

Oretex, Gallian Druid

Strength	12
<i>Armor Mod</i>	0
<i>Damage Mod</i>	0
Agility	16
<i>Initiative Mod</i>	0
<i>Unarmed Combat to Hit</i>	1
Dexterity	16
<i>Plus To Hit</i>	1
<i>Craft Skill Mod</i>	0
Constitution	20
<i>Max. Enc.</i>	89 lbs
Intelligence	9
<i>Use Magic</i>	42
<i>Intell. Skill Mod</i>	0
Wisdom	14
<i>Directed Spell</i>	0
<i>Craft Skill Mod</i>	0
Will	20
Piety	16
Charisma	16
<i>Soc. Skill Bonus</i>	5
Appearance	8
<i>Reaction Adj</i>	0
Luck	18
Movement Rate	12

Def	16	Mod DS	16	FP	26	Height	5'11"
Weight	190 lb	Hair	Blond	Skin	White	Eyes	Blue
Sex	male	Age	41	Cash	9805.0 denarii		
God/Cult	Other						
Code	Tribe, God, Food						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	40	ANIMAL TRAINING Horses	1	40	ARMOR USE - LINKED
1	40	BLUDGEON USE	1	40	DECEPTION
1	40	DISGUISES	1	40	DRAW WEAPON Dagger (Sica)
1	40	ETTIQUETTE	1	40	FIRST AID
2	60	HERBOLOGY	1	40	KNIFE USE
1	40	MEDITATION	1	40	MOVE IN SHADOWS
1	40	MOVE SILENTLY	1	45	OPEN LOCKS
1	40	ORATORY	1	40	TARGETING Mace Footman (Fascies)
1	40	TRACKING	2	60	WILDERNESS SURVIVAL Forest

Weapon Specializations	Damage	+TH	+TD	Att
No Weapon Specifications.				

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Dagger (Sica)	1d8	1	0	4	.5yd	1/2lb	Standard Weapon
Mace Footman (Fascies)	3d12	3	5	2	1.5yd	10lb	This mace was given to him by his father. It will heal him once a day, requiring time to recharge itself.

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

Fortitude Points		1	13						
		Head							
2	52	3	52	4	13	5	52	6	52
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm	
				7	26				
				Stomach					
				8	26				
				Groin					
		9	52			10	52		
Right Leg						Left Leg			

Armor		1	63						
		Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)							
2	41	3	33	4	33	5	33	6	41
Bracers (Cestus), Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)		Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)		Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)		Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)		Soldier Cloak (Sagum), Bracers (Cestus), Chain Armor (Lorica Hamata)	
				7	33				
				Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)					
				8	33				
				Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)					
		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
Bracers (Cestus)	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
Belt	.2	Brimmed hat	.3	Shirt	.3
Shoes, leather	.6	Tent, one person	3	Torch	1
Trousers	.4	Wine	.1		

Roma Imperious

Description

Oretex has studied the ways of the Celtic Druids for over 20 years and is well respected amongst his tribe, the Aedui. His association with the Romans started as a young boy when a centurion by the name Fadius Baro saved him and his family from a fire. Since then, Oretex has looked on Romans as friends.

When he was chosen to study the ways of the Druid for his tribe he was conflicted. Much of the sentiment of the Druids seemed to be against Roma. As he learned more from his master, Direterix, he saw that the Aedui received benefits from their relationship with the Romans.

Oretex now serves the Empire as one of the druids who believe in changing the Empire from the inside. He wants to aid the Romans to see the Celts as a proud collection of people and not as the barbarians they often are taken for.

Oretex, like his master, worships all the Celtic gods but views the goddess Arduinna. She is a little known goddess of the forest and the hunt. Few worship her outside of Gallia.

The Aedui Druids have powers in the areas of Persuasion, Fire, Endurance.

Druid Tribe	Aedui
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Druid Tribe Description

Located in eastern Gallia, this tribe has had its share of success and defeat. It currently is one of the most powerful and somewhat more friendly with the Romans than some Celts are comfortable with.

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.