

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

- 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).
- For Glory!** in battle when you **exchange blows** before anyone else, take +1 to the roll and +1 forward.
- Keep Moving:** the first time you suffer harm during a battle, take -2 harm.
- Get Their Attention:** when you **debate a point**, roll +IMPETUS instead of +LEPOS.
- Merciless:** when you inflict harm, inflict +1 harm.

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 veles move
 - Get a new veles 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