

Oranius, Roman Sword Specialist (Sciens)

Strength	20
<i>Armor Mod</i>	2
<i>Damage Mod</i>	5
Agility	15
<i>Initiative Mod</i>	0
<i>Unarmed Combat to Hit</i>	0
Dexterity	18
<i>Plus To Hit</i>	2
<i>Craft Skill Mod</i>	10
Constitution	20
<i>Max. Enc.</i>	89 lbs
Intelligence	5
<i>Use Magic</i>	0
<i>Intell. Skill Mod</i>	-12
Wisdom	12
<i>Directed Spell</i>	0
<i>Craft Skill Mod</i>	0
Will	15
Piety	18
Charisma	4
<i>Soc. Skill Bonus</i>	-35
Appearance	6
<i>Reaction Adj</i>	-10
Luck	12
Movement Rate	12

Def	18	Mod DS	18	FP	28	Height	5'11"
Weight	180 lb	Hair	Brown	Skin	Brown	Eyes	Grey
Sex	male	Age	19	Cash	45.0 denarii		
God/Cult	Mithras						
Code	Victory, Self, Combat						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	40	ARMOR USE - PLATE	3	70	ARMOR USE - PLATE Lorica Segmentata (Legionary Armor, banded steel)
1	40	DRAW WEAPON Broad Sword (Spatha Magna)	1	40	PARRYING Broad Sword (Spatha Magna)
1	40	SHIELD USE	1	40	SHIELD USE Large Steel Shield (Metallum Clipieus)
1	40	SWORD USE	2	60	TARGETING Broad Sword (Spatha Magna)
1	40	THROWN WEAPON Broad Sword (Spatha Magna)	1	40	UNARMED COMBAT Wrestling

Weapon Specializations	Damage	+TH	+TD	Att
Broad Sword (Spatha Magna)	3d10	2	5	3
Unarmed Combat	d6/0/Man.	1	6	3/0/0

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Broad Sword (Spatha Magna)	3d10	2	5	3	1yd	8lb	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
Sanguis Magus	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 caster dispells it or dies. However, if it is cast on a living creature then the caster must concentrate on it to maintain it. If the caster 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 caster around the source. Note that the caster can see through his own darkness, although no one else can.
Sanguis Magus	1	1 pt/5 rds	Personal	Invisibility I	Although the caster can only move at 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 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 of detection 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.
Sanguis Magus	1	2 pts/30'	Personal	Jump	This spell enhances the character's ability to jump and land safely. The maximum distance a character will be able to jump is equal to his DEX times ten in feet. However, this is limited by only being able to jump 1/2 the distance straight up or backwards. The character is able to jump with up to 1/2 of what he can lift according to his strength.

Realm Spirit Points	14	Realm Max S.P.	42	Realm Current S.P.	
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Roma Imperious

Fortitude Points								1		14																			
								Head																					
2		56				3		56				4		14				5		56				6		56			
Right Arm				Right Shoulder				Chest				Left Shoulder				Left Arm													
								7		28																			
								Stomach																					
								8		28																			
								Groin																					
		9				56								10				56											
Right Leg												Left Leg																	

Armor						1	131							
						Soldier Cloak (Sagum), Bracers (Cestus), Plate Armor (Lorica Metallum), Large Steel Shield (Metallum Clipieus)								
2	61		3	61		4	131		5	121		6	61	
Lorica Segmentata (Legionary Armor, banded steel), Soldier Cloak (Sagum), Bracers (Cestus)			Soldier Cloak (Sagum), Bracers (Cestus), Lorica Segmentata (Legionary Armor, banded steel)			Plate Armor (Lorica Metallum), Large Steel Shield (Metallum Clipieus), Soldier Cloak (Sagum), Bracers (Cestus)			Soldier Cloak (Sagum), Bracers (Cestus), Lorica Segmentata (Legionary Armor, banded steel), Large Steel Shield (Metallum Clipieus)			Lorica Segmentata (Legionary Armor, banded steel), Soldier Cloak (Sagum), Bracers (Cestus)		
						7	131							
						Soldier Cloak (Sagum), Bracers (Cestus), Plate Armor (Lorica Metallum), Large Steel Shield (Metallum Clipieus)								
						8	131							
						Bracers (Cestus), Plate Armor (Lorica Metallum), Large Steel Shield (Metallum Clipieus), Soldier Cloak (Sagum)								
9			61						10			61		
Soldier Cloak (Sagum), Bracers (Cestus), Lorica Segmentata (Legionary Armor, banded steel)									Bracers (Cestus), Lorica Segmentata (Legionary Armor, banded steel), Soldier Cloak (Sagum)					

Armor Item	AM Adj	AF Multiplier	Notes
Soldier Cloak (Sagum)	0	1	Standard Armor
Bracers (Cestus)	0	1	Standard Armor
Large Steel Shield (Metallum Clipieus)	0	1	Standard Armor
Lorica Segmentata (Legionary Armor, banded steel)	0	1	Standard Armor
Plate Armor (Lorica Metallum)	0	1	Standard Armor

Roma Imperious

Name	Weight	Name	Weight	Name	Weight
Toga	2	Boots, leather	.8	Cap	.1
Compass	.3	Horse, Riding	900	Poison, Death	.1
Shirt	.3	Trousers	.4		

Item Name	Weight	Description
Amulet	.1	This is an amulet that his mother gave him when he left for the Legions. He keeps it hidden under his armor but never takes it off.

Roma Imperious

Description

Oranius joined the Legion early on but then deserted. No one knows his secret and he does his best to hide it but he is not very smart. This usually leads to a need to liquidate those that discover his past. Before his desertion he was known as Lucius Julius, a proud name of a noble family but he found the weight of that name to be too much. He hated commanding anyone but himself. He loved the single combat and training and took to it well but his day-to-day duties numbed his soul. In time, he could no longer stand it.

Today, Oranis, as he is now known, offers his services as a master at arms, body guard and has even been seen in the arena as a free agent. He looks for a way to make the next pay day and has grown to desire little more than his next victory.

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.