

CREATING A MEDICUS

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
- Haggard face, Kind face, Lively face, Pretty face
- Caring eyes, Hard eyes, Tired eyes, Welcoming eyes
- Big body, Lean body, Rangy body, Stout 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 +1, FATUM 0

Add 1 to a single stat

MOVES

You know all the basic moves.

Choose two medicus 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 did I bring back from the brink of death?*
For that character, write Bond +3
- *Which of you do I think is doomed despite my best efforts?*
For that character, write Bond -2
- *Which of you helped me with my last surgery?*
For that character, write Bond +2

For everyone else, write Bond +1.

You pay attention to people's welfare.

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

STARTING GEAR

You get:

- Medicinal kit (6-stock)
- A dagger (1-harm hand near)
- Camping and mess gear
- 3-barter in Denarii and goods

NOTES

THE MEDICUS



MEDICUS MOVES

- Herbalist:** when you have time and materials to prepare a potion or salve, gain 1-stock and choose a stat. A character can use the potion or salve to gain +1 ongoing to the chosen stat until the end of the battle/scene.
- Master of Anatomy:** when you **exchange blows**, roll +ACUTUS instead of +IMPETUS.
- Master of Poisons:** when you have time and materials to prepare a poison, gain 1-stock. When the stock is used, say how and roll +ACUTUS. On a 10+, the target takes 3 harm ap and is incapacitated. On a 7-9, the target takes 2 harm ap. On a miss, the poison has no effect.
- Patch Them Up:** when you **treat harm**, treat any miss as a partial hit.
- Surgeon:** when you have time and the proper tools and attempt to remove another character's debility, spend 2-stock from a medicinal kit and roll +ACUTUS. On a 10+, they erase the debility. On a 7-9, they erase the debility but take 2-harm ap. On a miss, they suffer an additional debility.

OTHER MOVES

GEAR

NAME

CULT AND CREDO

DESCRIPTION

TEMPERAMENT

BONDS

ACUTUS

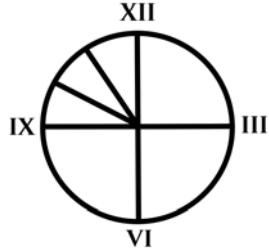
FORTIS

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 medicus move
 - Get a new medicus 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