

## CREATING A VENATOR

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
- Blunt face, Foreign face, Gaunt face, Pretty face
- Calculating eyes, Energetic eyes, Friendly eyes, Narrow eyes
- Hardy body, Rangy body, Slim body, Toned 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 venator 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 is the best hunter next to me?*  
For that character, write Bond +2
- *Which of you constantly scares off my prey?*  
For that character, write Bond -2

For everyone else, write Bond -1.  
You keep to yourself.

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

### STARTING GEAR

You get:

- A dagger (1-harm hand near)
- A sling (2-harm far) or a bow (2-harm far)
- A small shield (1-armor stacks)
- Camping and mess gear
- 2-barter in Denarii and goods

## NOTES

# THE VENATOR



**VENATOR MOVES**

- Marksman:** when you **exchange blows** with a ranged weapon, roll +ACUTUS instead of +IMPETUS.
- Master Tracker:** when you **observe carefully**, you may ask 1 additional question on a hit or partial hit.
- Master Woodsman:** when you are in the wilderness, you can always find food and clean water for you and your cohort.
- Son of Hades:** you are the master of a twin-headed Cerrabi hound. When you command your beast to help you exchange blows (2-harm near), take +1 on the roll. When you command your beast to help you observe carefully, take +1 to the roll.
- Stalker:** when you hide, sneak, or do something silent in the wilderness, 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.

**OTHER MOVES**

**GEAR**

**NAME**

**CULT AND CREDO**

**DESCRIPTION**

**TEMPERAMENT**

**BONDS**

**ACUTUS**

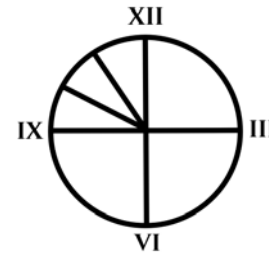
**FORTIS**

**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 venator move
- Get a new venator 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