

CREATING A TRIARIUS

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
- Angry face, Passive face, Stern face, Weathered face
- Jaded eyes, Judging eyes, Merciless eyes, Missing eye
- Angular body, Lean body, Scarred body, Tired 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 -1, FATUM 0

Add 1 to a single stat

MOVES

You know all the basic moves.

Choose two triarius 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 have I fought alongside the longest?*

For that character, write Bond +3

- *Which of you ran during our last battle together?*

For that character, write Bond -2

- *Which of you stole from me?*

For that character, write Bond -2

For everyone else, write Bond -1.

You don't see the point in developing connections with people who will soon be dead.

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

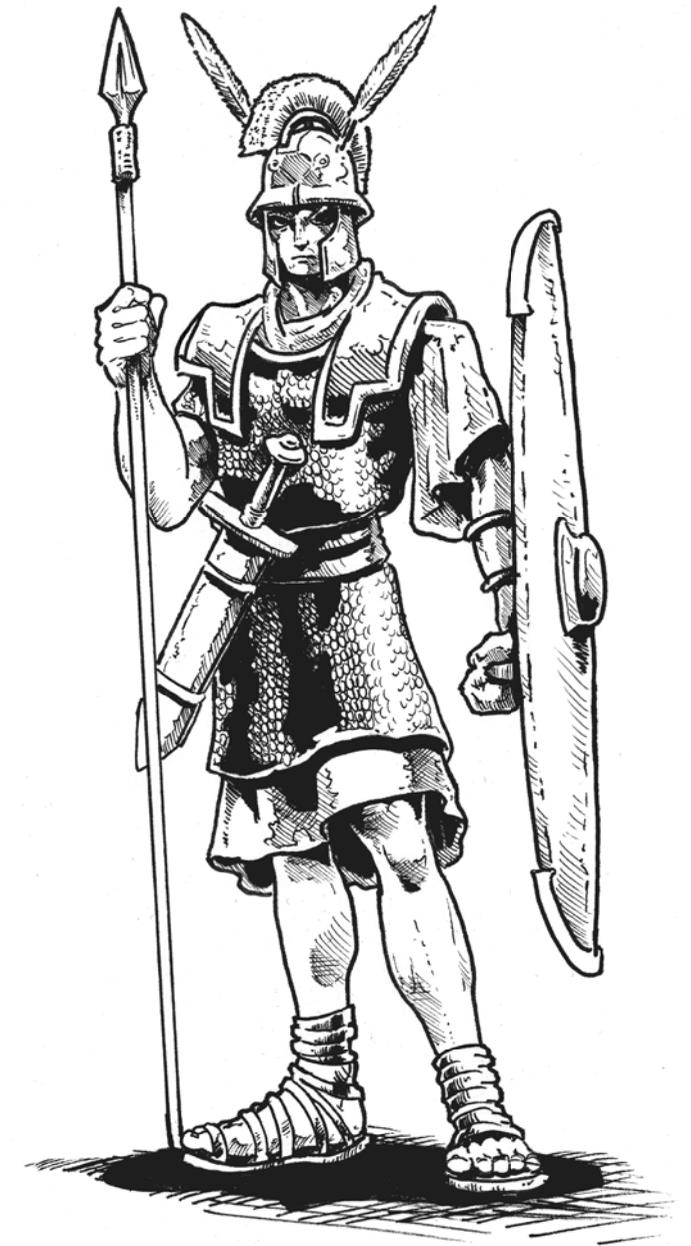
STARTING GEAR

You get:

- A breastplate (1-armor)
- A large shield (1-armor stacks)
- A gladius (2-harm hand)
- A spear (2-harm close near)
- Camping and mess gear
- 3-barter in Denarii and goods

NOTES

THE TRIARIUS



TRIARIUS MOVES

- Battle Tactics:** when you **aid** an ally in battle, don't roll +Bond. You help them as though you rolled 10+.
- Fighting Retreat:** during a battle, name your escape route, roll +FORTIS. 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).
- I've Seen It All:** when you **overcome adversity**, take +1 to the roll.
- Prepared for the Inevitable:** you have a well-stocked medicinal kit (2-stock) and know how to use it.
- Weaponmaster:** when exchanging blows with a gladius or spear, inflict +1 harm.

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 triarius move
- Get a new triarius 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