

## CREATING A DECANUS

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
- Chiseled face, Measured face, Stern face, Worn face
- Frosty eyes, Inviting eyes, Strong eyes, Tired eyes
- Lean body, Muscular body, Stocky body, Worn 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 0, LEPOS +1, FATUM 0  
Add 1 to a single stat

### MOVES

You know all the basic moves and both decanus moves. Choose 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 used to serve in my contubernium?  
For that character, write Bond +3

- Which of you do I think would make a good second in command?  
For that character, write Bond +2

- Which of you is useless?  
For that character, write Bond -2

For everyone else, write Bond +1.  
You see everyone's usefulness towards the cohort's missions.

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

### STARTING GEAR

You get:

- A breastplate and greaves (1-armor)
- A large shield (1-armor +1armor)
- A gladius (2-harm hand)
- Camping and mess gear
- 3-barter in Denarii and goods

## NOTES

# THE DECANUS



**DECANUS MOVES**

- **Contubernium:** you lead a small unit of 8 Ruman soldiers (small gang, 2-harm hand, 1-armor) armed with gladius and shield. Choose two to apply to your contubernium:
  - Affable (LEPOS +1)
  - Armored (2-armor)
  - Devoted: when you suffer harm in the presence of your gang, your gang may suffer the harm instead.
  - Ferocious (IMPETUS +1)
  - Hardy (suffer -1 harm once per battle)
  - Lucky (FATUM +1)
  - Observant (ACUTUS +1)
  - Phalanx (2-harm close)
  - Pilums (2-harm near)
  - Steady (FORTIS +1)
  - Testudo: in battle, you and your gang gain +1 armor when everyone is in hand range.
- **Leader of Men:** when you order your gang, roll +LEPOS. On a 10+, pick 2. On a 7-9, pick 1. On a miss, pick 1, but you'll pay for it later.
  - They do what you order, even if suicidal.
  - The gang does not disperse in combat.
  - They'll do their best to bring or give you what you ask.

**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 2 new options for the contubernium move
- Get 2 new options for the contubernium 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

**OTHER MOVES**