

## Aulus Tadius Gala, Roman Sage (Sapiens)

<b>Strength</b>	<b>15</b>
<i>Armor Mod</i>	0
<i>Damage Mod</i>	0
<b>Agility</b>	<b>12</b>
<i>Initiative Mod</i>	0
<i>Unarmed Combat to Hit</i>	0
<b>Dexterity</b>	<b>18</b>
<i>Plus To Hit</i>	2
<i>Craft Skill Mod</i>	10
<b>Constitution</b>	<b>19</b>
<i>Max. Enc.</i>	82 lbs
<b>Intelligence</b>	<b>18</b>
<i>Use Magic</i>	78
<i>Intell. Skill Mod</i>	6
<b>Wisdom</b>	<b>20</b>
<i>Directed Spell</i>	3
<i>Craft Skill Mod</i>	20
<b>Will</b>	<b>14</b>
<b>Piety</b>	<b>12</b>
<b>Charisma</b>	<b>20</b>
<i>Soc. Skill Bonus</i>	20
<b>Appearance</b>	<b>16</b>
<i>Reaction Adj</i>	25
<b>Luck</b>	<b>10</b>
<b>Movement Rate</b>	<b>10</b>

<b>Def</b>	15	<b>Mod DS</b>	14	<b>FP</b>	25	<b>Height</b>	5'6"
<b>Weight</b>	145 lb	<b>Hair</b>	Black	<b>Skin</b>	Olive	<b>Eyes</b>	Brown
<b>Sex</b>	male	<b>Age</b>	34	<b>Cash</b>	100.0 denarii		
<b>God/Cult</b>	Sol Invictus						
<b>Code</b>	The Empire, Career, Family						
<b>C. Exp</b>	0.0	<b>R. Exp</b>	0.0	<b>Level</b>	1		

Lvl	%	Skill	Lvl	%	Skill
1	40	ACTING	1	46	APPRAISAL Magic Items
1	46	ARMOR LORE	1	40	ARMOR USE - LINKED
1	40	ARMOR USE - LINKED Chain Armor (Lorica Hamata)	1	46	CHEMISTRY
3	70	DECEPTION	1	40	ETIQUETTE
1	46	FIRST AID	1	46	HERBOLOGY
1	40	KNIFE USE	1	46	LANGUAGES Greek
5	86	Major Area Of Study Roman Law	2	66	Minor Area Of Study Architecture
2	66	Minor Area Of Study Arcane Lore	1	55	OPEN LOCKS
3	76	ORATORY	1	40	PARRYING Gladius (Roman Short Sword)
1	40	SWORD USE	1	40	TARGETING Gladius (Roman Short Sword)

Weapon Specializations	Damage	+TH	+TD	Att
<b>No Weapon Specifications.</b>				

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Dagger (Sica)	1d8	3	0	4	.5yd	1/2lb	Standard Weapon
Gladius (Roman Short Sword)	4d6	3	0	3	1yd	3lb	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
Natura Maga	1	1 pt/turn	Personal	Camouflage	This spell is a lesser version of invisibility, since it leaves a shaky outline of the caster. 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.
Natura Maga	1	1 pt/100'	Personal	Glide	This spell will allow the caster to glide to the floor in the manner of a parachute. The caster may carry up to twice his encumbrance but more than that and he will fall as normal. The caster may do no other action while they are gliding and must focus their entire mind on the glide spell. Guidance of this spell is limited and one cannot fly with this spell as much as control their descent much like a parachute.
Natura Maga	1	2 pts/object	100'	Locate I	For this spell to be effective the caster must have seen the object or have a part or likeness of it. The following is the chance of locating an object:Base chance: 30% +2% / level;+5%/pt INT above 10;+10% if it has been seen;+20% if it is well known;-10% if it is only described;-10% if it is 80' or more away.;+10% if holding a part of the object.
Natura Maga	1	4 pts/100 sq ft	Sight	Plant Control I	The purpose of this spell is to allow the caster to control small plants and weeds. The caster may command the plants to grow at an accelerated speed. The caster may also give simple commands such as "trip" or "grab", but the plants will be unable to move.

<b>Realm Spirit Points</b>	25	<b>Realm Max S.P.</b>	75	<b>Realm Current S.P.</b>	
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# Roma Imperious

<b>Fortitude Points</b>		<b>1</b>	<b>12</b>				
		Head					
<b>2</b>	<b>50</b>	<b>3</b>	<b>50</b>	<b>4</b>	<b>12</b>	<b>5</b>	<b>50</b>
Right Arm		Right Shoulder		Chest		Left Shoulder	
		<b>7</b>	<b>25</b>				
		Stomach					
		<b>8</b>	<b>25</b>				
		Groin					
<b>9</b>	<b>50</b>					<b>10</b>	<b>50</b>
Right Leg				Left Leg			

<b>Armor</b>		<b>1</b>	<b>62</b>				
		Traveling Cloak (Lacerna), Plate Armor (Lorica Metallum)					
<b>2</b>	<b>40</b>	<b>3</b>	<b>32</b>	<b>4</b>	<b>32</b>	<b>5</b>	<b>32</b>
Traveling Cloak (Lacerna), Bracers (Cestus), Chain Armor (Lorica Hamata)		Traveling Cloak (Lacerna), Chain Armor (Lorica Hamata)		Traveling Cloak (Lacerna), Chain Armor (Lorica Hamata)		Traveling Cloak (Lacerna), Chain Armor (Lorica Hamata)	
				<b>7</b>	<b>32</b>		
				Traveling Cloak (Lacerna), Chain Armor (Lorica Hamata)			
				<b>8</b>	<b>32</b>		
				Traveling Cloak (Lacerna), Chain Armor (Lorica Hamata)			
<b>9</b>	<b>32</b>					<b>10</b>	<b>32</b>
Chain Armor (Lorica Hamata), Traveling Cloak (Lacerna)				Traveling Cloak (Lacerna), Chain Armor (Lorica Hamata)			

Armor Item	AM Adj	AF Multiplier	Notes
Traveling Cloak (Lacerna)	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

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Name	Weight	Name	Weight	Name	Weight
Flask, small	.6	Ink, blue, red or black	.1	Paper per 15"x15" sheet	.1
Poison, Sleep	.1	Pouch, small	.2	Sandals	.1
Toga, Fine Quality	1.5				

Item Name	Weight	Description
Gallo	140 lb	Gallo is Tadius' man-servant. He does not fight and is not allowed weapons but is faithful to Tadius who treats him well. Gallo is very capable and handles many of Tadius' affairs.

# Roma Imperious

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## Description

Aulus Tadius Gala is an Aedile of the lower offices. He handles the contracts involving the exchange purchasing of magical supplies for the Senate. His family is very important to him but has occasionally cost him a chance for advancement since his father was convicted of trading goods with Alkasas. He has tried to live down betrayal by his father but it has been a long and difficult road. His father, Lucius, made many enemies with his deeds and they have long memories.

Today, Tadius has distinguished himself as something of a zealot where the Empire is concerned. He is trusted by many but his family is still watched by the Praetorians, although not closely. Tadius would jump at the chance to distinguish himself.

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.