

CREATING AN ARCHITECTUS

Choose a name, description, temperament, cult, stats, moves, and bonds.

DESCRIPTION

Circle one from each line, or make up your own.

- Ambiguous, Concealed, Female, Male
- Aged face, Burned face, Scarred face, Young face
- One eye, Penetrating eyes, Questioning eyes, Surveying eyes
- Burned body, Muscular body, Tall body, Wiry body

TEMPERAMENT

Choose one: Choleric, Melancholic, Phlegmatic, Sanguine.

CULT

Choose one cult in which you are initiated:

Diana, Mars, Mercury, Minerva, Neptune, Pluto, The Sisters, Trivia, Venus, Vulcan, Faithless

STARTING STATS

ACUTUS +1, FORTIS +1, IMPETUS -1, LEPOS 0, FATUM 0

Add 1 to a single stat

MOVES

You know all the basic moves.

Choose two architectus moves plus one cult move from your chosen cult.

BONDS

Everyone introduces their characters. Take your turn. List the other character's names. Go around again for Bonds. On your turn, ask at least 1:

- *Which of you would make a good apprentice?*

For that character, write Bond +2

- *Which of you set off a trap I set?*

For that character, write Bond -2

- *Which of you spilled Flames of Vulcan and nearly killed us?*

For that character, write Bond -2

For everyone else, write Bond -1.

You are often preoccupied with studies and creation to take time to get to know others.

On the others' turns, answer their questions as you like.

STARTING GEAR

You get:

- A dagger (1-harm hand near)
- Tools
- Camping and mess gear
- 3-barter in Denarii and goods

NOTES

THE ARCHITECTUS



ARCHITECTUS MOVES

- Flames of Vulcan:** you possess 3-stock of flaming pitch in corked clay pots, and can restock when you have time and materials. When you throw one at a target, spend 1-stock and roll +ACUTUS. On a 10+, the target takes 3-harm ap and anyone close to the target takes 1-harm ap. On a 7-9, the target takes 1-harm ap.
- Precision Fire:** when you exchange blows with a ranged weapon, roll +ACUTUS instead of +IMPETUS.
- Prepared Defenses:** when you make camp, have time and materials, and prepare defenses, all allies take +1 ongoing when exchanging blows while close to the camp.
- Segmented Armor:** you possess a customized set of segmented armor (2-armor).
- Set Trap:** when you have time and materials to set a trap, choose one:
 - When triggered, all creatures close to the trap take 2-harm.
 - When triggered, all creatures close to the trap are knocked prone.
 - When triggered, all allies take +1 forward.

OTHER MOVES

GEAR

NAME

CULT AND CREDO

DESCRIPTION

TEMPERAMENT

BONDS

ACUTUS

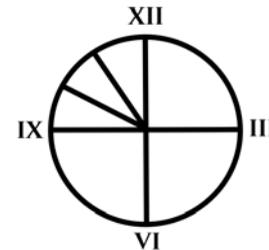
FORTIS

IMPETUS

LEPOS

FATUM

HARM



- Stabilized
- Shattered (-1 ACUTUS)
- Broken (-1 FORTIS)
- Crippled (-1 IMPETUS)
- Disfigured (-1 LEPOS)
- Haunted (-1 FATUM)

IMPROVEMENTS

Experience O O O O O O >>> Erase experience and choose one:

- +1 ACUTUS (max +3)
- +1 FORTIS (max +3)
- +1 IMPETUS (max +3)
- +1 LEPOS (max +3)
- +1 FATUM (max +3)
- Get a new architectus move
- Get a new architectus move
- Get a move from another playbook
- Get a move from another playbook
- Get a new cult move
- Remove a debility

You may choose from the following after you have taken at least 5 from above:

- Get +1 to any stat (max +3)
- Retire your character to safety and create a new character
- Create a second character to play
- Change playbook
- Change cult
- Choose 3 basic moves and advance them
- Choose 3 basic moves and advance them