

Bahar, Persian Hunter (Venetor)

| | |
|------------------------------|-----------|
| Strength | 18 |
| <i>Armor Mod</i> | 1 |
| <i>Damage Mod</i> | 3 |
| Agility | 20 |
| <i>Initiative Mod</i> | 3 |
| <i>Unarmed Combat to Hit</i> | 3 |
| Dexterity | 20 |
| <i>Plus To Hit</i> | 3 |
| <i>Craft Skill Mod</i> | 15 |
| Constitution | 15 |
| <i>Max. Enc.</i> | 54 lbs |
| Intelligence | 10 |
| <i>Use Magic</i> | 0 |
| <i>Intell. Skill Mod</i> | 0 |
| Wisdom | 16 |
| <i>Directed Spell</i> | 1 |
| <i>Craft Skill Mod</i> | 5 |
| Will | 14 |
| Piety | 8 |
| Charisma | 9 |
| <i>Soc. Skill Bonus</i> | -10 |
| Appearance | 10 |
| <i>Reaction Adj</i> | 0 |
| Luck | 14 |
| Movement Rate | 14 |

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|----------|-------------------------|--------|-------|-------|--------------|--------|-------|
| Def | 18 | Mod DS | 18 | FP | 26 | Height | 5'5" |
| Weight | 140 lb | Hair | Black | Skin | Brown | Eyes | Brown |
| Sex | male | Age | 25 | Cash | 20.0 denarii | | |
| God/Cult | Sol Invictus | | | | | | |
| Code | Family, Wealth, Loyalty | | | | | | |
| C. Exp | 0.0 | R. Exp | 0.0 | Level | 1 | | |

| Lvl | % | Skill | Lvl | % | Skill |
|-----|----|---|-----|----|--|
| 1 | 40 | ARMOR USE - LEATHER | 1 | 40 | ARMOR USE - LEATHER Ringed Leather Armor (Lorica Scorteia) |
| 1 | 40 | BOW USE | 1 | 40 | CLIMBING |
| 1 | 40 | DRAW WEAPON Great Bow (Arcus Magna) | 1 | 40 | DRAW WEAPON Horseman's Bow (Equitis Arcus) |
| 4 | 90 | HORSEMANSHIP | 1 | 40 | HUNTING |
| 2 | 75 | LOCATE TRAPS | 1 | 55 | MOVE IN SHADOWS |
| 1 | 55 | MOVE SILENTLY | 1 | 60 | ROPE USE |
| 1 | 40 | SWORD USE | 1 | 40 | TARGETING Horseman's Bow (Equitis Arcus) |
| 1 | 40 | TARGETING Short Sword (Barbarian Short Sword) | 2 | 60 | TRACKING |
| 2 | 60 | WILDERNESS SURVIVAL Desert | | | |

| Weapon Specializations | Damage | +TH | +TD | Att |
|--------------------------------|-----------------------------|-----|-----|-----|
| Horseman's Bow (Equitis Arcus) | See Ammo; +0 dice to damage | 3 | 3 | 5 |

| Weapon Carried | Damage | +TH | +TD | Att | Range | Weight | Notes |
|-------------------------------------|-----------------------------|-----|-----|-----|-------|--------|-----------------|
| Short Sword (Barbarian Short Sword) | 2d10 | 3 | 3 | 3 | 1yd | 3lb | Standard Weapon |
| Horseman's Bow (Equitis Arcus) | See Ammo; +0 dice to damage | 3 | 3 | 5 | 70yd | 1lb | Standard Weapon |

| Weapon Ammo | Qty | Name | Dam | +TH | +TD | Add. Att | Add Dam | Note |
|--------------------------------|-----|-----------|------|-----|-----|----------|---------|--|
| Horseman's Bow (Equitis Arcus) | 20 | Field Tip | 1d10 | 0 | 0 | 0 | 0 | Standard Ammo. x2 against armor, 1/2 against flesh |
| Horseman's Bow (Equitis Arcus) | 40 | Leaf Head | 1d10 | 2 | 6 | 0 | 0 | Arrows found while in Aegypt.. Standard Arrow. |

Roma Imperious

| Realm | Level | Cost | Range | Name | Description |
|-------------|-------|-----------|----------|--------------|--|
| Ars Candida | 1 | 6 pts | 150' | Bolt | Bolt creates a crossbow bolt at the caster's finger tips and flings it with deadly force towards a target. The caster must roll to hit with WIS bonuses and directed spell bonuses. If the caster hits, then the bolt will do 1d10 hit points of damage. The caster may fire one bolt for every level attained. For example, a fifth level Ars Candida would be able to cast 5 bolts in a round. |
| Ars Candida | 1 | 1 pt/3 hp | Touch | Heal I | Heal I is the beginning of the most sought after forms of magic, healing. Everybody needs healing but this spell may be used to inflict damage as well. If this spell is reversed it does 3 hit points of damage for every spirit point spent. This spell, however, will not mend bones properly or remove arrows. Thusly, it still takes the skills of bone setting and surgery to use this spell for anything but the most basic of injuries. For example, if the bone is broken at a 90 degree angle, you must set it before healing it or it will mend improperly. The reverse heal causes the flesh to rot. |
| Ars Candida | 1 | 1 pt/turn | Touch | Night Vision | Night Vision will allow the caster or someone he casts Night Vision on to see at night as though it were normal daylight. This spell will not aid in seeing in magical darkness but will give the caster 75% Dark Sight in absolute or underground natural darkness. |
| Ars Candida | 1 | 2 pts/rd | 1 mi/lvl | Telepathy | Telepathy is a useful spell which allows communication to occur between two or more sentient creatures. The caster merely concentrates on the person (or people) with whom he wishes to communicate; if they are within the range of the spell, the conversation may begin. Unfortunately there are a few drawbacks to the spell. First, the castor must share a common language with the recipient to be understood. Second, the recipient must be a sentient creature; this spell cannot be used to communicate with animals. Third, telepathy resembles a mental attack spell, meaning it will be blocked by all mental protection spells. Finally, the castor is wide open to any return mental attack spells which the recipient cares to send. |

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|---------------------|----|----------------|----|--------------------|--|
| Realm Spirit Points | 24 | Realm Max S.P. | 72 | Realm Current S.P. | |
|---------------------|----|----------------|----|--------------------|--|

Roma Imperious

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|------------------|--|----|--|----------------|--|---|--|---------|--|----|--|---------------|--|----|--|----------|--|---|--|----|--|--|--|---|--|----|--|--|--|
| 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 | 36 | | 3 | 28 | | 4 | 28 | | 5 | 28 | | 6 | 36 | |
| Soldier Cloak (Sagum), Ringed Leather Armor (Lorica Scortea), Bracers (Cestus) | | | Soldier Cloak (Sagum), Ringed Leather Armor (Lorica Scortea) | | | Soldier Cloak (Sagum), Ringed Leather Armor (Lorica Scortea) | | | Soldier Cloak (Sagum), Ringed Leather Armor (Lorica Scortea) | | | Soldier Cloak (Sagum), Bracers (Cestus), Ringed Leather Armor (Lorica Scortea) | | |
| | | | | | | 7 | 28 | | | | | | | |
| | | | | | | Soldier Cloak (Sagum), Ringed Leather Armor (Lorica Scortea) | | | | | | | | |
| | | | | | | 8 | 28 | | | | | | | |
| | | | | | | Soldier Cloak (Sagum), Ringed Leather Armor (Lorica Scortea) | | | | | | | | |
| 9 | | | 28 | | | | | 10 | | | 28 | | | |
| Soldier Cloak (Sagum), Ringed Leather Armor (Lorica Scortea) | | | | | | Soldier Cloak (Sagum), Ringed Leather Armor (Lorica Scortea) | | | | | | | | |

| Armor Item | AM Adj | AF Multiplier | Notes |
|--|--------|---------------|----------------|
| Soldier Cloak (Sagum) | 0 | 1 | Standard Armor |
| Bracers (Cestus) | 0 | 1 | Standard Armor |
| Ringed Leather Armor (Lorica Scorteae) | 0 | 1 | Standard Armor |
| Plate Armor (Lorica Metallum) | 0 | 1 | Standard Armor |

Roma Imperious

| Name | Weight | Name | Weight | Name | Weight |
|----------------|--------|----------------|--------|----------------------|--------|
| Boots, leather | .8 | 1 week staples | 3 | Backpack, wood frame | 4 |
| Belt | .2 | Cap | .1 | Coat, fur lined | 2 |
| Compass | .3 | Flask, small | .6 | Grapple | 1 |
| Horse, Riding | 900 | Rope, silk | 1 | Shirt | .3 |
| Skin, large | .6 | Tinder Box | .3 | Torch | 1 |
| Trousers | .4 | Vest | .1 | Wine | .1 |

Roma Imperious

Description

Bahar started his life as the son of a palace guard and the dancing girl he loved. His father, Roshan, and his mother, Parisa, loved each other deeply and raised him and his brothers and sister with great love and caring. Bahar learned the art of archery from his father who was greatly skilled in the bow. When he was old enough, Bahar signed with a Roman noble as a member of his guard. He worked for six years as the personal guard of Marcus Sidonius Macro traveling the Empire on his business.

The day came when Bahar fell in love with the wrong woman. Sidonia Secundus was the daughter of Sidonius and for a year they kept their love a secret but, in the end, they were betrayed by a servant. Sidonius in a fit of rage killed Sidonia. Bahar, coming on the scene seconds late, saw Sidonius standing over his daughter with his bloody dagger. Bahar shot him with his bow, killing him.

Bahar wandered the lands of the empire for three years and still keeps a watchful eye towards the praetors in case he is recognized.

| 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.