

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