

CREATING AN HASTATUS

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
- Handsome face, Grim face, Open face, Stern face
- Bright eyes, Cunning eyes, Steadfast eyes, Wary eyes
- Hardy body, Lean body, Stocky body, Strong 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 hastatus 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 joined the cohort at the same time as me?*
For that character, write Bond +2
- *Which of you do I look up to as an example of Ruman ideals?*
For that character, write Bond +3
- *Which of you do I not trust to have my back?*
For that character, write Bond -2

For everyone else, write Bond +1.
You see everyone as an ally until they prove otherwise.

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 stacks)
- A gladius (2-harm hand)
- 1 pilum (2-harm near)
- Camping and mess gear
- 2-barter in Denarii and goods

NOTES

THE HASTATUS



HASTATUS MOVES

- Hold the Line:** when you stand in defense of a person, place, or thing, roll +FORTIS. On a 10+, pick two. One a 7-9, pick one.
 - No harm comes to the thing you defend for a few moments.
 - No harm comes to you for a few moments.
 - You force the danger back and away.
- Only a Flesh Wound:** when you suffer harm between III and VI and no further on the sundial, say how you avoid the harm and erase the harm between III and VI.
- Protect Them All:** when you **aid** an ally in battle, roll +FORTIS instead of +Bond.
- Swordmaster:** when you **exchange blows** with a gladius, inflict +1 harm.
- Sword and Shield:** when you **exchange blows** with a gladius and shield, roll +FORTIS instead of +IMPETUS.

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 hastatus move
- Get a new hastatus 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