

## CREATING A PRAEDO

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, Bony face, Grimy face, Sharp face
- Appraising eyes, Darting eyes, Guilty eyes, Squinty eyes
- Athletic body, Lanky body, Lithe body, Obese 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 0, FATUM +1

Add 1 to a single stat

### MOVES

You know all the basic moves.

Choose two praedo 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 used to be a criminal?*  
For that character, write Bond +3
- *Which of you has the nicest gear?*  
For that character, write Bond +2
- *Which of you killed someone I used to run with?*  
For that character, write Bond -2

For everyone else, write Bond +1.

You keep your eyes open for opportunity.

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

### STARTING GEAR

You get:

- A dagger (1-harm hand near)
- A sling (1-harm far)
- Camping and mess gear
- 3-barter in Denarii and goods

## NOTES

# THE PRAEDO



**PRAEDO MOVES**

- **Kleptomaniac:** when you search your gear for something small you previously stole (the arbiter will say if it is too big), roll +FATUM. On a 10+, you find what you need. On a 7-9, you find what you need or something close, but it belongs to someone nearby.
- **Into the Shadows:** when you want to disappear, mix with a crowd, or pose as another (in disguise), roll +ACUTUS. On a 10+, pick 2. On a 7-9, pick 1.
  - You remain undetected so long as you do nothing to warrant notice.
  - You gain access to places or resources undetected.
  - You leave no visible traces behind you.
- **Opportunist:** when you **interfere** with someone, you may roll +ACUTUS instead of +Bond.
- **Pickpocket:** when you attempt to lift a small item or some coin from another, roll +ACUTUS. On a 10+, you take possession of what you want. On a 7-9, you take possession of what you want, but the former owner notices.
- **Swift Getaway:** name your escape route, roll +ACUTUS. On a 10+, you're gone. On a 7-9, you can go or stay, but if you go you either leave something behind or take something with you (the arbiter will say what).

**OTHER MOVES**

**NAME**

**CULT AND CREDO**

**DESCRIPTION**

**TEMPERAMENT**

**BONDS**

**ACUTUS**

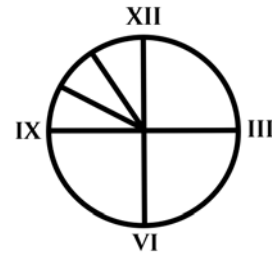
**FORTIS**

**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 praedo move
- Get a new praedo 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

**GEAR**