

Cammius, Roman null Doctor (Medicus)

Strength	17
<i>Armor Mod</i>	1
<i>Damage Mod</i>	2
<i>Wt. Lift</i>	180 lbs
Agility	18
<i>Initiative Mod</i>	1
<i>Unarmed Combat to Hit</i>	2
Dexterity	20
<i>Plus To Hit</i>	3
<i>Craft Skill Mod</i>	15
Constitution	18
<i>Max. Enc.</i>	75
Intelligence	17
<i>Use Magic</i>	74
<i>Intell. Skill Mod</i>	3
Wisdom	10
<i>Directed Spell</i>	0
<i>Craft Skill Mod</i>	-5
Will	17
Piety	14
Charisma	18
<i>Soc. Skill Bonus</i>	15
Appearance	15
<i>Reaction Adj</i>	15
Luck	17
Movement Rate	13

Def	17	Mod DS	17	FP	26	Height	5'11"
Weight	195 lbs	Hair	Red	Skin	White	Eyes	Blue
Sex	male	Age	24	Cash	355.0 denarii		
God/Cult	Sol Invictus						
Code	Healing, Life, Adventure						
C. Exp	35.0	R. Exp	0.0	Level	5		

Lvl	%	Skill	Lvl	%	Skill
1	53	ANATOMY Human	1	55	ARMOR USE - LINKED
1	55	ARMOR USE - LINKED Chain Armor (Lorica Hamata)	3	83	BONESETTING
1	50	CLIMBING	3	83	FIRST AID
2	73	HERBOLOGY	2	73	MEDICINE
1	55	PARRYING Gladius (Roman Short Sword)	2	70	POISON
1	53	POTION LORE	1	53	SEARCH
1	55	STAFF USE	2	73	SURGERY
1	55	SWORD USE	1	50	TAPPING
1	55	TARGETING Spear (Hasta)	1	55	TARGETING Gladius (Roman Short Sword)

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

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Gladius (Roman Short Sword)	4d6	3	4	3	1yd	3lb	Standard Weapon
Spear (Hasta)	2d10	3	2	1 or 2	5yd/pt STR	2lb	Standard Weapon. Quantity carried: 3

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
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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	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	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	1 pt/5 hp	Touch	Heal II	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.
Medicina Maga	2	4 pts/ability of item	Touch	Mend II	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

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					<p>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 rend 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>

Realm Spirit Points	14	Realm Max S.P.	42	Realm Current S.P.	
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Fortitude Points		1	13						
		Head							
2	52	3	52	4	13	5	52	6	52
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm	
		7	26						
		Stomach							
		8	26						
		Groin							
9	52					10	52		
Right Leg						Left Leg			

Armor		1	63						
		Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)							
2	33	3	33	4	63	5	33	6	33
Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)		Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)		Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)		Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)		Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)	
		7	63						
		Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)							
		8	63						
		Soldier Cloak (Sagum), Plate Armor (Lorica Metallum)							
9	33					10	33		
Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)						Soldier Cloak (Sagum), Chain Armor (Lorica Hamata)			

Armor Item	AM Adj	AF Multiplier	Notes
Soldier Cloak (Sagum)	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	Belt	.2
Boots, leather	.8	Honey Mead	.1	Medical Kit	2
Mirror, Small (6" dia.)	.2	Poison, Sleep	.1	Pouch, large	.8
Rope, hemp 10yd	3	Shirt	.3	Skin, large	.6
String per foot	--	Tent, one person	3	Torch	1
Trousers	.4				

Item Name	Weight	Description
Mother's Diamond	.1 lbs	This diamond belonged to your mother. It holds 30 Spirit points that you may use to power spells.

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Description

From an early age, Cammius was an adventuresome sort. He grew up just outside of Londinium on a small private villa. His mother was never wed and it was generally known that the equestrian lord, Camurius Verus, was his father. However, this was not spoken of and his mother, Virella, lived a happy and comfortable life until Cammius was thirteen. It was in the summer of that year when a small plague struck the outlying villa and many grew ill and died. Virella was one of them but on her death bed she made him promise to always do his best and live beyond the villa.

Camerius, his unacknowledged father, helped Cammius enter the scholae and receive training as a medicus. He dedicated himself to learning all he could of disease, wounds and healing. When he had the confidence of his mentors, he took a post in the Legions as a medicus. He has seen the world as his mother wished and returned to Britannia. He now hopes to make a difference in his home land.

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.