

## CREATING A MAGUS

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
- Attractive face, Severe face, Wrinkled face, Youthful face
- Clouded eyes, Burning eyes, No eyes, Wise eyes
- Bony body, Bent body, Frail 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 +1, FORTIS 0, IMPETUS -1, LEPOS 0, FATUM +1  
Add 1 to a single stat

### MOVES

You know all the basic moves.  
Choose two magus 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 holds arcane secrets I seek?*  
For that character, write Bond +2
- *Which of you once saved my life?*  
For that character, write Bond +2
- *Which of you thinks I am an abomination to the gods?*  
For that character, write Bond -2

For everyone else, write Bond -1.  
Your studies don't allow much time to get to know people.

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

### STARTING GEAR

You get:

- A codex of arcanum (if you use such a thing)
- A dagger (1-harm hand near)
- Camping and mess gear
- 3-barter in Denarii and goods

### NOTES

### OTHER MOVES

### GEAR

# THE MAGUS



## MAGUS MOVES

- Bind Daemon:** when you have the materials, conduct the proper rituals, and attempt to bind a daemon you can see to your will, roll +FATUM. On a 10+, they do one thing of your bidding within their ability. On a 7-9, they do the thing, but there is a complication. The arbiter will tell you what. On a miss, the daemon attacks you.
- Control Animal:** when you attempt to control a nearby animal with your will, roll +FATUM. On a 10+, they do one thing of your bidding within their ability. On a 7-9, they do the thing, but there a complication. The arbiter will tell you what. On a miss, the animal attacks you.
- Create Water:** when you create water from nothing, say how much water you create and take 1-harm ap for each congius (3.27 liters or 0.864 gallons) created.
- Enhanced Abilities:** when you concentrate for a few minutes to enhance your abilities, take 1-harm ap and choose one stat. Take +1 ongoing to the chosen stat until then end of the battle/scene.
- Enhanced Senses:** when you concentrate for a few minutes to enhance your senses, take 1-harm ap. You can see and hear twice as far as normal, and can see in total darkness. Your enhanced senses last until the end of the battle/scene.
- Gaze of Medusa:** when you **exchange blows** using this move (2-harm ap hand near), roll +FATUM instead of +IMPETUS.
- Open Portal:** when you have time, and conduct the proper ritual, you may open a portal to either Hel or the Outer Realms. Say which.
- Philosopher's Stone:** when you place a material on the stone and have time to conduct the proper ritual, you may transform that material into half as much of another material. Say what the new material is.
- Snake Charmer:** when you call to nearby snakes, roll +FATUM. On a 10+, they come to you and do one thing of your bidding. On a 7-9, they come to you.
- Universal Panacea:** when you have the necessary materials and 24 hours of uninterrupted preparation time, you may create 1-stock of universal panacea. When someone uses the universal panacea, reduce stock by 1 and they may remove all harm taken and one debility.
- Unnatural Charm:** when you **debate a point**, roll +FATUM instead of +LEPOS.

NAME

CULT AND CREDO

DESCRIPTION

TEMPERAMENT

BONDS

ACUTUS

FORTIS

IMPETUS

LEPOS

FATUM

## IMPROVEMENTS

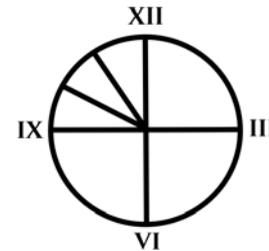
Experience O O O O O O >>> Erase experience and choose one:

- +1 ACUTUS (max +3)
- +1 FORTIS (max +3)
- +1 IMPETUS (max +3)
- +1 LEPOS (max +3)
- +1 FATUM (max +3)
- Get a new magus move
- Get a new magus move
- Get a new magus 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)
- Get a new magus move
- Get a new magus move
- Get a new magus move
- 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

HARM



- Stabilized
- Shattered (-1 ACUTUS)
- Broken (-1 FORTIS)
- Crippled (-1 IMPETUS)
- Disfigured (-1 LEPOS)
- Haunted (-1 FATUM)