

## 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**

- 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.
- Master of Anatomy:** when you **exchange blows**, roll +ACUTUS instead of +IMPETUS.
- 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.
- Patch Them Up:** when you **treat harm**, treat any miss as a partial hit.
- 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**

- 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 medicus move
- Get a new medicus 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