Basic Moves

AID OR INTERFERE

When you **help or hinder someone**, say how you do it and roll +Bond with them. On a 10+, they take +1 or -2 to their roll, your choice. On a 7-9, they take the above modifier, but you expose yourself to danger or retribution. The arbiter will provide details.

Advanced: On a 12+, they take a +2 or -3 to their roll, your choice.

DEBATE A POINT

When you **negotiate**, **attempt to sway**, or **manipulate another**, tell them what you want them to do or think, give them a reason, and roll +LEPOS.

For NPCs: On a 10+, they go along with you, unless or until some fact or action betrays the reason you gave. On a 7-9, they go along with you, but they need some concrete assurance, corroboration, or evidence first.

For PCs: On a 10+, both. On a 7-9, choose 1.

- If they go along with you, they mark experience.
- If they refuse, you mark experience.

Advanced (NPC only): On a 12+, they go along with you. Furthermore, they change their nature towards you until you betray their trust. Choose one:

- Confidante (they give you advice, perspective, or absolution)
- Friend (they back you up)
- Guardian (they intercept danger)
- Lover (they give you shelter and comfort)
- Right Hand (they follow through on your intentions)
- Representative (they pursue your interests in your absence)

EXCHANGE BLOWS

When you **engage in melee** or **trade volleys with ranged weapons**, roll +IMPETUS. On a 10+, you inflict harm (for weapon used) on your opponent. On a 7-9, you inflict harm (for weapon used) on your opponent, and you suffer harm (based on your opponent). If you attack at range and the enemy has no ranged weapons, inflict harm and choose one:

- You must move to get the shot, placing you in danger.
- Your shot doesn't hit precisely, inflict -1 harm.
- You require several shots, reduce ammo by 1.

On a miss, you suffer harm (based on your opponent). If you attack at range and the enemy has no ranged weapons, you also put yourself in danger. The arbiter will tell you how.

Advanced: On a 12+, you inflict harm (for weapon used) +1 on your opponent.

OBSERVE CAREFULLY

When you **study a person or situation**, roll +ACUTUS. On a 10+, ask the arbiter 3 questions from the list below. On a 7-9, ask 1 question.

In either case, take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who is really in control here?
- What here is not what it appears to be?

Advanced: On a 12+, ask 3 questions from the list and decide an answer to one of them yourself, as the fiction permits.

OVERCOME ADVERSITY

When you **stand firm in the face of great danger** or **act despite impending peril**, say how you do it. If you do it...

- ...by using your quick wits, roll +ACUTUS
- ...by sheer strength of will, roll +FORTIS
- ...by forcing your way through, roll +IMPETUS
- ...by talking your way out, roll +LEPOS
- ...by relying upon the gods or fate, roll +FATUM

On a 10+, you do what you say you do. On a 7-9, you do what you say you do, but there is a complication. The arbiter will provide details.

Advanced: On a 12+, you do what you say you do and take +1 forward.

RECALL LORE

When you **attempt to recall something** you have learned, roll +ACUTUS. On a 10+, the arbiter will tell you something interesting and useful about the subject. On a 7-9, The arbiter will tell you something interesting.

In either case, the arbiter may ask "How do you know this?" Tell them the truth.

Advanced: On a 12+, tell the arbiter something interesting and useful about the subject, as the fiction permits.

Harm Moves

SUFFER HARM

When you suffer harm, roll +harm suffered (after armor if you're wearing any). On a 10+, the arbiter chooses one:

- You're out of action: unconscious, trapped, incoherent, or panicked.
- It's worse, take an additional 1-harm.
- Choose two from the 7-9 list below.

On a 7-9, the arbiter chooses one:

- You lose your footing.
- You lose your grip on an item you are holding.
- You lose track of someone or something you're attending to.
- You miss noticing something important.

On a miss, the arbiter may choose one of the 7-9 options, but you take -1 harm.

INFLICT HARM ON ANOTHER PLAYER CHARACTER

When you inflict harm on another player character, they get +1 bond with you for each segment of harm you inflict.

RECOVER HARM

When you have time to rest and recuperate and do not have harm beyond IX on your sundial, roll +FORTIS. On a 10+, erase all harm. On a 7-9, erase all harm after III. On a miss, erase all harm after VI.

WHEN LIFE BECOMES UNTENABLE

When you mark the last segment of your sundial (XI-XII), your life becomes untenable. Choose one:

- Mark the **shattered** (-1 ACUTUS) debility and say how you got it.
- Mark the **broken** (-1 FORTIS) debility and say how you got it.
- Mark the **crippled** (-1 IMPETUS) debility and say how you got it.
- Mark the **disfigured** (-1 LEPOS) debility and say how you got it.
- Mark the **haunted** (-1 FATUM) debility and say how you got it.
- Change to a new playbook.
- Your character dies. Create a new character.

The arbiter may tell you to erase some harm, as the fiction permits.

TREAT HARM

When you have time and materials to stabilize another or heal harm past IX on their sundial, spend stock from a medicinal kit and roll +stock spent. Take +1 to this roll if you are a medicus or have the **Prepared for the Inevitable** triarius move. On a hit or partial hit, they stabilize and erase harm after VI. On a 10+, choose two. On a 7-9, choose 1.

- They fight you and you are forced to knock them out. For how long?
- The pain and medication make them babble. Ask them what secret they spill.
- The treatment requires less stock than anticipated. Recover 1-stock in your medicinal kit.
- They are at your complete mercy. What do you do to them?
- Their recovery teaches you something. Mark experience.
- They owe you for your time, attention, and supplies. Hold them to it.

On a miss, they take 1-harm ap instead.

SESSION MOVE

END A SESSION

Choose one:

- Choose one character who knows you better than they did before this session. Tell that player to take +1 to their Bond with you on their sheet. If this brings them to Bond +4, they reset to Bond +1 and mark experience. Ask them how your relationship has changed.
- If no one knows you any better, choose a character who doesn't know you as well as they thought, or choose any character. Tell that player to take -1 to their Bond with you on their sheet. If this brings them to Bond -3, they reset to Bond 0 and mark experience. Ask them how your relationship has changed.

Once changes to bonds have been completed, take turns discussing whether each character followed their temperament during the session. If the group agrees that they did, that character marks experience.

Then discuss whether each character followed their credo during the session. If the group agrees that they did, that character marks experience.

Cult Moves

Diana, Goddess of Wilderness and the Hunt

- **Follow in My Steps**: when your cohort mimics your actions in the wild, they take +1 ongoing until they no longer mimic your actions.
- **Huntress' Hand**: when you exchange blows with a ranged weapon, roll +FATUM instead of +IMPETUS
- **Wild Sense**: when you spend time to commune with the wild, roll +FATUM. On a 10+, ask 2. On a 7-9, ask 1.
    - In what direction is the nearest game?
    - In what direction is the nearest water?
    - In what direction is the nearest pocket of civilization?
    - Which way is North?

Mars, God of Violence and Murder

- **Carnage**: when you exchange blows, you may suffer 1-harm ap to inflict +1 harm
- **Quick to Violence**: when your cohort opts to exchange blows without deliberations beforehand, each member of the cohort gains +1 forward.
- **Unseen Blade**: when you attempt to inflict harm on an unaware victim, roll +FATUM. On a 10+, inflict harm+1. On a 7-9, the opponent notices you at the last moment, inflict harm-1. On a miss, the opponent notices you before you can attack.

Mercury, God of Travel and Messengers

- **Fleet of Foot**: when you embark on a long solo journey, barring complications the journey takes half the normal time.
- **Quick Steps**: when you exchange blows, you may opt to disengage from the combat in place of a hit or partial hit's normal results.
- **Voices on the Wind**: when you whisper a short message to someone beyond far, roll +FATUM. On a 10+ they hear your message clearly. On a 7-9, they hear most of your message. On a miss, they hear what the arbiter tells them.

Minerva, Goddess of War and Tactics

- **Back-to-Back**: when you exchange blows while close to an ally, you each take +1 ongoing until the end of the battle or you are no longer close.
- **Rally the Troops**: during a battle, when you shout commands and orders, roll +FATUM. On a 10+, all allies who can hear you either erase 1 segment of harm if they do not have any beyond IX, or take +1 forward. On a 7-9, all allies who can hear you take +1 forward. On a miss, you take -1 forward.
- **Survey the Field**: when you have time to observe the field of battle and make plans and/or setup traps/defenses, all allies take +1 ongoing during the battle.

Neptune, God of Water and the Seas

- **Like a Fish**: you can swim twice as fast, and hold your breath twice as long, as a normal person.
- **Sea Legs**: when you make a move while aboard a boat or ship, take +1 to the roll.
- **Tidal Surge**: when you implore Neptune to push a sufficient body of water at a target close to or in the water, roll +FATUM. On a 10+, they are knocked prone and take 1-harm ap. On a 7-9, they are knocked prone.

Pluto, God of Death and the Underworld

- **Ancestral Communion**: when you commune with the dead, roll +FATUM. On a 10+, the arbiter will answer three questions, two of which they will answer truthfully. On a 7-9, the arbiter will answer two questions, one of which will be answered truthfully. On a miss, the arbiter will answer one question which may or may not be answered truthfully.
- **Kiss of Hades**: when you inflict harm, you inflict +1 harm if your target has already suffered harm from you or another member of your cohort.
- **Spectral Sight**: when you take the time to meditate on your surroundings, you may detect the presence of dead and undead in near range.

The Sisters, Twin Goddesses of Luck and Fortune

- **Blessed by the Twins**: at the start of each session, gain hold 2 until the end of the session. You may spend 1 hold to upgrade the result of a move from a miss to a partial hit or a partial hit to a hit.
- **Fortunate One**: when you partake in a game of chance, you gain +1 ongoing until the end of that game.
- **Luck of the Gods**: when your life becomes untenable, roll +FATUM. On a 10+, erase segments X-XII on your sundial and do not suffer the effects of the **When Life Becomes Untenable** move. On a 7-9, erase segment XI-XII on your sundial and do not suffer the effects of that move. On a miss, suffer the effects of that move accordingly.

Trivia, Goddess of Magic and Witchcraft

- **Curse of Hecate**: when you curse someone, roll +FATUM. On a 10+, you and your allies take +1 ongoing against them until the end of the battle/scene. On a 7-9, you and your allies take +1 forward against them.
- **Hand of Light**: when you create a ball of light in your hand, say what it looks like and how bright it is. You may extinguish the light at-will.
- **Witch's Charm**: when you debate a point to manipulate someone, take +1 to the roll.

Venus, Goddess of Love and Beauty

- **Alluring Presence**: when you debate a point to manipulate another, roll +FATUM instead of +LEPOS.
- **Inspiring Beauty**: when in the presence of something or someone of great beauty, take +1 ongoing until no longer in its/their presence.
- **Selfless Aid**: when you aid another despite potential peril, change any miss to a partial hit.

Vulcan, God of Fire and Forge

- **Blazing Armor**: in battle, when you wear armor and suffer harm from an enemy at close or hand, the enemy suffers 1-harm ap.
- **Forgefather's Blessing**: when you call upon Vulcan to bless your weapon in battle, take +1 ongoing with that weapon until the end of the battle.
- **Vulcan's Caress**: when you implore Vulcan to push a small flame, like a torch or campfire, at a close target, roll +FATUM. On a 10+, pick 2. On a 7-9, pick 1. On a miss, the source flame goes out.
    - Some of their clothes/body catch fire
    - They take 2-harm ap

Faithless

- **Careful Scrutiny**: when you observe carefully, take +1 to the roll.
- **Learned Master**: when you recall lore, take +1 to the roll.
- **Voice of Reason**: when you debate a point, take +1 to the roll.

Creating an Architectus

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
- Aged face, Burned face, Scarred face, Young face
- One eye, Penetrating eyes, Questioning eyes, Surveying eyes
- Burned body, Muscular body, Tall body, Wiry 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 -1, LEPOS 0, FATUM 0
Add 1 to a single stat

Moves

You know all the basic moves.
Choose two architectus 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 would make a good apprentice?*
  For that character, write Bond +2
- *Which of you set off a trap I set?*
  For that character, write Bond -2
- *Which of you spilled Flames of Vulcan and nearly killed us?*
  For that character, write Bond -2

For everyone else, write Bond -1. You are often preoccupied with studies and creation to take time to get to know others.

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

Starting Gear

You get:

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

Notes

The Architectus

Architectus Moves

O **Flames of Vulcan**: you possess 3-stock of flaming pitch in corked clay pots, and can restock when you have time and materials. When you throw one at a target, spend 1-stock and roll +ACUTUS. On a 10+, the target takes 3-harm ap and anyone close to the target takes 1-harm ap. On a 7-9, the target takes 1-harm ap.

O **Precision Fire**: when you exchange blows with a ranged weapon, roll +ACUTUS instead of +IMPETUS.

O **Prepared Defenses**: when you make camp, have time and materials, and prepare defenses, all allies take +1 ongoing when exchanging blows while close to the camp.

O **Segmented Armor**: you possess a customized set of segmented armor (2-armor).

O **Set Trap**: when you have time and materials to set a trap, choose one:

- When triggered, all creatures close to the trap take 2-harm.
- When triggered, all creatures close to the trap are knocked prone.
- When triggered, all allies take +1 forward.

Other Moves

Gear

Name

Cult and Credo

Description

Temperament

Bonds

ACUTUS

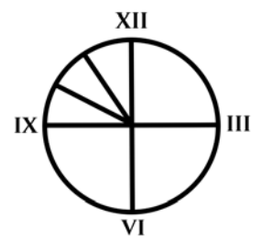
FORTIS

IMPETUS

LEPOS

FATUM

Harm



O Stabilized

O Shattered (-1 ACUTUS)
O Broken (-1 FORTIS)
O Crippled (-1 IMPETUS)
O Disfigured (-1 LEPOS)
O Haunted (-1 FATUM)

Improvements

Experience O O O O O O O >>> Erase experience and choose one:

O +1 ACUTUS (max +3)

O +1 FORTIS (max +3)

O +1 IMPETUS (max +3)

O +1 LEPOS (max +3)

O +1 FATUM (max +3)

O Get a new architectus move

O Get a new architectus move

O Get a move from another playbook

O Get a move from another playbook

O Get a new cult move

O Remove a debility

You may choose from the following after you have taken at least 5 from above:

O Get +1 to any stat (max +3)

O Retire your character to safety and create a new character

O Create a second character to play

O Change playbook

O Change cult

O Choose 3 basic moves and advance them

O Choose 3 basic moves and advance them

Creating an Augur

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
- Aged face, Beaming face, Placid face, Young face
- Clouded eyes, Laughing eyes, No eyes, Piercing eyes
- Bent body, Frail body, Tall body, Wiry 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 0, FORTIS 0, IMPETUS -1, LEPOS +1, FATUM +1
Add 1 to a single stat

Moves

You know all the basic moves.
Choose two augur 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 foreseen your doom?*
  For that character, write Bond +2
- *Which of you can I not see your future?*
  For that character, write Bond -2
- *Which of you do I dream of every night?*
  For that character, write Bond +3

For everyone else, write Bond +1.
You see visions of everyone's fate.

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

Starting Gear

You get:

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

Notes

The Augur

Augur Moves

- O **Ancestral Knowledge**: when you **recall lore**, roll +FATUM instead of +ACUTUS.
- O **Bonds of Fellowship**: when you take time to meditate on another's future and tell them about it, roll +Bond. On a 10+, they get +1 ongoing until they have made 3 rolls. On a 7-9, they get +1 forward. On a miss, they get -1 forward.
- O **Divine Protection**: your faith in the gods gives you 1-armor if you are not wearing any armor.
- O **Precognition**: when you **exchange blows**, roll +FATUM instead of +IMPETUS.
- O **Visions of Death**: when you go into battle and observe the mists of fate, roll +FATUM. On a 10+, name one NPC who will die and one who will live. On a 7-9, name one NPC who will die OR one who will live. The arbiter will make your vision come true, if possible. On a miss, you foresee your own death and take -1 ongoing until the battle ends.

Other Moves

Gear

Name

Cult and Credo

Description

Temperament

Bonds

ACUTUS

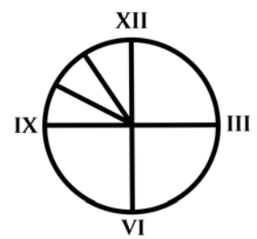
FORTIS

IMPETUS

LEPOS

FATUM

Harm



- O Stabilized
- O Shattered (-1 ACUTUS)
- O Broken (-1 FORTIS)
- O Crippled (-1 IMPETUS)
- O Disfigured (-1 LEPOS)
- O Haunted (-1 FATUM)

Improvements

Experience O O O O O O O >>> Erase experience and choose one:

- O +1 ACUTUS (max +3)
- O +1 FORTIS (max +3)
- O +1 IMPETUS (max +3)
- O +1 LEPOS (max +3)
- O +1 FATUM (max +3)
- O Get a new augur move
- O Get a new augur move
- O Get a move from another playbook
- O Get a move from another playbook
- O Get a new cult move
- O Remove a debility

You may choose from the following after you have taken at least 5 from above:

- O Get +1 to any stat (max +3)
- O Retire your character to safety and create a new character
- O Create a second character to play
- O Change playbook
- O Change cult
- O Choose 3 basic moves and advance them
- O Choose 3 basic moves and advance them

Creating a Decanus

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
- Chiseled face, Measured face, Stern face, Worn face
- Frosty eyes, Inviting eyes, Strong eyes, Tired eyes
- Lean body, Muscular body, Stocky body, Worn 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 and both decanus moves. Choose 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 serve in my contubernium?*
  For that character, write Bond +3
- *Which of you do I think would make a good second in command?*
  For that character, write Bond +2
- *Which of you is useless?*
  For that character, write Bond -2

For everyone else, write Bond +1.
You see everyone's usefulness towards the cohort's missions.

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

Starting Gear

You get:

- A breastplate and greaves (1-armor)
- A large shield (1-armor +1armor)
- A gladius (2-harm hand)
- Camping and mess gear
- 3-barter in Denarii and goods

Notes

The Decanus

Decanus Moves

O **Contubernium**: you lead a small unit of 8 Ruman soldiers (small gang, 2-harm hand, 1-armor) armed with gladius and shield. Choose two to apply to your contubernium:

- o Affable (LEPOS +1)
- o Armored (2-armor)
- o Devoted: when you suffer harm in the presence of your gang, your gang may suffer the harm instead.
- o Ferocious (IMPETUS +1)
- o Hardy (suffer -1 harm once per battle)
- o Lucky (FATUM +1)
- o Observant (ACUTUS +1)
- o Phalanx (2-harm close)
- o Pilums (2-harm near)
- o Steady (FORTIS +1)
- o Testudo: in battle, you and your gang gain +1 armor when everyone is in hand range.

O **Leader of Men**: when you order your gang, roll +LEPOS. On a 10+, pick 2. On a 7-9, pick 1. On a miss, pick 1, but you'll pay for it later.

- They do what you order, even if suicidal.
- The gang does not disperse in combat.
- They'll do their best to bring or give you what you ask.

Gear

Name

Cult and Credo

Description

Temperament

Bonds

ACUTUS

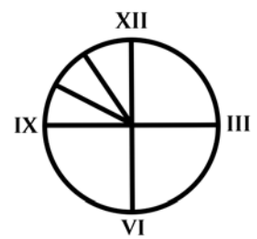
FORTIS

IMPETUS

LEPOS

FATUM

Harm



O Stabilized

O Shattered (-1 ACUTUS)
O Broken (-1 FORTIS)
O Crippled (-1 IMPETUS)
O Disfigured (-1 LEPOS)
O Haunted (-1 FATUM)

Improvements

Experience O O O O O O O >>> Erase experience and choose one:

- O +1 ACUTUS (max +3)
- O +1 FORTIS (max +3)
- O +1 IMPETUS (max +3)
- O +1 LEPOS (max +3)
- O +1 FATUM (max +3)
- O Get 2 new options for the contubernium move
- O Get 2 new options for the contubernium move
- O Get a move from another playbook
- O Get a move from another playbook
- O Get a new cult move
- O Remove a debility

You may choose from the following after you have taken at least 5 from above:

- O Get +1 to any stat (max +3)
- O Retire your character to safety and create a new character
- O Create a second character to play
- O Change playbook
- O Change cult
- O Choose 3 basic moves and advance them
- O Choose 3 basic moves and advance them

Other Moves

Creating an Eques

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
- Hawkish face, Narrow face, Noble face, Wide face
- Engaging eyes, Hard eyes, Sparkling eyes, Squinted eyes
- Athletic body, Compact body, Lean body, Tall 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 and the Born in the Saddle eques move. Choose one more eques move 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 afraid of horses?*
  For that character, write Bond -2
- *Which of you rides nearly as well as me?*
  For that character, write Bond +3
- *Which of you is so common you're not worth my time?*
  For that character, write Bond -2

For everyone else, write Bond -1. You trust your steed more than most people, until they prove otherwise.

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

Starting Gear

You get:

- A trained warhorse with bridle and saddle
- A breastplate and greaves (1-armor)
- A medium 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 Eques

Eques Moves

- **Born in the Saddle**: you possess a warhorse of exceptional quality. Choose a name and looks for your horse. When fighting while mounted, you inflict +1 harm and gain +1armor. Your horse has its own harm sundial.

O **Daredevil**: when you **overcome adversity** while mounted, and your horse aides your attempt, say how you do it and take +1 to the roll.

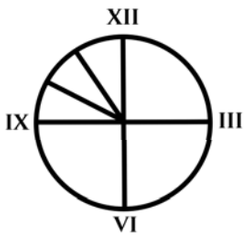
O **Get Over Here**: when your loyal steed is within hearing range and you whistle to summon it, roll +LEPOS. On a 10+, it comes now. On a 7-9, it is delayed. On a miss, it is delayed and injured (1-harm ap) on the way to you.

O **Horse Archer**: when you **exchange blows** with a ranged weapon while mounted, roll +LEPOS instead of +IMPETUS.

O **Tall in the Saddle**: when you ride your mount into battle against a gang, you are treated as a small gang when exchanging blows with them.

Other Moves

Warhorse Name
Harm



O Stabilized

O Shattered (-1 ACUTUS)
O Broken (-1 FORTIS)
O Crippled (-1 IMPETUS)
O Disfigured (-1 LEPOS)
O Haunted (-1 FATUM)

Name

Cult and Credo

Description

Temperament

Bonds

ACUTUS

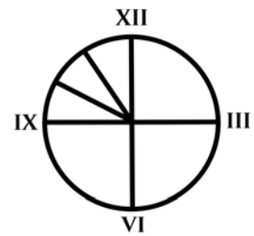
FORTIS

IMPETUS

LEPOS

FATUM

Harm



O Stabilized

O Shattered (-1 ACUTUS)
O Broken (-1 FORTIS)
O Crippled (-1 IMPETUS)
O Disfigured (-1 LEPOS)
O Haunted (-1 FATUM)

Improvements

Experience O O O O O O O >>> Erase experience and choose one:

O +1 ACUTUS (max +3)

O +1 FORTIS (max +3)

O +1 IMPETUS (max +3)

O +1 LEPOS (max +3)

O +1 FATUM (max +3)

O Get a new eques move

O Get a new eques move

O Get a move from another playbook

O Get a move from another playbook

O Get a new cult move

O Remove a debility

You may choose from the following after you have taken at least 5 from above:

O Get +1 to any stat (max +3)

O Retire your character to safety and create a new character

O Create a second character to play

O Change playbook

O Change cult

O Choose 3 basic moves and advance them

O Choose 3 basic moves and advance them

Gear

Creating a Gladiator

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
- Happy face, Ragged face, Scarred face, Worn face
- Distrusting eyes, Friendly eyes, Missing eye, Opportunistic eyes
- Athletic body, Massive body, Scarred body, Stringy 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 +1, LEPOS 0, FATUM 0
Add 1 to a single stat

Moves

You know all the basic moves. Choose either the retiarius or secutor move, one other gladiator move, and 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 has fought alongside me in the arena?*
  For that character, write Bond +2
- *Which of you do I think could take me in a fight if it came to that?*
  For that character, write Bond +2
- *Which of you reminds me of my master?*
  For that character, write Bond -2

For everyone else, write Bond +0. You've spent most of your time with fellow gladiators and haven't developed connections with the other members of your cohort.

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

Starting Gear

You get:

- Camping and mess gear
- 1-barter in Denarii and goods

If you are a Retiarius, you also get:

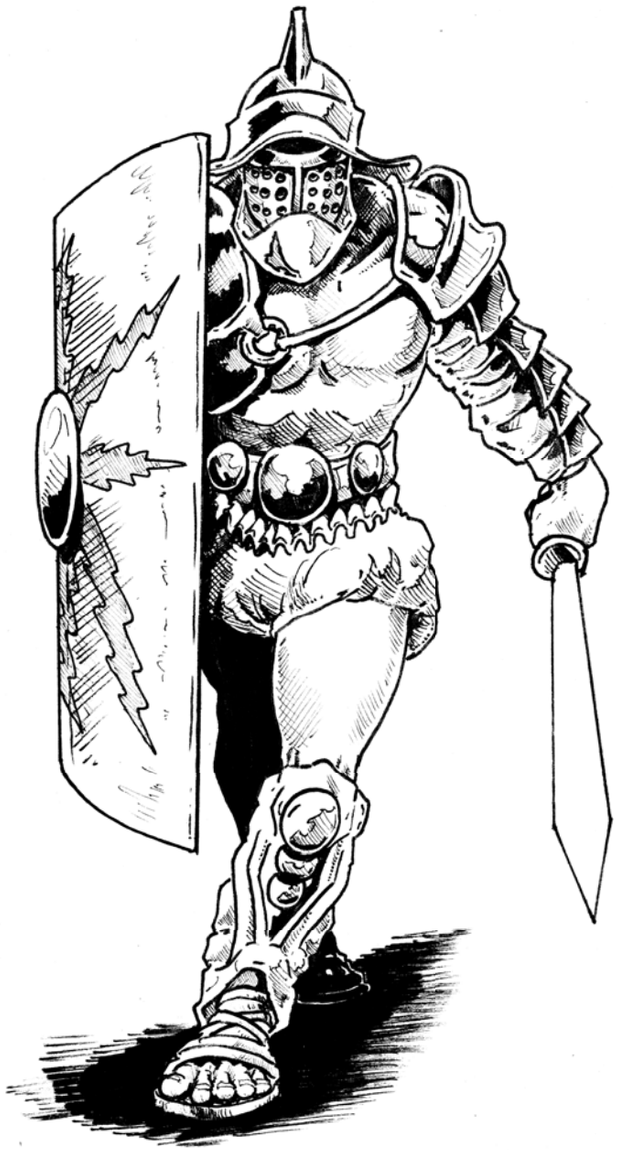
- A trident (2-harm close near)
- A net (near)
- A dagger (1-harm hand near)

If you are a Secutor, you also get:

- A heavy helm, arm guards, and greaves (1-armor)
- A large shield (1-armor +1armor)
- A gladius (2-harm hand)

Notes

The Gladiator



Gladiator Moves

O **Predatory Glare**: when you enter a charged situation, roll +IMPETUS. On a 10+, hold 2. On a 7-9, hold 1. Spend hold 1 to make eye contact with a creature who freezes or flinches and cannot take action until you break it off. On a miss, your enemies identify you as their foremost threat.

O **Retiarius**: when you use your net to ensnare a target, roll +IMPETUS. On a 10+, you either trip your opponent or disarm/entangle their weapon. On a 7-9, you either trip your opponent or disarm/entangle their weapon, but also suffer harm from them. On a miss, take -1 forward and suffer harm from your opponent.

O **Roar of the Crowd**: while in battle you may incite onlookers, if present, to fuel your battle frenzy, roll +LEPOS. On a 10+, take +1 ongoing until the end of the battle. On a 7-9, take +1 forward.

O **Savagery**: when you inflict harm, you may take 1 harm ap to inflict +1 harm.

O **Secutor**: when you suffer harm in battle, roll +FORTIS. On a 10+, suffer -1 harm and take +1 forward. On a 7-9, suffer -1 harm.

O **Studied Combatant**: when you take the time to observe an enemy in battle, take +1 ongoing against that enemy until the end of the battle.

Other Moves

Gear

Name

Cult and Credo

Description

Temperament

Bonds

ACUTUS

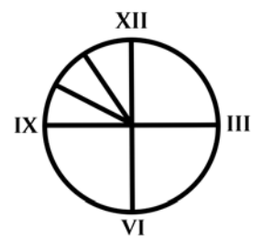
FORTIS

IMPETUS

LEPOS

FATUM

Harm



O Stabilized

O Shattered (-1 ACUTUS)
O Broken (-1 FORTIS)
O Crippled (-1 IMPETUS)
O Disfigured (-1 LEPOS)
O Haunted (-1 FATUM)

Improvements

Experience O O O O O O O >>> Erase experience and choose one:

O +1 ACUTUS (max +3)

O +1 FORTIS (max +3)

O +1 IMPETUS (max +3)

O +1 LEPOS (max +3)

O +1 FATUM (max +3)

O Get a new gladiator move

O Get a new gladiator move

O Get a move from another playbook

O Get a move from another playbook

O Get a new cult move

O Remove a debility

You may choose from the following after you have taken at least 5 from above:

O Get +1 to any stat (max +3)

O Retire your character to safety and create a new character

O Create a second character to play

O Change playbook

O Change cult

O Choose 3 basic moves and advance them

O Choose 3 basic moves and advance them

Creating an Hastatus

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
- Handsome face, Grim face, Open face, Stern face
- Bright eyes, Cunning eyes, Steadfast eyes, Wary eyes
- Hardy body, Lean body, Stocky body, Strong 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 +1, LEPOS 0, FATUM 0
Add 1 to a single stat

Moves

You know all the basic moves.
Choose two hastatus 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 joined the cohort at the same time as me?*
  For that character, write Bond +2
- *Which of you do I look up to as an example of Ruman ideals?*
  For that character, write Bond +3
- *Which of you do I not trust to have my back?*
  For that character, write Bond -2

For everyone else, write Bond +1. You see everyone as an ally until they prove otherwise.

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

Starting Gear

You get:

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

Notes

The Hastatus

Hastatus Moves

O **Hold the Line**: when you stand in defense of a person, place, or thing, roll +FORTIS. On a 10+, pick two. One a 7-9, pick one.

- No harm comes to the thing you defend for a few moments.
- No harm comes to you for a few moments.
- You force the danger back and away.

O **Only a Flesh Wound**: when you suffer harm between III and VI and no further on the sundial, say how you avoid the harm and erase the harm between III and VI.

O **Protect Them All**: when you **aid** an ally in battle, roll +FORTIS instead of +Bond.

O **Swordmaster**: when you **exchange blows** with a gladius, inflict +1 harm.

O **Sword and Shield**: when you **exchange blows** with a gladius and shield, roll +FORTIS instead of +IMPETUS.

Other Moves

Gear

Name

Cult and Credo

Description

Temperament

Bonds

ACUTUS

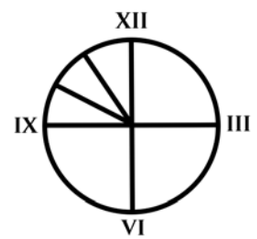
FORTIS

IMPETUS

LEPOS

FATUM

Harm



O Stabilized

O Shattered (-1 ACUTUS)
O Broken (-1 FORTIS)
O Crippled (-1 IMPETUS)
O Disfigured (-1 LEPOS)
O Haunted (-1 FATUM)

Improvements

Experience O O O O O O O >>> Erase experience and choose one:

O +1 ACUTUS (max +3)

O +1 FORTIS (max +3)

O +1 IMPETUS (max +3)

O +1 LEPOS (max +3)

O +1 FATUM (max +3)

O Get a new hastatus move

O Get a new hastatus move

O Get a move from another playbook

O Get a move from another playbook

O Get a new cult move

O Remove a debility

You may choose from the following after you have taken at least 5 from above:

O Get +1 to any stat (max +3)

O Retire your character to safety and create a new character

O Create a second character to play

O Change playbook

O Change cult

O Choose 3 basic moves and advance them

O Choose 3 basic moves and advance them

Creating a Magus

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, Severe face, Wrinkled face, Youthful face
- Clouded eyes, Burning eyes, No eyes, Wise eyes
- Bony body, Bent body, Frail body, Wiry 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 0, FATUM +1
Add 1 to a single stat

Moves

You know all the basic moves.
Choose two magus 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 holds arcane secrets I seek?*
  For that character, write Bond +2
- *Which of you once saved my life?*
  For that character, write Bond +2
- *Which of you thinks I am an abomination to the gods?*
  For that character, write Bond -2

For everyone else, write Bond -1. Your studies don't allow much time to get to know people.

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

Starting Gear

You get:

- A codex of arcanum (if you use such a thing)
- A dagger (1-harm hand near)
- Camping and mess gear
- 3-barter in Denarii and goods

Notes

Other Moves

Gear

The Magus

Magus Moves

- O **Bind Daemon**: when you have the materials, conduct the proper rituals, and attempt to bind a daemon you can see to your will, roll +FATUM. On a 10+, they do one thing of your bidding within their ability. On a 7-9, they do the thing, but there is a complication. The arbiter will tell you what. On a miss, the daemon attacks you.
- O **Control Animal**: when you attempt to control a nearby animal with your will, roll +FATUM. On a 10+, they do one thing of your bidding within their ability. On a 7-9, they do the thing, but there a complication. The arbiter will tell you what. On a miss, the animal attacks you.
- O **Create Water**: when you create water from nothing, say how much water you create and take 1-harm ap for each congius (3.27 liters or 0.864 gallons) created.
- O **Enhanced Abilities**: when you concentrate for a few minutes to enhance your abilities, take 1-harm ap and choose one stat. Take +1 ongoing to the chosen stat until then end of the battle/scene.
- O **Enhanced Senses**: when you concentrate for a few minutes to enhance your senses, take 1-harm ap. You can see and hear twice as far as normal, and can see in total darkness. Your enhanced senses last until the end of the battle/scene.
- O **Gaze of Medusa**: when you **exchange blows** using this move (2-harm ap hand near), roll +FATUM instead of +IMPETUS.
- O **Open Portal**: when you have time, and conduct the proper ritual, you may open a portal to either Hel or the Outer Realms. Say which.
- O **Philosopher's Stone**: when you place a material on the stone and have time to conduct the proper ritual, you may transform that material into half as much of another material. Say what the new material is.
- O **Snake Charmer**: when you call to nearby snakes, roll +FATUM. On a 10+, they come to you and do one thing of your bidding. On a 7-9, they come to you.
- O **Universal Panacea**: when you have the necessary materials and 24 hours of uninterrupted preparation time, you may create 1-stock of universal panacea. When someone uses the universal panacea, reduce stock by 1 and they may remove all harm taken and one debility.
- O **Unnatural Charm**: when you **debate a point**, roll +FATUM instead of +LEPOS.

Name

Cult and Credo

Description

Temperament

Bonds

ACUTUS ☐

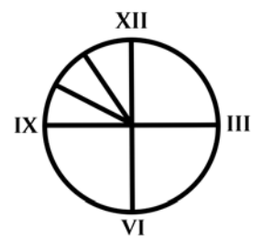
FORTIS ☐

IMPETUS ☐

LEPOS ☐

FATUM ☐

Harm



- O Stabilized
- O Shattered (-1 ACUTUS)
- O Broken (-1 FORTIS)
- O Crippled (-1 IMPETUS)
- O Disfigured (-1 LEPOS)
- O Haunted (-1 FATUM)

Improvements

Experience O O O O O O O >>> Erase experience and choose one:

- O +1 ACUTUS (max +3)
- O +1 FORTIS (max +3)
- O +1 IMPETUS (max +3)
- O +1 LEPOS (max +3)
- O +1 FATUM (max +3)
- O Get a new magus move
- O Get a new magus move
- O Get a new magus move
- O Get a move from another playbook
- O Get a move from another playbook
- O Get a new cult move
- O Remove a debility

You may choose from the following after you have taken at least 5 from above:

- O Get +1 to any stat (max +3)
- O Get a new magus move
- O Get a new magus move
- O Get a new magus move
- O Retire your character to safety and create a new character
- O Create a second character to play
- O Change playbook
- O Change cult
- O Choose 3 basic moves and advance them
- O Choose 3 basic moves and advance them

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

O **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.

O **Master of Anatomy**: when you **exchange blows**, roll +ACUTUS instead of +IMPETUS.

O **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.

O **Patch Them Up**: when you **treat harm**, treat any miss as a partial hit.

O **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

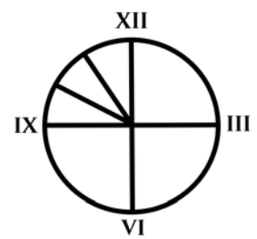
FORTIS

IMPETUS

LEPOS

FATUM

Harm



O Stabilized

O Shattered (-1 ACUTUS)
O Broken (-1 FORTIS)
O Crippled (-1 IMPETUS)
O Disfigured (-1 LEPOS)
O Haunted (-1 FATUM)

Improvements

Experience O O O O O O O >>> Erase experience and choose one:

O +1 ACUTUS (max +3)

O +1 FORTIS (max +3)

O +1 IMPETUS (max +3)

O +1 LEPOS (max +3)

O +1 FATUM (max +3)

O Get a new medicus move

O Get a new medicus move

O Get a move from another playbook

O Get a move from another playbook

O Get a new cult move

O Remove a debility

You may choose from the following after you have taken at least 5 from above:

O Get +1 to any stat (max +3)

O Retire your character to safety and create a new character

O Create a second character to play

O Change playbook

O Change cult

O Choose 3 basic moves and advance them

O Choose 3 basic moves and advance them

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

O **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.

O **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.

O **Opportunist**: when you **interfere** with someone, you may roll +ACUTUS instead of +Bond.

O **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.

O **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

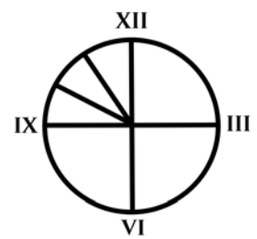
FORTIS

IMPETUS

LEPOS

FATUM

Harm



O Stabilized

O Shattered (-1 ACUTUS)
O Broken (-1 FORTIS)
O Crippled (-1 IMPETUS)
O Disfigured (-1 LEPOS)
O Haunted (-1 FATUM)

Improvements

Experience O O O O O O O >>> Erase experience and choose one:

O +1 ACUTUS (max +3)

O +1 FORTIS (max +3)

O +1 IMPETUS (max +3)

O +1 LEPOS (max +3)

O +1 FATUM (max +3)

O Get a new praedo move

O Get a new praedo move

O Get a move from another playbook

O Get a move from another playbook

O Get a new cult move

O Remove a debility

You may choose from the following after you have taken at least 5 from above:

O Get +1 to any stat (max +3)

O Retire your character to safety and create a new character

O Create a second character to play

O Change playbook

O Change cult

O Choose 3 basic moves and advance them

O Choose 3 basic moves and advance them

Gear

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.

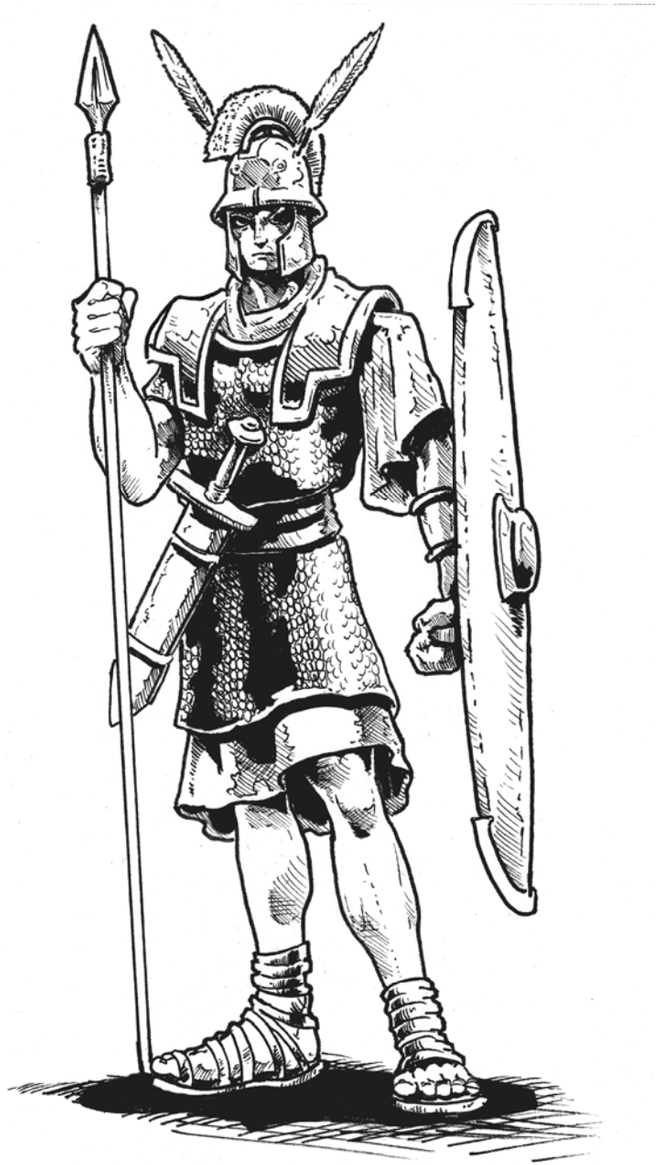
Starting Gear

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

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

Other Moves

Gear

Name

Cult and Credo

Description

Temperament

Bonds

ACUTUS

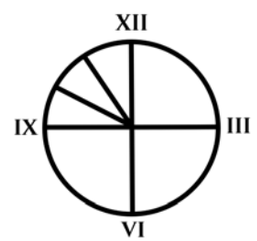
FORTIS

IMPETUS

LEPOS

FATUM

Harm



- O Stabilized
- O Shattered (-1 ACUTUS)
- O Broken (-1 FORTIS)
- O Crippled (-1 IMPETUS)
- O Disfigured (-1 LEPOS)
- O Haunted (-1 FATUM)

Improvements

Experience O O O O O O O >>> Erase experience and choose one:

- O +1 ACUTUS (max +3)
- O +1 FORTIS (max +3)
- O +1 IMPETUS (max +3)
- O +1 LEPOS (max +3)
- O +1 FATUM (max +3)
- O Get a new triarius move
- O Get a new triarius move
- O Get a move from another playbook
- O Get a move from another playbook
- O Get a new cult move
- O Remove a debility

You may choose from the following after you have taken at least 5 from above:

- O Get +1 to any stat (max +3)
- O Retire your character to safety and create a new character
- O Create a second character to play
- O Change playbook
- O Change cult
- O Choose 3 basic moves and advance them
- O Choose 3 basic moves and advance them

Creating a Veles

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
- Crooked face, Grizzled face, Narrow face, Striking face
- Arresting eyes, Hard eyes, Mad eyes, Shifting eyes
- Athletic body, Compact body, Slim body, Sturdy 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 0, FORTIS +1, IMPETUS +1, LEPOS -1, FATUM 0
Add 1 to a single stat

Moves

You know all the basic moves.
Choose two veles 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 see exude great bravery?*

  For that character, write Bond +3

- *Which of you do I think is a coward?*

  For that character, write Bond -2

For everyone else, write Bond -1. Most people are not worthy of fighting for the glory of the Empire.

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

Starting Gear

You get:

- A wolf pelt cloak
- A small shield (1-armor stacks)
- A gladius (2-harm hand)
- One pilum (2-harm near)
- Camping and mess gear
- 1-barter in Denarii and goods

Notes

The Veles

Veles moves

- O **Brutal Charge**: when you smash your way through scenery to get to or away from something, roll +IMPETUS. On a 10+, the scenery or crowd doesn't impede you and you get what you want. On a 7-9, the scenery or crowd doesn't impede you and you get what you want, but you take 1-harm ap, leave something behind, or are disoriented (you choose). On a miss, you take 1-harm ap, leave something behind, or are disoriented (the arbiter will choose).
- O **For Glory!** in battle when you **exchange blows** before anyone else, take +1 to the roll and +1 forward.
- O **Keep Moving**: the first time you suffer harm during a battle, take -2 harm.
- O **Get Their Attention**: when you **debate a point**, roll +IMPETUS instead of +LEPOS.
- O **Merciless**: when you inflict harm, inflict +1 harm.

Other moves

Gear

Name

Cult and Credo

Description

Temperament

Bonds

ACUTUS

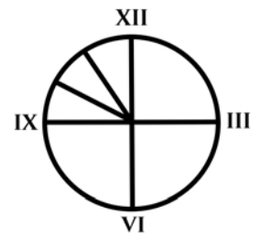
FORTIS

IMPETUS

LEPOS

FATUM

Harm



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Improvements

Experience O O O O O O O >>> Erase experience and choose one:

- O +1 ACUTUS (max +3)
- O +1 FORTIS (max +3)
- O +1 IMPETUS (max +3)
- O +1 LEPOS (max +3)
- O +1 FATUM (max +3)
- O Get a new veles move
- O Get a new veles move
- O Get a move from another playbook
- O Get a move from another playbook
- O Get a new cult move
- O Remove a debility

You may choose from the following after you have taken at least 5 from above:

- O Get +1 to any stat (max +3)
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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

- O **Marksman**: when you **exchange blows** with a ranged weapon, roll +ACUTUS instead of +IMPETUS.
- O **Master Tracker**: when you **observe carefully**, you may ask 1 additional question on a hit or partial hit.
- O **Master Woodsman**: when you are in the wilderness, you can always find food and clean water for you and your cohort.
- O **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.
- O **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

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Cult and Credo

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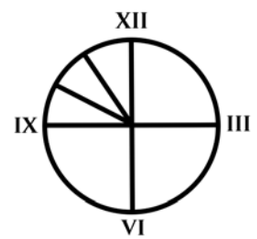

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- O Disfigured (-1 LEPOS)
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Improvements

Experience O O O O O O O >>> Erase experience and choose one:

- O +1 ACUTUS (max +3)
- O +1 FORTIS (max +3)
- O +1 IMPETUS (max +3)
- O +1 LEPOS (max +3)
- O +1 FATUM (max +3)
- O Get a new venator move
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