

## 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**

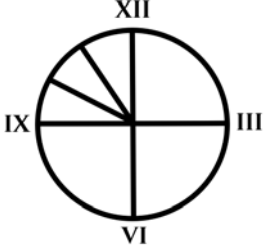
**FORTIS**

**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