. He went out while the family held its breath expecting thieves but when the spurt of flame and the might roar took their father from this world, they could only try to run and hide. His mother knew they had little chance and her eight children only had one chance, to hide while she lured the beast away. She had no hope to escape but only to buy her children the time to survive. She ran screaming into the night and those screams were cut short too quickly.

Llew remembered his older sister who always made all things right. She was crying that night and it made Llew cry. She told him to be quiet and hide in his secret place. She was going to see to the others. That was the last he ever saw of her. In his spot under the floor boards of the kitchen, he could hear what sounded like the crunching of chicken bones. Later, when he grew up some, he would know the sound for what it was. Whether it was the gods or the luck of the draw but only Llew survived that night.

He would go on to be raised by his uncle, a Roman Aedile in Eboracum. It would be through Aeternius Gallus that Llew would gain entry to the Scholae and later the Draconis Ordo. He would become a Dragon Hunter. Since the day he took the oath, he has pursued and destroyed dragons where ever he has found them. Today is no different.

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.