

ROMA IMPERIOUS CHARACTER SHEET

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Stats

Strength	
Max Wt Lift	
Damage Mod	
Armor Mod	
Agility	
Unarmed Com. Mod	
Initiative Mod	
Movement Skill Mod	
Movement Rate	
Constitution	
Wt Encumbrance	
Dexterity	
Bonus To Hit	
Craft Skill Mod	
Intelligence	
Use Magic	
Major/Minor Mod	
Intel. Skill Mod	
Wisdom	
Craftsmen Skill Mod	
Dir. Spell Bonus	
Appearance	
Reaction Adjustment	
Charisma	
Social Skill Adj	
Luck	
Piety	
Deity	
Will	

Name	
Age	
Sex	
Height	
Weight	
Eye Color	
Skin Color	
Hair Color	
Provincia	
Dioecsis	

Fortitude Pts

1 FP		
DAM		
3 FP		
DAM		
4 FP		
DAM		
5 FP		
DAM		
2 FP		
DAM		
7 FP		
DAM		
6 FP		
DAM		
8 FP		
DAM		
9 FP		
DAM		
10 FP		
DAM		

Area 1 and 4 = 1/2 Base Fortitude
Area 7 and 8 = Base Fortitude
Area 2,3,5,6,9 and 10 =
2 x Base Fortitude

Money/Items

Money	Items

Armor Points

1 FP		
DAM		
3 FP		
DAM		
4 FP		
DAM		
5 FP		
DAM		
2 FP		
DAM		
7 FP		
DAM		
6 FP		
DAM		
8 FP		
DAM		
9 FP		
DAM		
10 FP		
DAM		

Armor

Actual Defense (STR+CON+AGL)/3 Modified Defense

Base Fortitude Points (STR+CON+WILL)/3 + 1/2 CON

Level	Class Type	Class	Reserve Experience	Total Experience

Weapon	ATT	DAM	+ TH	+ TD	Notes

HINTERWELT ENTERTAINMENTS

IRIDIUM CORE

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[illegible]

1 = 40%
2 = 60%
3 = 70%
4 = 75%
5 = 80%
6 = 82%
7 = 84%
8 = 86%
9 = 88%
10 = 90%
11 = 91%
12 = 92%
13 = 93%
14 = 94%
15 = 95%

Present

Realm Spirit Points

Realm Spirit Points = 3d20 take the highest + 1/2 PIE

[illegible]

IRIDIUM CORE

Character Development

Code



HINTERWELT ENTERTAINMENTS

IRIDIUM CORE

Unit	Worth	Wgt.
1 gold Solidus	= 5 gold Aureus	30/lb
1 gold Aureus	= 25 Denarii	60/lb
1 silver Dinarius	= 4 Sestertii	120/lb
1 brass Sestertius	= 2 Dupondii	20/lb.
1 brass Dupondius	= 2 Asses	40/lb.
1 copper As	= 2 Semisses	40/lb.
1 copper Semis	= 2 copper Quadrantes	140/lb.

Level/Exp

1 = 1 - 7	9 = 91 - 108
2 = 8 - 15	10 = 109 - 127
3 = 16 - 22	11 = 128 - 148
4 = 23 - 32	12 = 149 - 174
5 = 33 - 43	13 = 175 - 205
6 = 44 - 57	14 = 206 - 241
7 = 58 - 73	15 = 242 - 282
8 = 74 - 90	16 = 283 - 327

Items / Other Possessions

People Met / Friends

Name	Notes

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.

Fumbles occur on a natural 1 on an attack die roll. Roll under or equal to your level on a d20 to avoid the fumble. You cannot fumble a natural attack (i.e. punching).

Reserve Experience Cost Table

Area	Cost (Exp)	Notes
New Skill	4	Training for new skills may range from 3 - 9 months at GM's discretion.
Advance existing skill	skill level desired in exp.+ any skill levels in between	Example: You presently have a skill level of 1 and wish to raise it to 3. You must spend 2 for level 2 +3 for level 3 = 5 total exp points.
Stats	20 pts/stat point	20 exp points to raise a stat 1 point with a max of 20
Weapon Prof	Plus to Hit	3 points per plus; + 1 to hit = 3 experience points; + 2 = 6 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for +1 and +2 for a total of 9 points.
Weapon Prof	Plus to Damage	1 point per plus; + 1 to damage = 1 experience points; + 2 = 2 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for +1 and +2 for a total of 3 points.
Weapon Prof	Additional Attack	6 points per Attack; + 1 to attacks = 6 experience points; + 2 = 12 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for +1 and +2 for a total of 18 points. The max number of additional attacks that a character may have is x2 the original number of attacks for that weapon.
Weapon Prof	Additional Die of Damage	6 points per additional die; + 1 die = 6 experience points; + 2 = 12 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for +1 and +2 for a total of 18 points. The max number of additional dice that a character may have is x2 the original number of dice for that weapon.
Spells	3 points x level of desired spell 1 points x level of desired spell for Magi/Sages	NOTE: Magi/Sages cost is only 1 points per level of desired spell. NOTE: Initial spells must be taken in order to take spells further along in the sequence. i.e. you must take the Natura Maga Gust before you take Wind. NOTE: You may not take spells which are of a level higher than the character's level.
Spirit Points	2 points per dice	Purchase an increase of a d10 to base spirit points.

