

Numerius Rabirius Hybrida, Roman Praetorian Guard (Praetoriani)

Strength	15
<i>Armor Mod</i>	0
<i>Damage Mod</i>	0
Agility	20
<i>Initiative Mod</i>	3
<i>Unarmed Combat to Hit</i>	3
Dexterity	18
<i>Plus To Hit</i>	2
<i>Craft Skill Mod</i>	10
Constitution	18
<i>Max. Enc.</i>	75 lbs
Intelligence	12
<i>Use Magic</i>	26
<i>Intell. Skill Mod</i>	0
Wisdom	15
<i>Directed Spell</i>	0
<i>Craft Skill Mod</i>	0
Will	20
Piety	10
Charisma	19
<i>Soc. Skill Bonus</i>	15
Appearance	12
<i>Reaction Adj</i>	0
Luck	14
Movement Rate	14

Def	18	Mod DS	18	FP	27	Height	5'6"
Weight	144 lb	Hair	Brown	Skin	Olive	Eyes	Grey
Sex	male	Age	20	Cash	114.0 denarii		
God/Cult	Sol Invictus						
Code	Law, Career, The Empire						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	40	ARMOR USE - LEATHER	1	40	ARMOR USE - PLATE
4	75	ARMOR USE - PLATE Lorica Segmentata (Legionary Armor, banded steel)	1	40	BOW USE
1	40	CODED MESSAGES	1	40	COURTLY MANNERS
1	40	DECEPTION	1	40	DRAW WEAPON Long Sword (Spatha)
1	40	FIRST AID	2	60	INTERROGATION
2	60	INVESTIGATION	1	40	KNIFE USE
1	40	LAW Roman	1	55	MOVE SILENTLY
1	40	PARRYING Long Sword (Spatha)	1	40	SWORD USE
1	40	TARGETING Long Sword (Spatha)	1	40	TARGETING Light Crossbow (Manuballista Parva)

Weapon Specializations	Damage	+TH	+TD	Att
Long Sword (Spatha)	3d8	2	3	2

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Dagger (Sica)	1d8	2	0	4	.5yd	1/2lb	Standard Weapon
Light Crossbow (Manuballista Parva)	See Ammo; +0 dice to damage	2	0	1	160yd	5lb	Standard Weapon
Long Sword (Spatha)	3d8	2	3	2	1yd	6lb	Standard Weapon

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
Light Crossbow (Manuballista Parva)	20	Leaf Head	5d8	0	0	0	0	Standard Ammo. Standard Arrow.

Roma Imperious

Realm	Level	Cost	Range	Name	Description
Tenebrae Magae	1	3 pts/turn	Personal	Burrow	Burrow is an exceptionally useful power since it allows the caster to move through earth at 1/2 movement and stone at 1/8 movement. This spell will only leave a hole behind the caster if he/she takes twice as long to shore up the tunnel or has someone helping him/her with dirt removal.
Tenebrae Magae	1	1 pt/4 rds	Touch	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 to detect equal to the rating of the infra-vision and/or smell. The caster will also make noise unless he 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.
Tenebrae Magae	1	1 pt	100'	Sense Life	Sense life can be used to determine if the beings you are facing are alive, dead, or undead. Also, only lead or pure iron can stop this sense so it is able to detect living forms on the other side of walls and doors. As well, some magical metals may block this sense.

Realm Spirit Points	12	Realm Max S.P.	36	Realm Current S.P.	
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Roma Imperious

Fortitude Points								1	13										
								Head											
2	54			3	54			4	13			5	54			6	54		
Right Arm				Right Shoulder				Chest				Left Shoulder				Left Arm			
								7	27										
								Stomach											
								8	27										
								Groin											
		9	54						10		54								
Right Leg												Left Leg							

Armor						1	123													
						Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)														
2	61		3	53		4	123		5	53		6	61							
Bracers (Cestus), Soldier Cloak (Sagum), Lorica Segmentata (Legionary Armor, banded steel)			Soldier Cloak (Sagum), Lorica Segmentata (Legionary Armor, banded steel)			Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)			Soldier Cloak (Sagum), Lorica Segmentata (Legionary Armor, banded steel)			Soldier Cloak (Sagum), Bracers (Cestus), Lorica Segmentata (Legionary Armor, banded steel)								
						7	123													
						Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)														
						8	123													
						Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)														
9			53									10			53					
Soldier Cloak (Sagum), Lorica Segmentata (Legionary Armor, banded steel)									Soldier Cloak (Sagum), Lorica Segmentata (Legionary Armor, banded steel)											

Armor Item	AM Adj	AF Multiplier	Notes
Soldier Cloak (Sagum)	0	1	Standard Armor
Bracers (Cestus)	0	1	Standard Armor
Lorica Segmentata (Legionary Armor, banded steel)	0	1	Standard Armor
Plate Armor (Lorica Metallum)	0	2	Armor given to him by the Praetorian Prefect. Plate x2.

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Name	Weight	Name	Weight	Name	Weight
Toga	2	Belt	.2	Boots, leather	.8
Brimmed hat	.3	Flask, small	.6	Honey Mead	.1
Horse saddle	10	Horse, Riding	900	Lantern, normal	2
Oil, Lantern	.1	Poison, Sleep	.1	Rope, hemp 10yd	3

Description

Numerius Rabirius Hybrida is the son of Lucius Rabirius Hybrida, a man of equestrian rank but with a nefarious reputation as a merchant and a person who the Empire used to do its dirty work. Numerius grew up on an estate outside of Capua and seldom saw his father. His mother, Paulina, was far more important to him, guiding him towards respect for Roman law and the Empire. Lucius did not approve and a rift grew between him and his son. Finally, when Lucius had Paulina murdered, Numerius pursued the matter until his father was brought to justice. Numerius made a powerful enemy when his father was exiled but it impressed the Praetorian Prefect and Numerius was offered a position with the Praetorian Guards.

He trained long and hard for the position and now he is a part of the Roman state police. The loss of his mother has left him distant but committed to the laws.

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.