

Livia Severa, Roman Mage (Magus)

Strength	10
<i>Armor Mod</i>	0
<i>Damage Mod</i>	0
Agility	17
<i>Initiative Mod</i>	0
<i>Unarmed Combat to Hit</i>	1
Dexterity	19
<i>Plus To Hit</i>	2
<i>Craft Skill Mod</i>	10
Constitution	15
<i>Max. Enc.</i>	54 lbs
Intelligence	20
<i>Use Magic</i>	86
<i>Intell. Skill Mod</i>	12
Wisdom	19
<i>Directed Spell</i>	2
<i>Craft Skill Mod</i>	15
Will	17
Piety	18
Charisma	11
<i>Soc. Skill Bonus</i>	0
Appearance	17
<i>Reaction Adj</i>	30
Luck	8
Movement Rate	12

Def	14	Mod DS	14	FP	22	Height	5'4"
Weight	110 lb	Hair	Brown	Skin	Olive	Eyes	Hazel
Sex	male	Age	24	Cash	900.0 denarii		
God/Cult	Cult of Isis						
Code	Knowledge, Independance, Friends						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	52	ARCANE LORE	1	40	ARMOR USE - LEATHER
1	52	BONESETTING	1	52	CODED MESSAGES Roman Military
1	40	DISGUISES	2	72	ENGINEERING
2	72	FIRST AID	1	45	HORSEMANSHIP
1	40	KNIFE USE	1	52	LANGUAGES Greek
5	92	Major Area Of Study Chemistry	1	52	MEMORY
2	72	Minor Area Of Study Medicine	2	72	Minor Area Of Study Surgery
1	52	ORATORY	3	70	PARRYING Shod Staff (Metallum Clava)
1	40	POISON	1	52	POTION LORE
1	40	STAFF USE	2	60	TARGETING Shod Staff (Metallum Clava)

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

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Knife (Culter)	1d6	2	0	4	.5yd	1/2lb	Standard Weapon
Shod Staff (Metallum Clava)	3d10	2	0	2	2yd	6lb	Standard Weapon

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
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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	4 pts	Touch	Glow/Darkness	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.
Ars Candida	1	2 pts	Voice	Speak with Animals	This spell will, quite simply, allow the caster to speak with animals. It does not bestow any intelligence and this may cause some difficulty in getting your point across. This spell will work with any creature of low intelligence and is recognized as not having an established language.
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.
Medicina Maga	1	3 pts	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 caster and the caster is not moving, there is only a 35% -3%/level of detection. If the caster moves this chance is doubled. This spell will also give a +3 to armor class with a +1 every 2 levels.
Medicina Maga	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.
Medicina Maga	1	2 pts	Touch	Mend I	Mend I will mend non-magical items when they are broken. The caster must join the broken pieces together (if they cannot be joined i.e. pounded to dust, it cannot be mended) then enact the spell. An item may be mended in this manner 10 times before the matter becomes too thin to mend again. Items may also be rended to dust. The caster may rend up to a volume equal to 1 cubic foot per level.
Medicina Maga	1	2 pts/10 hp	10 sq mi	Summon & Control Animal	Any creature or creatures within the area of effect will answer according to the terrain and Hit points designated. The control of the animal will fade after 6 turns and it will wander away. However, it will be extremely likely that the caster will encounter the creatures shortly since it is in the area.
Medicina Maga	1	2 pts	Personal	Tongues	Tongues allows the caster to communicate with other races and intelligent

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					humanoids. This spell magically alters the caster's speech to that of the target, doing the same for the target to the caster. This spell will last for one conversation.
Medicina Maga	1	4 pts	Personal	Wolf Form	This spell will transform the caster into either a wolfman form or a full blown wolf. In the wolf form the caster cannot be killed permanently; i.e. if the caster is crushed under a landslide he will regenerate but be killed again by the landslide. The caster will regenerate at a rate of his level in hit points per round. This is per area. The exception to this rule involves damage caused by silver weapons. Silver causes x4 damage to a creature in wolf form, and can cause permanent death. The wolf will have the same statistics as the caster except it will receive a +3 to AGL. The wolf will receive 3 attacks, bite/claw/claw at 3-30/3-18/3-18. It will also have a sense of smell at 75% + 3% per level. The wolf form has the same hit points as the caster. The wolf man form has double the base hit points as the caster but does not regenerate. The wolfman form receives a +1 to AGL and the same attacks as the wolf form, although weapons and armor may be used instead if desired. Unfortunately there are some restrictions to the spell. When the transformation occurs, the character's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to full wolf form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform.

Realm Spirit Points	24	Realm Max S.P.	72	Realm Current S.P.	
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Fortitude Points								1		11																			
								Head																					
2		44				3		44				4		11				5		44				6		44			
Right Arm				Right Shoulder				Chest				Left Shoulder				Left Arm													
								7		22																			
								Stomach																					
								8		22																			
								Groin																					
		9		44								10		44															
Right Leg												Left Leg																	

Armor				1				62																					
				Plate Armor (Lorica Metallum), Traveling Cloak (Lacerna)																									
2		27				3		27				4		27				5		27				6		27			
Traveling Cloak (Lacerna), Ringed Leather Armor (Lorica Scorteia)				Ringed Leather Armor (Lorica Scorteia), Traveling Cloak (Lacerna)				Traveling Cloak (Lacerna), Ringed Leather Armor (Lorica Scorteia)				Ringed Leather Armor (Lorica Scorteia), Traveling Cloak (Lacerna)				Traveling Cloak (Lacerna), Ringed Leather Armor (Lorica Scorteia)													
				7				27																					
				Ringed Leather Armor (Lorica Scorteia), Traveling Cloak (Lacerna)																									
				8				27																					
				Traveling Cloak (Lacerna), Ringed Leather Armor (Lorica Scorteia)																									
9				27												10				27									
Traveling Cloak (Lacerna), Ringed Leather Armor (Lorica Scorteia)												Traveling Cloak (Lacerna), Ringed Leather Armor (Lorica Scorteia)																	

Armor Item	AM Adj	AF Multiplier	Notes
Traveling Cloak (Lacerna)	0	1	Standard Armor
Ringed Leather Armor (Lorica Scorteia)	0	1	Standard Armor
Plate Armor (Lorica Metallum)	0	1	Standard Armor

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Name	Weight	Name	Weight	Name	Weight
1 week staples	3	Belt	.2	Coat, fur lined	2
Dress, work	2	Lantern, bull's-eye	2.5	Oil, Lantern	.1
Poison, Unconsciousness	.1	Pouch, large	.8	Rope, hemp 10yd	3
Sandals	.1	Skin, small	.4	Tinder Box	.3
Wine	.1				

Item Name	Weight	Description
Ring of Invisibility	.1	A silver ring which was a wedding gift from her father. It will allow her to become invisible (as Invisibility II, Sanguis Magus) at a cost of 5 spirit points per turn.

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Description

Livia was born to one of the most influential military men of the time, Marcus Livius Severus. A commander of the legions in Africa, he made a name for himself and acquired huge estates producing all manner of crops and livestock. His expectations for Livia had been traditional in the extreme. He had her married to a powerful merchant from Asia named Jeppos. Jeppos, fortunately for Livia, had little interest in her but made available some of the best instructors in Asia and beyond. She found she had a talent for magic and more than that had the ability to cast two Realms. This is rare and prized. She studied hard and by the time she was 21 she had formed a plan to strike out on her own.

The plan did not come off the way she planned and Jeppos sent hired thugs to retrieve her. She met them on a lonely street in Alexandria and killed every last one of them. She looks back on that night with some dread, not for the threat of punishment but for the act of killing. She is reluctant to have to kill again.

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.