

playbook set IV

the expedition team

an assortment of playbooks for tremulus



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 Grad Student

A TREMULUS PLAYBOOK

Who Are You?

You have devoted yourself fully to your studies, continuing past your undergraduate degree to delve even more intimately into the world of academia. While you have much left to learn, you're certain a change of venue shall shake things up a bit, and perhaps a few new life experiences wouldn't hurt either. Certainly not.

Name

Robin Mitchell, Terrence Woodward, Andrew Adams, Patrick Grossman, Alicia Hannon, Ruth Montgomery, Jeanette Scott, or Sara Hall

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

CLOTHES: Rumpled travel, fine travel, exotic casual, and formal fine.

FACE: Weathered, pasty, tanned, round, refined, or angular.

EYES: Analytical, distant, piercing, serious, or clever.

BUILD: Slender, energetic, athletic, skinny, or chubby.

Who Do You Trust?

Attributes

REASON
education, intellect

PASSION
emotion, instinct

MIGHT
strength, scrappiness

LUCK
fate, fortune

AFFINITY
charm, charisma

CHOOSE ONE SET

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

A NICE KID: People can't help but like you despite themselves. Any time you help another character (7+), their Trust in you increases by 1. If you helped them succeed (e.g. your help pushed them over 10+), you gain a point of Lore. When someone's Trust in you would exceed +3, it resets to +1 and instead of telling them a secret about yourself, they tell you one about themselves instead, and you gain a point of Lore.

CAREER STUDENT: You've been dragging your feet on completing your thesis and getting your master's degree for years. You may ROLL+REASON whenever you try to CONVINCE someone of something.

EXPERIENCE IS THE BEST TEACHER: You are independent and rebellious, preferring to figure things out for yourself. Whenever you do something against the wishes of someone you Trust, they lose a point of Trust in you, but you gain a point of Lore.

HELPFUL: You are always willing and ready to lend a helping hand. You gain a +1 on all help rolls and a -1 on all hinder rolls. If you roll a modified TWELVE or more, choose one: gain 1 Lore, discover 1 clue, increase your Trust in who you're helping by +1, or increase their Trust in you by +1.

QUICK STUDY: You gain a +1 bonus from clues, and may treat clues shared with you by others as though you found them yourself.

YOUR LORE MOVE IS

IF I RECALL CORRECTLY: You may spend a point of Lore to ROLL+REASON on any topic.

ON A 10+, you have read about it and get a +1 ONGOING for the duration of the story regarding it.

ON A 7+, you gain a clue.

ON A MISS, you may gain a clue, but the Keeper gets 1 hold if you do.

Gear

YOU START WITH:

- » D3 WEALTH.
- » Small reference library.
- » A pet (loyal), you choose what kind.
- » D3 LORE.

AND CHOOSE TWO OF THE FOLLOWING:

- » Hiking boots and walking stick.
- » Tobacco, rolling paper, and matches (smoking calms you like alcohol).
- » You have a beat up, leatherbound journal where you keep your thoughts. You may spend a D3 hours a day writing in it to restore 1 Sanity. You may reference it to gain +1 PUZZLE THINGS OUT. Should you lose it, the Keeper gains a D3 hold to use against you.
- » Glasses. Gain +1 REASON when worn, -1 REASON when not.

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 Mountaineer

A TREMULUS PLAYBOOK

Who Are You?

You love the outdoors and are most at ease in the wilderness, pitting your wits and wiles against what nature has to throw at you. Every peak, every valley, and every meadow in between reveals more of the world's beauty. And ugliness. There's an imbalance in the normal order of things, something not quite right. The world holds its breath, waiting to gulp another precious lungful of air. You seek answers, sanctuary, both. Maybe you'll find what you're looking for atop the next mountain. Or the next.

Name

Robin Mitchell, Terrence Woodward, Andrew Adams, Patrick Grossman, Alicia Hannon, Ruth Montgomery, Jeanette Scott, or Sara Hall

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Weathered hiking, crisp rural, casual, or rugged.

FACE: Weathered, tanned, round, scarred, or gaunt.

EYES: Friendly, disarming, piercing, or tired.

BUILD: Rugged, wiry, slender, or full.

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

CHOOSE TWO SPECIAL MOVES.

AT HOME IN THE WILD: 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.

CLIMB EVERY MOUNTAIN: You are a well-seasoned climber, and often rely upon your physicality to see you through. You may use your Might when you **ACT UNDER PRESSURE**. When you do so, on a natural 2 you suffer 1 damage (as you get a minor sprain or some such injury) in addition to other results, and on a modified roll of 12 or more, you gain 1 Lore.

DETERMINED: You have learned to suffer through and even thrive on adversity. Whenever you suffer damage, you may make a **ROLL+LUCK**.

ON A 10+, you gain a point of Lore or 1 clue, your choice.

ON A 7+, you gain 1 clue.

On a miss, you may still reduce damage by 1, but the Keeper gets to hold 2.

GRIZZLED: You are tough. Increase Might by 1 and reduce any harm you take by 1, and environmental harm (falling, heat, cold, and the like) by 2.

NO ROOM FOR ERROR: When you successfully **POKE AROUND**, you detect all environmental hazards present. You also gain a point of Lore whenever you roll 10+ to **PUZZLE THINGS OUT**.

YOUR LORE MOVE IS

IF I RECALL CORRECTLY: You may spend a point of Lore to **ROLL+REASON** on any topic.

ON A 10+, you have read about it and get a **+1 ONGOING** for the duration of the story regarding it.

ON A 7+, you gain a clue.

ON A MISS, you may gain a clue, but the Keeper gets 1 hold if you do.

Gear

YOU START WITH:

- » **D6 WEALTH.**
- » Climbing and camping gear.
- » Hiking boots and walking stick.
- » **D3 LORE.**

AND CHOOSE TWO OF THE FOLLOWING:

- » A wild animal you raised from its infancy (loyal, unpredictable). You choose what.
- » Personal sidearm (medium).
- » Heavy leather jacket (1 armor)
- » You managed yourself in a climbing accident, rendering one limb (arm or leg?) nearly useless.
Modify your attributes as follows: +2 Reason, -1 Might, -1 Affinity.

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).