

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



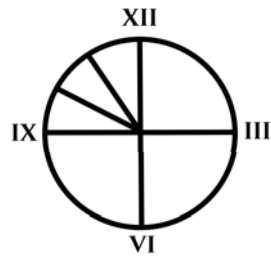
EQUES MOVES

- **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

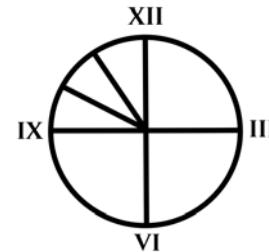
FORTIS

IMPETUS

LEPOS

FATUM

HARM



- Stabilized
- Shattered (-1 ACUTUS)
- 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 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