

Basic Moves

ACT UNDER PRESSURE (ROLL+REASON)

When you are doing something quickly and precisely, hurriedly flee, or are trying to resist something frightening, roll+reason.

On a 10+, you do it.

On a 7-9, you flinch, hesitate, cave, or stall: the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

CONVINCE (ROLL+AFFINITY)

When you have something someone wants, you can use your charm, wit, or wiles to get them to do something for you, roll+affinity.

FOR NPCs:

On a 10+, they ask you to promise something first, and do it if you promise.

On a 7-9, they need some concrete assurance right now.

FOR PCs: on a 10+, both of the following:

- » if they do it, they gain a point of Lore.
- » if they refuse, it's acting under pressure

On a 7-9:

- » if they refuse, it's acting under pressure
- » On a miss, they lose a point of TRUST with you.

What they do then is up to them.

HELP/HINDER (ROLL+TRUST)

When you help or hinder with someone who's making a roll, roll+TRUST.

On a 10+, they take +2 (help) or -2 (hinder) now.

On a 7-9, they take a +1 (help) or -1 (hinder) now, and you expose yourself to trouble.

On a 6 or less: they lose a point of TRUST with you or the Keeper holds one to use as a hard move (your choice).

POKE AROUND (ROLL+LUCK)

When you poke around a place physically looking for things, roll+luck. Additional attempts to search the same area are made at a cumulative -1 unless the Keeper informs you something substantial has changed.

On a 10+, select 1 of the following:

- » Find 1 good item (Keeper's choice)
- » 1 minor item (your choice)
- » 1 clue (+1 forward when acted upon)
- » Pick one from the table below

On a 7-9, you may:

- » Find hidden area/threshold (in/out) (Keeper's Choice)
- » Find minor item (Keeper's choice)
- » Determine the presence of one physical hazard (if none present, you learn that)

On a miss, there is either nothing more in the area or the Keeper may hold 1 to use as a hard move at any time.

PUZZLE THINGS OUT (ROLL+REASON)

When you face an intellectual dilemma, learn a new piece of information, or discover a clue, you may attempt to puzzle things out, roll+reason. On a hit, you get to ask one or more questions. Whenever you act on one of the Keeper's answers, take +1.

On a 10+, Ask 3 or gain 1 Lore.

On a 7-9, Ask 1:

- » What is this?
- » What does this mean?
- » How can I get in/out/pass?
- » Who's in control here?
- » Which enemy before me is the most dangerous?
- » What is its weakness?
- » What should I keep an eye out for?
- » How does X fit into Y?

READ A PERSON (ROLL+PASSION)

When you read a person in a charged interaction, roll+passion.

On a 10+, hold 3. On a 7-9, hold 1. While you're interacting with them, spend your hold to ask the character questions, 1 for 1:

- » Is your character telling the truth?
- » What's your character really feeling?
- » What does your character intend to do?
- » What does your character wish I'd do?
- » How could I get your character to X?

RESORT TO VIOLENCE (ROLL+MIGHT)

When you cast aside all pretense of civility and wish to harm your enemy, regardless of personal safety, roll+might. You may wrest control of an item or situation from another in this manner, whether it be with fists or feet, or a more proper weapon, but you do so with malice in your heart.

On a 10+, choose 3.

On a 7-9, choose 2:

- » You take definite hold of it
- » You suffer little harm (-1 harm)
- » You inflict terrible harm (+1 harm)
- » You impress, dismay or frighten your enemy

For PCs, pressing the attack when they're impressed, dismayed or frightened counts as ACTING UNDER PRESSURE.

THREATEN (ROLL+MIGHT)

When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

On a 10+, they have to choose 1:

- » Force your hand and take whatever damage you dish out,
- » Back down and do what you want.

On a 7-9, they can instead choose 1:

- » Hurriedly get out of your way
- » Barricade themselves securely in
- » Give you something they think you want
- » Back off calmly, hands where you can see
- » Tell you what you want to know (or hear)



The Pilot

A TREMULUS PLAYBOOK

Who Are You?

You are the rushing wind. You are the soaring eagle. You are one of the few daring souls willing to jump into a cockpit and take to the sky at a moment's notice. You possess an adventurous spirit, a wild heart, and ever long to try new things, constantly challenging yourself to push your limits. It's gotten you into trouble before and likely shall do so again.

Name

Joshua Mitchell, Franklin Ashcroft, Michael Adams, Tommy Stone, Marilyn Shaw, Amanda Montgomery, Lizzie Scott, or Jamie Hall

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Casual flight, formal flight, wrinkled rustic, or fine tailored.

FACE: Friendly, tanned, arrogant, or chiseled.

EYES: Dancing, focused, calm, distant, or bright.

BUILD: Lean, angular, stocky, powerful, or athletic.

Who Do You Trust?

Attributes

REASON
education, intellect

PASSION
emotion, instinct

MIGHT
strength, scrappiness

LUCK
fate, fortune

AFFINITY
charm, charisma

CHOOSE ONE SET

- » Reason 0 Passion +1
Might +1 Luck 0 Affinity +1
- » Reason +1 Passion 0
Might +1 Luck +1 Affinity -1
- » Reason +2 Passion +2
Might 0 Luck +1 Affinity -2
- » Reason +2 Passion +1
Might 0 Luck 0 Affinity 0

LORE

WEALTH

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
- 4-5 Gets worse if untreated.
- 6 Requires immediate treatment.

Health

1 SCUFFED

2 BRUISED

3 BATTERED

4 BROKEN

5 GRIEVOUS

6 DYING

+ DEAD

Sanity

1 STARTLED

2 SHOCKED

3 DISTURBED

4 TRAUMATIZED

5 HYSTERIC

6 DERANGED

+ INSANE

Moves

You begin with all the basic moves.

You begin with the following move.

AIR BORN: You are adept at hunting, outdoor cooking, and foraging, and have basic naturalist skills (+1 to all relevant rolls). Any time you set up a camp, the site is safe while you're present.

ALSO CHOOSE TWO SPECIAL MOVES.

ADRENALINE JUNKIE: You enjoy the thrills and spills life throws at you. Whenever you are in a dangerous situation, you gain a point of Lore (maximum of 1 per scene).

CROP DUSTER: You have your very own plane, a hangar, and a small loft in which to rest your head outside of town. You gain **2D6/WEALTH** a month. Your longtime mechanic, Al or Alice, (cowardly, loyal) watches the place and putters about when you're out and about.

DASHING: You have the good looks given to those who soar with angels. Folks attracted to your gender are easily smitten by you. You gain **+2** to all rolls to **CONVINCE** or **PERSUADE** them..

FAST REFLEXES: You gain **+2** when you react physically to **ACT UNDER PRESSURE**.

FORMER FLYBOY: You used to be enlisted, and your experience has toughened you. Take 1 less damage when you're hit and add +1 to your Might.

YOUR LORE MOVE IS

FOCUSED: You have the ability to narrow your attention to a given task at hand, giving it your all. You may spend a point of Lore to add +1 to any roll. clue, but the Keeper gets 1 hold if you do.

Gear

YOU START WITH:

- » **D6 WEALTH.**
- » Personal sidearm (medium).
- » Room in a boarding house.
- » Flight jacket (1 armor)

AND CHOOSE TWO OF THE FOLLOWING:

- » Steady work (d6 wealth/month).
- » A rifle or shotgun.
- » A local love interest. (caring, vulnerable). Each evening you spend relaxing with him/her, you recover 1 Sanity.
- » A sports coupe (very fast, small).