

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

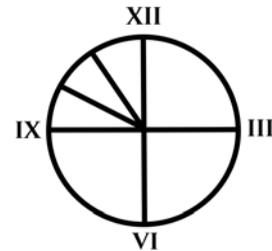
FORTIS

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