

# 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 Philanthropist

A TREMULUS PLAYBOOK

## Who Are You?

You have a giving nature, and gain strength through nurturing the endeavors of those around you. Troubled by the state of the world, you have decided to take a more active role in its sorry condition. You use your considerable wealth and kindnesses to make the world a better place, and live by the mantra that helping one helps all.

## Name

Brennan McGee, Oliver Wish, Matthew Graves IV, Henrietta Caldwell, Marion Simmons, Annabelle Leighton

## Look

CHOOSE ONE FROM EACH CATEGORY.

**GENDER:** Man or woman.

**CLOTHES:** Fine, rustic, elegant, tailored, simple, or formal.

**FACE:** Regal, classic, tanned, smooth, or smug.

**EYES:** Friendly, sparkling, shrewd, appraising, or clever.

**BUILD:** Slim, graceful, ponderous, stout, or full.

## Who Do You Trust?

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# Attributes

**REASON**  
*education, intellect*

**PASSION**  
*emotion, instinct*

**MIGHT**  
*strength, scrappiness*

**LUCK**  
*fate, fortune*

**AFFINITY**  
*charm, charisma*

## CHOOSE ONE SET

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

**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.*

## CHOOSE TWO SPECIAL MOVES.

### CHEERFUL ENCOURAGEMENT:

With your well-chosen words, you may **ROLL+AFFINITY** instead of **ROLL+TRUST** to help another character. You do not expose yourself to danger or other consequences on a partial success when doing so.

### GIVER PAR EXCELLENCE:

You had your people buy up several blocks of prime real estate and set up a new charitable foundation in the center of town. You have Roy or Ms. Hildegard who serves as administrator, a staff of a dozen or so locals, and a modest home (large), wherein your butler (Ansel or Byron?) attend to the upkeep. You can use the promise of endowments to Convince NPCs. You have **2D6** worth of discretionary **WEALTH** you can direct each month as you see fit.

### MIDAS TOUCH:

Anything you touch seems to turn into gold. You gain a +1 luck and an additional **D6 WEALTH** per month. Through mere association with you, your friends (**TRUST +1** or better) increase their starting wealth by a **D6**, and gain an additional amount of Wealth each month equal to their Trust with you (as long as you continue to remain friends).

### TITAN OF INDUSTRY:

You have great resources at your command. Pick an industry. You gain **2D6 WEALTH** per month from it, and +2 to Convince rolls with others in your field. Once per day, with a successful **ROLL+LUCK**, you may have your personal assistant (Ashley or Able) acquire nearly anything you can think of (be it outlandish or normal) with the Keeper's approval. Weird things cannot be procured in this manner. You may only put in a new request if one isn't outstanding (*unless you cancel it, which costs you 1D6 WEALTH*).

ON A **10+**, normal requests take a **D6** hours, outlandish, a **D6** days

ON A **7-9**, normal requests take a **D6** days, outlandish, a **D6** weeks

ON A **6 OR LESS**, your people are handling other affairs. You must wait another **D6** days before you can make any further requests, unless you grease the wheels (**1D6 WEALTH**).

### VIRTUE IS ITS OWN REWARD:

Whenever you successfully help another character, you gain a point of Lore.

### YOUR LORE MOVE IS

**BENEFACTOR:** Your goodwill has touched many people's lives, and they regard you highly for it. You may spend a point of Lore to increase another character's Trust in you by +1 or to gain a **+1 ONGOING** with an NPC.

# Gear

## YOU START WITH:

- » **5D6 WEALTH**
- » Trust fund (**3D6 WEALTH** per Month)
- » A limousine with a driver (Pennyworth).
- » Week's worth of fine clothing
- » No **LORE**

## AND CHOOSE TWO OF THE FOLLOWING:

- » A matching set of bodyguards (Rigel and Nigel), (twins)
- » Lucky top hat (fine) or ladies' hat (fine) (**+1 AFFINITY** when worn)
- » Investor (**+1D6 WEALTH** per month) or vicious rival (increase Reason by +1)
- » Ancestral heirloom (cane or pistol) (**+1 MIGHT**, weird)
- » Family Coat-of-Arms (makes your home safe)