

## 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**

- Ancestral Knowledge:** when you **recall lore**, roll +FATUM instead of +ACUTUS.
- 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.
- Divine Protection:** your faith in the gods gives you 1-armor if you are not wearing any armor.
- Precognition:** when you **exchange blows**, roll +FATUM instead of +IMPETUS.
- 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**

- 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 augur move
  - Get a new augur 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