

CREATING AN AUGUR

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, Beaming face, Placid face, Young face
- Clouded eyes, Laughing eyes, No eyes, Piercing eyes
- Bent body, Frail 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 0, FORTIS 0, IMPETUS -1, LEPOS +1, FATUM +1
Add 1 to a single stat

MOVES

You know all the basic moves.
Choose two augur 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 have I foreseen your doom?*
For that character, write Bond +2
- *Which of you can I not see your future?*
For that character, write Bond -2
- *Which of you do I dream of every night?*
For that character, write Bond +3

For everyone else, write Bond +1.
You see visions of everyone's fate.

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

STARTING GEAR

You get:

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

NOTES

THE AUGUR



AUGUR MOVES

- Ancestral Knowledge:** when you **recall lore**, roll +FATUM instead of +ACUTUS.
- Bonds of Fellowship:** when you take time to meditate on another's future and tell them about it, roll +Bond. On a 10+, they get +1 ongoing until they have made 3 rolls. On a 7-9, they get +1 forward. On a miss, they get -1 forward.
- Divine Protection:** your faith in the gods gives you 1-armor if you are not wearing any armor.
- Precognition:** when you **exchange blows**, roll +FATUM instead of +IMPETUS.
- Visions of Death:** when you go into battle and observe the mists of fate, roll +FATUM. On a 10+, name one NPC who will die and one who will live. On a 7-9, name one NPC who will die OR one who will live. The arbiter will make your vision come true, if possible. On a miss, you foresee your own death and take -1 ongoing until the battle ends.

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 augur move
 - Get a new augur 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