

## CREATING AN EQUUS

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 equus move. Choose one more equus 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 EQUUS

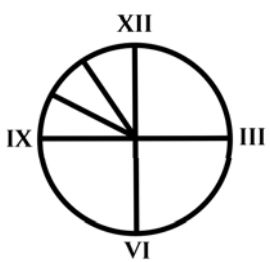


**EQUES MOVES**

- **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.
- **Daredevil:** when you **overcome adversity** while mounted, and your horse aides your attempt, say how you do it and take +1 to the roll.
- **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.
- **Horse Archer:** when you **exchange blows** with a ranged weapon while mounted, roll +LEPOS instead of +IMPETUS.
- **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**



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

**NAME**

**CULT AND CREDO**

**DESCRIPTION**

**TEMPERAMENT**

**BONDS**

**ACUTUS**

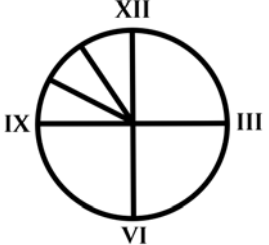
**FORTIS**

**IMPETUS**

**LEPOS**

**FATUM**

**HARM**



- Stabilized
- Shattered (-1 ACUTUS)
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**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 eques move
  - Get a new eques 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

**GEAR**