

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

- 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.
- 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.
- 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.
- 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.
- 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.
- Gaze of Medusa:** when you **exchange blows** using this move (2-harm ap hand near), roll +FATUM instead of +IMPETUS.
- 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.
- 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.
- 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.
- 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.
- Unnatural Charm:** when you **debate a point**, roll +FATUM instead of +LEPOS.

NAME

CULT AND CREDO

DESCRIPTION

TEMPERAMENT

BONDS

ACUTUS

FORTIS

IMPETUS

LEPOS

FATUM

IMPROVEMENTS

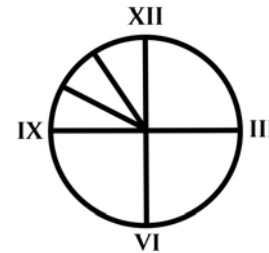
Experience O O O O O O >>> Erase experience and choose one:

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

HARM



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