

Aulus Ancius Celer, Roman Mage (Magus)

Strength	20
<i>Armor Mod</i>	2
<i>Damage Mod</i>	5
<i>Wt. Lift</i>	500 lbs
Agility	13
<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	17
<i>Max. Enc.</i>	68
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	18
Piety	10
Charisma	15
<i>Soc. Skill Bonus</i>	0
Appearance	19
<i>Reaction Adj</i>	40
Luck	20
Movement Rate	11

Def	16	Mod DS	16	FP	27	Height	5'6"
Weight	168 lb	Hair	Black	Skin	White	Eyes	Brown
Sex	male	Age	29	Cash	40.0 denarii		
God/Cult	Sol Invictus						
Code	Knowledge, Lepida, History						
C. Exp	35.0	R. Exp	0.0	Level	5		

Lvl	%	Skill	Lvl	%	Skill
1	80	ALCHEMY	1	50	ARMOR USE - LINKED
1	50	ARMOR USE - LINKED Chain Armor (Lorica Hamata)	1	50	BLINDFIGHTING
1	50	BOW USE	1	62	CHEMISTRY
1	50	CLIMBING	1	62	CUSTOM SKILL Bretani History
1	62	ENGINEERING	2	82	FIRST AID
1	62	HERBOLOGY	1	62	INVESTIGATION
5	102	Major Area Of Study Arcane Lore	1	80	METAL WORKING
1	80	MINING	2	82	Minor Area Of Study Roman History
2	82	Minor Area Of Study Beastiae Magum	1	50	PARRYING Gladius (Roman Short Sword)
1	62	POTION LORE	1	50	SHIELD USE
1	50	SWORD USE	1	50	TARGETING Gladius (Roman Short Sword)
1	50	TARGETING Short Bow (Arcus)			

Weapon Specializations	Damage	+TH	+TD	Att
Gladius (Roman Short Sword)	4d6	2	7	3

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Gladius (Roman Short Sword)	4d6	2	7	3	1yd	3lb	Standard Weapon
Short Bow (Arcus)	See Ammo; +0 dice to damage	2	5	3	150yd	1lb	Standard Weapon

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
Short Bow (Arcus)	20	Field Tip	2d10	0	0	0	0	Standard Ammo. x2 against armor, 1/2 against flesh
Short Bow (Arcus)	20	Leaf Head	2d10	0	0	0	0	Standard Ammo. Standard Arrow.

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Realm	Level	Cost	Range	Name	Description
Medicina Maga	1	3 pts	Personal	Chameleon	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.
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/turn	Personal	Infravision	Infravision allows the caster to see in the infrared spectrum. The caster will be able to see heat at varying shades of red.
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 mended to dust. The caster may mend 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	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.
Medicina Maga	2	5 pts	Personal	Bat Form	This spell will transform the caster into either a batman form or a full blown bat. In the bat 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 bat form, and can cause permanent death. The bat will have

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					<p>the same statistics as the caster except it will receive a +3 to AGL. The bat will receive 3 attacks, bite/claw/claw at 2-20/2-12/2-12. It will also have a sonar at 75% + 3% per level. The caster will also be able to fly at a rate of 24. The bat form has the same hit points as the caster. The bat man form has double the base hit points as the caster but does not regenerate. The batman form receives a +1 to AGL and the same attacks as the bat 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 bat form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform.</p>
Medicina Maga	2	1 pt/5 hp	Touch	Heal II	<p>Heal II is the second in the healing series. If this spell is reversed it does 5 hitpoints 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.</p>
Medicina Maga	2	4 pts/ability of item	Touch	Mend II	<p>Mend II will mend broken and damaged magical armors and weapons. 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. The cost to mend armor with multipliers to its armor factor is equal to armor factor x 4 in spell points (i.e. plate mail with a x4 multiplier (180 hit points protection) would be mended for 16 points per area). A +4 to hit, +40 to damage sword would cost 16 s.p. to repair as well since you consider the to hit modifier with weapons. It will always be a minimum of 4 s.p. to mend a magic item and more if the Gamesmaster thinks it should be more. Items may also be rended to dust. The caster may mend up to a volume equal to 1 cubic foot per level.</p>
Medicina Maga	3	1 pt/7 hp	Touch	Heal III	<p>Heal III is the third in the healing series. If this spell is reversed it does 7 hit points of damage for every spirit point spent. This spell, however, will not mend bones properly or remove arrows. Thus, 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 or it will mend improperly. Reverse heal causes the flesh to rot.</p>
Medicina Maga	4	6 pts	Touch	Neutralize Poison	<p>The caster may neutralize the poison in the food or drink before ingestion or after a person has been affect by it. They must touch the person afflicted or the substance which the wish to neutralize. The caster will be protected from contact poisons for the duration of the spell. This spell will not make rotten food edible or neutralize biological agents. If a person eats rotten food they will need a Cure Disease spell. The material component is some baking soda.</p>
Medicina Maga	6	14 pts	5 yds/pt of STR	Sphere of Entropy	<p>Sphere of Entropy is the ultimate offense for the Medicina Maga. This spell creates a sphere of chaotic energy in the casters hand which he can then throw at an opponent. If he successfully hits then the victim must save at 1/2 CON or disintegrate. If the victim saves then he takes 3d20 + d20 per level to all areas.</p>
Sanguis Magus	1	4 pts	Touch	Glow/Darkness	<p>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</p>

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					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/2 rds	Personal	Haste I	Haste I was first developed by the halfling mage Bollo Longbottom for the Royal Halfling Postal Service. This was to speed their well meaning but slow ponies. Bollo's fame amongst the halfling mages of the present day is immense. The spell will double the movement rate of the caster.
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	1 pt/turn	4 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.
Sanguis Magus	3	3 pts	20'/lvl	Flaming Hand	This spell is renown for its lethal applications. It creates a spout of flame from the caster's hands in the direction he gestures. This flame will gout for one round. For this reason, the caster receives a +1 for every 2 levels that he attains. This spell does a d10 + d4/level + d6 burning per round.
Sanguis Magus	4	7 pts	40' + 2'/lvl	Flame Bolt	Flame bolt is one of Sanguis Magus mainstays for combat spells. A stream of flame erupts from the caster's finger tips shooting outward. The caster must roll to hit with all directed spell and WIS modifiers. If the caster hits then the bolt does 2d10 + d8/level of caster + d6 burning damage per round until extinguished.

Realm Spirit Points	31	Realm Max S.P.	93	Realm Current S.P.
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Fortitude Points		1	13				
		Head					
2	54	3	54	4	13	5	54
Right Arm		Right Shoulder		Chest		Left Shoulder	
				7	27		
				Stomach			
				8	27		
				Groin			
9	54					10	54
Right Leg				Left Leg			

Armor		1	71				
		Soldier Cloak (Sagum), Bracers (Cestus), Plate Armor (Lorica Metallum)					
2	41	3	41	4	101	5	71
Soldier Cloak (Sagum), Bracers (Cestus), Chain Armor (Lorica Hamata)		Soldier Cloak (Sagum), Bracers (Cestus), Chain Armor (Lorica Hamata)		Soldier Cloak (Sagum), Bracers (Cestus), Plate Armor (Lorica Metallum), Small Steel Shield (Metallum Scutulum)		Soldier Cloak (Sagum), Bracers (Cestus), Chain Armor (Lorica Hamata), Small Steel Shield (Metallum Scutulum)	
				7	71		
				Soldier Cloak (Sagum), Bracers (Cestus), Plate Armor (Lorica Metallum)			
				8	71		
				Soldier Cloak (Sagum), Bracers (Cestus), Plate Armor (Lorica Metallum)			
9	41					10	41
Soldier Cloak (Sagum), Bracers (Cestus), Chain Armor (Lorica Hamata)				Soldier Cloak (Sagum), Bracers (Cestus), Chain Armor (Lorica Hamata)			

Armor Item	AM Adj	AF Multiplier	Notes
Soldier Cloak (Sagum)	0	1	Standard Armor
Bracers (Cestus)	0	1	Standard Armor
Small Steel Shield (Metallum Scutulum)	0	1	Standard Armor
Chain Armor (Lorica Hamata)	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	Backpack, wood frame	4	Brandy	.25
Ink, blue, red or black	.1	Journal, Leather bound	3	Lantern, bull's-eye	2.5
Medical Kit	2	Mirror, Small (6" dia.)	.2	Oil, Lantern	.1
Paper per 15"x15" sheet	.1	Rope, hemp 10yd	3	Sandals	.1
Toga, Fine Quality	1.5				

Item Name	Weight	Description
Spirit Bottle	.3 lbs	This bottle contains 40 spirit points that the caster may use or give to another caster.

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Description

A student of history, Aulus never expected to find a talent for magic. Nonetheless, the Celer family is one of renown wealth and position in Britannia. His father, Scribonius, was supportive in his sons efforts trusting to Aulus' elder brothers to carry the family fortune to new heights in their Silver works in Germania. While Aulus was still young, the Celer family was struck with disaster as the ship carrying the brothers was wrecked off the shore of Caledonia. Aulus and one of his elder brothers, Quintus the Younger, were washed up on a beach but lie in a coma for weeks. It was not until a Magus from a nearby Roman fort came, cast his spells, were the boys healed.

It was not long after this that Aulus asked to attend the Scholae Magus at Eboracum. He studied magic and showed true aptitude. His teachers always spoke well of him and it was not long before the Praetorians asked him to join them. He worked for the Empire for a short while but when faced with the duties of a Praetorian, in this case, destroying a seditious library, he was repulsed and left their order.

Now, he works for the Legions as an auxiliary, allowing himself the freedom to refuse a mission if it offends his sensibilities. Also, it allows him to stay close to Lepida, his wife and lover for the past five years. She is the model of Roman refinement and always discrete. She is pregnant with their first child and stays in their home in Eboracum.

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.