

classic playbooks

characters for use with tremulus



Spread the Madness

We expect and encourage you to share *The Classic Playbooks* amongst your friends in the hopes they will be as excited as we are about *tremulus* and seek out getting their own copy of the game down the road. There is, after all, safety in numbers! You are hereby granted permission to distribute these materials and print out the contents herein *for personal use*.*

Join the Madness

Want to share your ideas, inspirations, and your own trembling tales of *tremulus*? Then join our *tremulus* forums. Weirdness awaits you!



*This work is licensed under a Creative Commons Attribution-NonCommercial-NoDerivs 3.0 Unported License.

tremulus: a storytelling game of lovecraftian horror, tremulus, associated images, and contents are copyright 2012, Reality Blurs. .

The Classic Playbooks

*We are here to laugh at the odds and live our lives so well that
Death will tremble to take us.* - Charles Bukowski

This PDF contains the eleven core playbooks for use in *tremulus*.

Additionally, you'll find the reference pages cited for the Alienist and Doctor after the last playbook.

Alienist

You are well educated and study to treat the mind.

Antiquarian

You study history through the objects and relics from past days.

Author

You dream and write and explore the corners of your mind.

Detective

You are a private eye, a mind for hire, well versed in the fine art of unraveling mysteries.

Devout

You are committed to spreading hope and restoring people's faith in humanity.

Dilettante

You are rich, usually idle, and often indulge in pastimes the poor only dream of.

Doctor

You are a trained, rationally minded physician, capable of treating the illnesses and injuries of the human body.

Heir

You are an everyman who has recently come into a windfall.

Journalist

You are an investigative reporter with a keen eye and nose out for the next big story.

Professor

You are a teacher, a speaker, a walking body of knowledge.

Salesman

You are a peddler, huckster, a smooth-talking trader.

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?

TAKE CONTROL (ROLL+MIGHT)

When you try to seize something by force, or to secure your hold on something, roll+might. On a hit, choose options. A character can seize the upper hand, seize momentum, or even seize the moment — but "by force" is strict. This is a move for when tensions are high and violence is imminent.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm
- » You inflict terrible 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 Alienist

A TREMULUS PLAYBOOK

Who Are You?

You have studied at fine universities the world over. You know the inner workings of the human mind, and have a knack for uncovering people's darkest secrets and deepest desires. You help to heal the soul, much as a doctor would heal the body.

Name

Doctor Harmsworth, Dr. Gunther Hesse, Hermann van Cleef, Simon Blackford, Mariam King, Annette Cushing, or Dr. Cassandra Nabokov

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

CLOTHES: Tailored suit, beaten suit, or weathered suit.

FACE: Plain, round, smug, friendly, or condescending.

EYES: Mesmerizing, exotic, clever, inscrutable, or close-set.

BUILD: Bony, slender, corpulent, energetic, or graceful.

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

THERAPY: You may restore people's Sanity through talk and the proper administration of sedatives. See **MENTAL HEALTH** (p. 30) for details. You may **ROLL+STOCK** to heal the mind.

CHOOSE TWO SPECIAL MOVES.

COTTAGE: You have a small cottage in town where you can treat patients. It is a safe place. You may have a loyal assistant (Oswald or Sheryl?) as well. You earn **D6 WEALTH** per month it is in operation.

DRAWING CONCLUSIONS: You may use **ROLL+PASSION** to **PUZZLE THINGS OUT**.

EMPATHIC: You may use **ROLL+PASSION** to **CONVINCE**.

QUID PRO QUO: When you successfully **READ A PERSON**, you may ask additional questions (up to your Reason) by exchanging answers with the target first. You have to be completely honest and open in the exchange.

STUDENT OF HUMAN NATURE: You gain +1 to any attempts to **CONVINCE**.

YOUR LORE MOVE IS

SHOCK THERAPY: You may spend a point of **LORE** to quickly attempt to snap someone out of a mental fugue without being in a safe place. **ROLL+REASON**,

10+: restore 2 segments of Sanity.

7-9: restore 1 segment of Sanity.

6 OR LESS: you may choose to either not restore Sanity or restore 1 segment of Sanity and the Keeper gains 1 Hold to use as a Hard Move at any time.

Gear

YOU START WITH:

» 2d6 **WEALTH**

» A valise with 6+d6 **STOCK** (sedatives and the like).

» No **LORE**

CHOOSE TWO OF THE FOLLOWING:

» A motorcycle (fast, reliable).

» **4D6** accumulated wealth in valuable metals or a small sidearm or sword cane.

» **DIARY OF A MADMAN.** may be studied a d6 hours each day. **ROLL+REASON.** On a 10+, gain 1 Lore. On a miss, -1ongoing for the day (disturbed).

» **WEALTHY PATRON.** Gain +1d6 **WEALTH** per month.

» **CLIPPING SERVICE.** Make a **ROLL+LUCK** at the start of each session, on a 10+, gain 1 Lore. On a 7-9, you gain one clue. It costs **1 WEALTH** each month to maintain.

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?

TAKE CONTROL (ROLL+MIGHT)

When you try to seize something by force, or to secure your hold on something, roll+might. On a hit, choose options. A character can seize the upper hand, seize momentum, or even seize the moment — but "by force" is strict. This is a move for when tensions are high and violence is imminent.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm
- » You inflict terrible 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 Antiquarian

A TREMULUS PLAYBOOK

Who Are You?

You have spent your life studying antiquities, turning your interest into your occupation. Over the years, strange items have come in and out of your possession, and you know some of those things out there are truly evil, and you fear what may happen if more such things fall into the wrong hands.

Name

Thurmond Mastiff, Jodi French, Roy Kellogg, Peter Strand, Jessica Norbert, Miss Kensington, or Franklin Hale

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or ambiguous.

CLOTHES: Worn suit, rustic casual, rustic fine, or outdated fine.

FACE: Plain, round, gaunt, or pensive.

EYES: Sharp, beady, wide, or watery.

BUILD: Wiry, stooped, hunched, emaciated, or fat.

Who Do You Trust?

Attributes

REASON
education, intellect

PASSION
emotion, instinct

MIGHT
strength, scrappiness

LUCK
fate, fortune

AFFINITY
charm, charisma

CHOOSE ONE SET

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

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.

ANTIQUÉ SHOP: You have a small store filled with bric-a-brac and, perhaps, an assistant (Chester or Jennifer?), to run things when you're out and about. You may use **ROLL+REASON** to **POKE AROUND** your shop once per day. Your shop earns **D6 WEALTH** per month.

FORTUNATE: Things tend to fall your way, **+1 LUCK**.

PRACTICAL: You may use **ROLL+REASON** instead of **ROLL+TRUST** when you help someone who's rolling.

HORSE TRADER: With your glib tongue, you may **ROLL+AFFINITY** to swap items with people instead of wealth for goods or services.

10+: you make a favorable trade—your goods are worth **+1 WEALTH**.

7-9: Even trade.

6 OR LESS: you may either make the trade at **-1 WEALTH** or renege on the deal, gaining a **-1 ONGOING** with the person/place you're dealing with.

IDENTIFY OBJECTS: When you use **PUZZLE THINGS OUT** on an item of import (your call), you may ask one additional question.

SHREWD DEALER: You are able analyze people through your insight and experiences. You use **ROLL+REASON** to **READ A PERSON**.

YOUR LORE MOVE IS

PROVENANCE: You know a LOT about the item in question. You can spend a Lore to ask three questions about an item.

Gear

YOU START WITH:

- » 1d6 WEALTH.
- » D6 WEALTH of knick-knacks (you decide what).
- » No LORE

AND CHOOSE TWO OF THE FOLLOWING:

- » A walking stick
- » 1D6 worth of knick-knacks (you decide what, if weapons, they have a tag of old or unreliable).
- » Eyeglasses (+1 Reason when worn, if needed, -1 Reason when not worn).
- » Reference Library (+1 Reason for one topic, you choose, when used requires a d6 hours).
- » +1 LORE

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 a physical hazard present (if none, you find that out)

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?

TAKE CONTROL (ROLL+MIGHT)

When you try to seize something by force, or to secure your hold on something, roll+might. On a hit, choose options. A character can seize the upper hand, seize momentum, or even seize the moment — but "by force" is strict. This is a move for when tensions are high and violence is imminent.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm
- » You inflict terrible 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 Author

A TREMULUS PLAYBOOK

Who Are You?

You live in a world of books, a world of the imagination. From time to time, you look up from a dusty tome to see the world is not as bright as you otherwise have dreamt. You know somewhere in the myths and legends, there lies a hidden truth, and somewhere must lurk the dragons only a heroine can slay. And you've slain more than one in your day.

Name

Matthew Chadwick, Arthur Niles, Daniel Lewis, Sylvia Blair, Rhonda Langford, or Claire Davis

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Worn suit, worn dress, rumpled casual, or fine old.

FACE: Refined, haggard, somber, thoughtful, or plain.

EYES: Faraway, clever, red-rimmed, tired, or probing.

BUILD: Emaciated, full, corpulent, thin, or lithe.

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

AUTHOR-IN-RESIDENCE: You have been put up by the local college to be a feather in their cap. You have been given a small cottage near the campus. You are expected to make an occasional appearance on campus. This earns you **2D6 WEALTH** monthly, and +1 Affinity with the academic community and those who appreciate the arts.

BOOKISH: You may **ROLL+REASON** when you **POKE AROUND** a library or similar place (county records office, and so on.)

CREATIVE THINKER: You may **ROLL+PASSION** instead of **ROLL+REASON** when you **PUZZLE THINGS OUT**. When you achieve at least a partial success in this manner, you may ask one additional question.

HARD TO RATTLE: You have a tough mind and reduce any **SHOCK** taken by one.

STRANGELY INTENSE: When you are **ACTING UNDER PRESSURE**, **ROLL+LUCK** instead of **ROLL+REASON**.

YOUR LORE MOVE IS

NOVEL EXPERIENCE: The place reminds you of something from one of your books. You may spend a point of **LORE** to get +2 to **POKE AROUND**.

Gear

YOU START WITH:

- » a d6 **WEALTH**
- » No **LORE**

CHOOSE TWO OF THE FOLLOWING:

- » Writer's Circle (2d6 members).
- » Royalties (gain **+2D6 WEALTH** per month).
- » A bicycle (reliable)
- » A small sidearm.
- » A pet (you name it and decide what it is) only you can love, cheap and loyal.
- » Eyeglasses (+1 Reason when worn, if needed, -1 Reason when not worn).
- » A small room in a boarding house (costs 1 Wealth/month).
- » **+1 LORE**

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?

TAKE CONTROL (ROLL+MIGHT)

When you try to seize something by force, or to secure your hold on something, roll+might. On a hit, choose options. A character can seize the upper hand, seize momentum, or even seize the moment — but "by force" is strict. This is a move for when tensions are high and violence is imminent.

On a 10+, choose 3.

On a 7-9, choose 2:

- »You take definite hold of it
- »You suffer little harm
- »You inflict terrible 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 Detective

A TREMULUS PLAYBOOK

Who Are You?

You've found missing heirs, lost children, and brushed up with more than a little bit of weird things in your hunt for the truth (and a steady paycheck). You've been banged around a lot over the years. It comes with the territory.

Name

Richard Lacy, Tommy Stone, Jackie Boy, Sharon Speed, and Miss Brooke

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Cheap suit, cheap dress, rumpled suit, or outdated skirt.

FACE: Hard, rugged, pretty, honest, or soft.

EYES: Sleepy, smoldering, clever, or piercing.

BUILD: Lanky, sturdy, lean, lithe, or fat.

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

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.

METHODICAL: When you **POKE AROUND**, you may use **ROLL+REASON** instead of **ROLL+LUCK**. On a success, you gain 1 clue in addition to whatever else you pick.

ROUGH AND TUMBLE: You've been in more than a few fights. +1 Might. You also get a set of brass knuckles, a blackjack, sap, or some other small bit of handheld nastiness for dealing with trouble.

STREETWISE: When you **READ A PERSON**, you may ask one additional question on a 7+.

TOUGH AS NAILS: You are considered as having +1 armor at all times.

WELL CONNECTED: When **BUYING GOODS**, you can **ROLL+AFFINITY** to spread the word.

YOUR LORE MOVE IS

PLAYING A HUNCH: You can spend a point of **LORE** to get +1 **ONGOING** against 1 NPC.

Gear

YOU START WITH:

- » a d6 **WEALTH**.
- » a sidearm of your choice.
- » A cheap change of clothes.
- » No **LORE**.

AND CHOOSE TWO OF THE FOLLOWING:

- » A nice hat (+1 Affinity when worn).
- » A hunting rifle.
- » A shotgun.
- » A cheap automobile (unreliable).
- » A contact in the community (you choose who they are).
- » A client from the City (generates a d6 Wealth per month, as long as you show some results).

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?

TAKE CONTROL (ROLL+MIGHT)

When you try to seize something by force, or to secure your hold on something, roll+might. On a hit, choose options. A character can seize the upper hand, seize momentum, or even seize the moment — but "by force" is strict. This is a move for when tensions are high and violence is imminent.

On a 10+, choose 3.

On a 7–9, choose 2:

- »You take definite hold of it
- »You suffer little harm
- »You inflict terrible 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 Devout

A TREMULUS PLAYBOOK

Who Are You?

You have been called to minister to a flock of lost souls who have lost their path. You have encountered evil in its many guises, and know it falls upon those of strong heart, and conviction to stay the course.

Name

Father Brown, Brother Michaels, Rabbi Luca, Joshua White, Mother Jones, Sister Janice, or Teresa Hollister

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Formal vestments, worn vestments, robes, habit, casual clothes, or missionary clothes.

FACE: Open, pinched, friendly, calm, ascetic, serious, or honest.

EYES: Bright, piercing, peaceful, or accusing.

BUILD: Slim, full, trim, heavy, or angular.

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 0
Might 0 Luck +1 Affinity +2
- » Reason +1 Passion +1
Might -1 Luck +1 Affinity +1
- » Reason 0 Passion 0
Might +1 Luck +2 Affinity 0
- » Reason +1 Passion +1
Might -1 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 PSYCHOTIC**
- + INSANE**

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

DIVINE INSPIRATION: You may engage in lengthy meditation or prayer to think upon serious matters. When you do, you may roll+luck instead of ROLL+REASON to PUZZLE THINGS OUT.

EASY TO TALK TO: You gain +1 AFFINITY.

GRACE: You gain +1 to all LUCK related rolls.

PLACE OF WORSHIP: You have a small church, synagogue, temple, or converted house where you tend to your flock. You have a room above it where you sleep and keep your personal effects. Of the congregation, you have ten loyal souls you can call upon as the situation demands. You earn D6 WEALTH per month.

SANCTIFY: You may perform rituals or rites, using holy water, incense, prayer, and the like to make a house, home, or individual safe from otherworldly affairs. This uses D6 STOCK. (If it's a big place, or has lots of points of egress, probably 2D6.) Should you not have enough on hand, all supplies you have used are wasted, and you'll have to begin anew. Should a malevolent force be present, you'll be ACTING UNDER PRESSURE. Otherwise, ROLL+REASON.

YOUR LORE MOVE IS

SMITE: You may spend a point of LORE to ROLL+LUCK instead of roll+might when you TAKE CONTROL or THREATEN.

Gear

YOU START WITH:

- » Symbol of your faith.
- » a d6 WEALTH
- » Bible or other book of faith.
- » No LORE

CHOOSE TWO OF THE FOLLOWING:

- » A relic (weird) handed down to you by your old mentor.
- » A small sidearm.
- » An old pickup truck (unreliable).
- » A cane.

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?

TAKE CONTROL (ROLL+MIGHT)

When you try to seize something by force, or to secure your hold on something, roll+might. On a hit, choose options. A character can seize the upper hand, seize momentum, or even seize the moment — but "by force" is strict. This is a move for when tensions are high and violence is imminent.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm
- » You inflict terrible 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 Dilettante

A TREMULUS PLAYBOOK

Who Are You?

Born with a silver spoon in your mouth, you are filthy rich, and jaded beyond your years. Your idle hours are filled with the pursuit of exotic entertainments, each more fantastic than the last. Your wealth allows you indulgences others only dream of.

Name

Amelia T., Miss Duvall, Michelle Winslow, Emily Gordon, Jack Windsor, Peter Hamilton, Eric Von Braun the III

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, ambiguous, or concealed.

CLOTHES: Tailored dress, fine suit, fine casual, leather jacket and slacks, or riding gear.

FACE: Plain, refined, aristocratic, clever, condescending.

EYES: Sharp, milky, appraising, bedroom, or weak.

BUILD: Bony, full, trim, energetic, or graceful.

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

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.

ATHLETIC: You are healthy and hale; add +1 **MIGHT**. Whenever you must physically **ACT UNDER PRESSURE**, you get a +1 to your roll.

DEEP POCKETS: You have a regular reserve of wealth you can tap into at any time. You can go to a bank once per day, and with a **ROLL+LUCK**:

10+ You can withdraw **2D6 WEALTH**.

7-9 You can get **D6 WEALTH**, but people will gossip buzzing about your large withdrawal.

6 OR LESS: the bank is unaccustomed to such large transactions, and doesn't have that much on hand. You can either wait **d6** days to try again, or get a letter of credit for the amount. If the latter, it has to be made out to a particular party, they must be willing to take it, and people are going to know your business.

READY FOR ANYTHING: At the beginning of a session, roll your **Passion**. On a **10+**, Hold 2. On a **7-9**, Hold 1. At any time, you can spend your Hold to gain a +1 ongoing for a scene. On a miss, the Keeper Holds 1, and can spend it to have you "caught out" (i.e., ill prepared and -1 for a scene).

SUMMER HOME: Your family has a place in the area, perhaps one you've not gone to since your childhood. It is a fine, old mansion, and you have sent ahead two of your attendants (perhaps Strickland and Alice, a butler and maid?).

UPPER CRUST: People naturally defer to your grace and bearing (or maybe just your money?). You can drop your name and station to persuade people to do or say things they might not normally. **ROLL+AFFINITY**.

10+: They've heard of you and are will to help. Hold 1. You can spend this at any time to get them to do pretty much anything they'd do normally. If it's something they wouldn't otherwise do or against their nature, it's going to cost you **2D6 WEALTH**. If you don't have the money on hand, they won't do it if you come back later.

7-9: They'll help you out or answer questions, but it's going to cost a **D6 WEALTH**. And it has to be legal and non-harmful to them.

6 OR LESS: who do you think you are throwing your weight around? The Keeper gets to hold 1 and may spend it at any time to take a Hard Move against you.

YOUR LORE MOVE IS

YOU'VE DONE THIS BEFORE: You can spend a point (or more) of Lore to gain a +1 forward to any Move. You get +1 forward for each point of Lore expended (limited to +3). If you would've succeeded without spending any Lore, you don't spend any.

Gear

YOU START WITH:

- » 2d6 x 2 **WEALTH**.
- » Weekly stipend: **d6 WEALTH**.
- » An automobile.
- » Expensive changes of clothes.
- » No **LORE**.

AND CHOOSE TWO:

- » A small pistol or sword cane.
- » A trunk full of books.
- » 2d6 worth of jewelry.
- » Fur coat (valuable), +1 armor
- » A pet (valuable, alive), your choice and yours to detail.

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?

TAKE CONTROL (ROLL+MIGHT)

When you try to seize something by force, or to secure your hold on something, roll+might. On a hit, choose options. A character can seize the upper hand, seize momentum, or even seize the moment — but "by force" is strict. This is a move for when tensions are high and violence is imminent.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm
- » You inflict terrible 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)

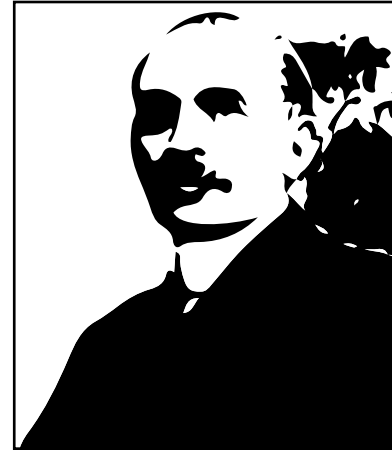
When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

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 Doctor

A TREMULUS PLAYBOOK

Who Are You?

You have more than a calling, you have a gift. You are a skilled healer who has decided to leave the grind of the big city behind in search of greener pastures.

Name

Doctor Jameson, Old Doc Smith, Franklin Woodard, Dr. Jacqueline Atway, Carla Wells, Doctor Sheila Kensington

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or ambiguous.

CLOTHES: Worn suit, rustic casual, rustic fine, or outdated fine.

FACE: Plain, round, gaunt, or pensive.

EYES: Sharp, beady, wide, or watery.

BUILD: Slim, pudgy, fat, or rangy.

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

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 and Medical Training.

MEDICAL TRAINING: You are a trained physician capable of dealing with cuts, scrapes, and broken bones. You may **ROLL+STOCK** to treat injuries. See **PHYSICAL WELLNESS** (p. 29) for details. You may use any medical supplies with **ROLL+REASON**.

CHOOSE TWO SPECIAL MOVES.

BEDSIDE MANNER: Gain 1 **TRUST** with a **CHARACTER** when you successfully treat them. Lose 1 **Trust** on 6 or less. If you treat an NPC successfully, gain **+1 ONGOING** with them or **-1 ONGOING** with them on a 6 or less.

DOCTOR'S OFFICE: You have a small home with a clinic where you can work on patients. You may have a loyal assistant (Jane or John?) as well. You have a stock of pharmaceuticals, and other medical supplies on hand to treat people. You earn **D6 WEALTH** per month it is in operation.

FIELD MEDIC: while you are caring for people, not fighting, you get **+1 ARMOR**.

FORENSIC EXPERT: when you **POKE AROUND** corpses, you may use **ROLL+REASON** instead of **ROLL+LUCK**.

TRUSTWORTHY: Your position makes people innately inclined to confide in you. You gain **+1 AFFINITY**, and may ask one additional question when you successfully **READ A PERSON**.

YOUR LORE MOVE IS

EMERGENCY TRIAGE: You may **ROLL+LUCK** to attempt to quickly heal a wounded person in any situation.

10+: restore 2 health.

7-9: restore 1 health.

ON A 6 OR LESS: first, you may choose to either not heal or restore 1 health *and* the **KEEPER** gains 1 **HOLD** to use as a **HARD MOVE** at any time.

Gear

YOU START WITH:

» 2d6 **WEALTH**.

» A medical bag with 6+d6 **STOCK** of medical supplies.

» No **LORE**.

AND CHOOSE TWO OF THE FOLLOWING:

» A sword cane.

» A small or medium sidearm.

» Eyeglasses (**+1 REASON** when worn, if needed, **-1 REASON** when not worn).

» Reference Library (**+1 REASON** for one topic, you choose, when used requires d6 hours).

» An average automobile.

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 Keeper 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?

TAKE CONTROL (ROLL+MIGHT)

When you try to seize something by force, or to secure your hold on something, roll+might. On a hit, choose options. A character can seize the upper hand, seize momentum, or even seize the moment — but "by force" is strict. This is a move for when tensions are high and violence is imminent.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm
- » You inflict terrible 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 Heir

A TREMULUS PLAYBOOK

Who Are You?

You have always felt apart, different, as though you didn't belong anywhere. You attended university, got a nice job, and found a place where you could live out a mundane, ordinary existence. Somewhere deep within, you knew it couldn't last. It began with the letters from a place you never heard of, a place you felt called to you, and you let them languish, unopened, and unread. Afraid of what they might contain. You had been warned to always avoid that side of the family. Then the man came, an attorney with a briefcase, a ticket, and a deed to your ancestral home. You felt a sudden release, as though you'd been holding your breath all these years, and decided to see for yourself if there was really a future for you somewhere else in a place less ordinary, a place where you might belong, a place you could call your home.

Name

Samuel Hale, Franklin Weed, Benjamin Blackwood, Amanda Leach, Teresa Wilkinson, or Eleanor Radford

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman

CLOTHES: Nice casual, worn casual, nice rustic, worn suit, or simple dress

FACE: Plain, friendly, innocent, or honest

EYES: Bright, clever, wide, tired, narrow, or almond

BUILD: Slim, athletic, full, lithe, or angular

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

ANCESTRAL HOME: You have a large, crumbling, remote manor that has seen better days. It is filled with an assortment of oddities your ancestor collected. It is weird. You may **POKE AROUND** the old place once per day.

ON A 7+, you may choose to find one good item of your choice or two clues (or choose from the normal choices). **ON 6 OR LESS,** the Keeper may Hold 2 to use as Hard Moves. (If you don't initially choose this, then the house is still tied up in probate, boarded up, and so on. You can't use it. Sorry.)

CERTAINTY: You are certain there is some reasonable explanation for the weirdness you witness. You aren't delusional, you know strange things exist. You just know they must have logical underpinnings to them. Reduce any **SHOCK** taken by 1.

FRANTIC: After you are harmed, you may use **ROLL+LUCK** instead **ROLL+MIGHT** to **THREATEN** your assailant. On a hit, you deal 1 extra **HARM**.

HOW BAD IS IT?: After a fight, you may roll+luck to physically recover. **10+** heal 2, **7-9** heal 1, **6 OR LESS,** your wound is worse (suffer 1 additional **HARM**).

SENSITIVE: Increase your **PASSION** by +1. You sometimes get strange vibes. Whenever you roll a natural 12, immediately make a **ROLL+PASSION**. **ON A 10+,** you get 1 Lore, **ON A 7-9,** you get 1 clue, **ON A 6 OR LESS,** you suffer a horrible vision and take 2 **SHOCK**.

YOUR LORE MOVE IS

LUCKY: You may spend a point of Lore to turn any partial success into a success. You can use this for rolls made by the other Characters, provided you are within shouting distance and you trust them (Trust +1 or greater).

Gear

YOU START WITH:

- » a d6 **WEALTH**
- » No **LORE**

AND CHOOSE TWO OF THE FOLLOWING:

- » A beat-up roadster (valuable, unreliable).
- » A small trust fund set up for you, d6 Wealth per month.
- » A good item of your choice (up to 3 **WEALTH**), inherited from the dearly departed (weird).
- » Contact: the town attorney (perhaps Vincent Miller?), or the only friend of the deceased.

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?

TAKE CONTROL (ROLL+MIGHT)

When you try to seize something by force, or to secure your hold on something, roll+might. On a hit, choose options. A character can seize the upper hand, seize momentum, or even seize the moment — but "by force" is strict. This is a move for when tensions are high and violence is imminent.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm
- » You inflict terrible 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)

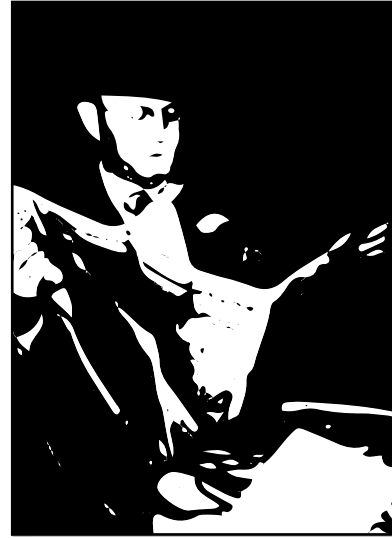
When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

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 Journalist

A TREMULUS PLAYBOOK

Who Are You?

Your passion for digging deep for stories has given you a reputation as a muckraker and a no-nonsense sort. You're just willing to look where others aren't. You turn over rocks, look for skeletons in closets, and are concerned first and foremost about the truth. You discovered early on, the truth is often ugly and harsh and something most don't want to hear. In this pursuit, you've learned a few unsettling things, things downright strange and weird, and you've got those thrown in a box for when you write your memoirs. Until then, you get your byline when you can.

Name

Nash Anderson, Fredrick Sheridan, Patrick Hansen, Shelby Brooke, Alexandria Woodard, or Margaret Storm

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Worn suit, antiquated casual, slightly out-of-date fine, or worn formal.

FACE: Haggard, vibrant, plain, bearded, or refined.

EYES: Faraway, clever, red-rimmed, tired, or probing.

BUILD: Corpulent, thin, energetic, full, or bony.

Who Do You Trust?

Attributes

REASON
education, intellect

PASSION
emotion, instinct

MIGHT
strength, scrappiness

LUCK
fate, fortune

AFFINITY
charm, charisma

CHOOSE ONE SET

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

FAMILIAR WITH DEADLINES: You gain +1 when you ACT UNDER PRESSURE.

NOSE FOR NEWS: You gain a +2 bonus from clues, instead of the normal +1.

SNAPPY COMEBACK: You have a knack with a camera and a sharp eye. No camera is unreliable in your skilled hands. You may snap photos and later POKE AROUND them to see if there was anything you may have missed. Of course, to get any of those things will require you to go back to where the pictures were taken.

STAFF REPORTER: You have a small desk located in the office of the local rag. You earn D6 WEALTH per month and may ROLL+LUCK once per day. On any success, you get a story lead (a clue). On 6 or less, you have to wait D6 days before you can try again.

UNDAUNTED: When you fail to CONVINCE someone, you may ROLL+LUCK to try another angle.

10+: they will do it, if you keep their name out of things.

7-9: they tell you about a guy who knows someone who may know.

6 OR LESS: they wonder why you won't take no for an answer, the Keeper may give you -1ONGOING with the NPC or Hold 1 to take a Hard Move against you at any time

YOUR LORE MOVE IS

LOCKS ARE SUGGESTIONS: You may spend a point of LORE to get quickly and quietly into or out of any mundane place.

Gear

YOU START WITH:

- » a d6 WEALTH
- » A room in a boarding house (costs 1 WEALTH per month).
- » A decent camera (unreliable).
- » No LORE

AND CHOOSE TWO OF THE FOLLOWING:

- » An old jalopy or motorcycle (either unreliable).
- » A small sidearm (unreliable).
- » A couple of local gossips who are sometimes good for a story (+1ongoing with them).
- » +1 LORE

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 +1 (help) or -2 (hinder) now.

On a 7–9, you also expose yourself to danger, etc.

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?

TAKE CONTROL (ROLL+MIGHT)

When you try to seize something by force, or to secure your hold on something, roll+might. On a hit, choose options. A character can seize the upper hand, seize momentum, or even seize the moment — but "by force" is strict. This is a move for when tensions are high and violence is imminent.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm
- » You inflict terrible 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 Professor

A TREMULUS PLAYBOOK

Who Are You?

Learning is your greatest love, and you happily share your knowledge through teaching. You have taught in various colleges and universities across the country. Over the years, you have learned life is strange and history is often hysterical.

Name

Professor Thomas Mince, Professor Grant, Trent Banks, Professor Cynthia Adams, Professor Black, December Green

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Worn suit, antiquated casual, slightly out-of-date fine, or worn formal.

FACE: Haggard, vibrant, plain, bearded, or refined.

EYES: Faraway, clever, red-rimmed, tired, or probing.

BUILD: Heavysset, thin, energetic, full, or bony.

Who Do You Trust?

Attributes

REASON
education, intellect

PASSION
emotion, instinct

MIGHT
strength, scrappiness

LUCK
fate, fortune

AFFINITY
charm, charisma

CHOOSE ONE SET

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

CLEARHEADED: When you **PUZZLE THINGS OUT**, you may ask 1 additional question on 7+.

EXPERT: You gain +2**ONGOING** with all rolls relating to one topic (your choice). When you **PUZZLE THINGS OUT** about this topic, you ask one additional question on a 7+, and gain a point of **LORE** in addition to your other choices on a 10+.

LOGICAL: You think things through. +1 **REASON**.

SAGE ADVICE: When a Character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you gain a point of **LORE**.

SOUND ARGUMENT: You may use **ROLL+REASON** instead of **ROLL+AFFINITY** to someone. **FOR NPCs:** on a 6 or less, you have -1**FORWARD** with them.

YOUR LORE MOVE IS

LEARNED (LORE MOVE): Spend a point of **LORE** to gain +1**ONGOING** regarding one topic of study (chosen by you) for yourself or someone else.

Gear

YOU START WITH:

- » 1**D6** **WEALTH**.
- » A **SMALL HOME (OR FACULTY HOUSING)**.
- » No **LORE**

AND CHOOSE TWO OF THE FOLLOWING:

- » Two fellow academics.
- » A bicycle.
- » A small sidearm.
- » A pet (you name it and decide what it is) only you can love, cheap and loyal.
- » Eyeglasses (+1 Reason when worn, if needed, -1 Reason when not worn).
- » +1 **LORE**

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?

TAKE CONTROL (ROLL+MIGHT)

When you try to seize something by force, or to secure your hold on something, roll+might. On a hit, choose options. A character can seize the upper hand, seize momentum, or even seize the moment — but "by force" is strict. This is a move for when tensions are high and violence is imminent.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm
- » You inflict terrible 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 Salesman

A TREMULUS PLAYBOOK

Who Are You?

You don't just sell things, you sell dreams. You help put a product in someone's hands and make their lives better and the world better to boot. Sure, you've knocked on a few doors and have encountered more than your share of strange people along your travels, and you know every now and then you have to hightail it out of some place where you've worn out your welcome, but, hey, that's all part of doing business. What's wrong with turning a little profit while you save the world?

Name

Traveling Jason Freely, Mister Mack, Doc Roberts, Miranda McLane, or Candice Fairview

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Worn suit, crumpled casual, slightly out-of-date fine, or worn formal.

FACE: Vibrant, sharp, bearded, honest, or refined.

EYES: Friendly, sharp, clever, probing, or appraising.

BUILD: Energetic, full, spare, or trim.

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 0 Passion 0
Might -1 Luck +1 Affinity +2
- » Reason +1 Passion 0
Might -1 Luck +1 Affinity +2
- » Reason +2 Passion +1
Might -1 Luck -1 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 MILE IN THEIR SHOES: You are able to get inside the heads of other people and think what you would have done in their place. You may **ROLL+PASSION** when you want to **PUZZLE THINGS OUT**.

DEVELOP RAPPORT: Whenever you successfully Read a Person, you get **+1ONGOING** when reading them in the future. Gain **+1 AFFINITY**.

HAVE I GOT A DEAL FOR YOU!: You can get nearly anyone to put down hard coin for anything you own. You may **CONVINCE** people to buy your stuff.

10+: they will pay you Wealth+1 (in cash)
7-9: they will pay you its value (or offer to trade you something of roughly equivalent worth), Keeper's choice.

Depending upon the person targeted, it may take them d6 days to come up with the money.
6 OR LESS: the Keeper can choose that they don't want it or can't afford it, or will give you its Wealth-1 for it, if you do them a favor first.

MAY I HAVE YOUR ATTENTION, PLEASE?: You are able to **CONVINCE** a crowd of folks to do something you like. If you miss the roll, however, they don't take kindly to your interference, and become hostile towards you.

MY WORD IS MY BOND: You can attempt to **CONVINCE** anyone, anytime to do something for you, even if you have nothing they might want.

10+: they don't really expect you to come through later and will be happy if you do (+1forward).
7-9: they will be upset if you don't come through in the next d6 days.

Failure to deliver will either create bad feelings (-1ongoing to CONVINCE), a bad reputation (where you can't use this Move again until you make things right), or the Keeper may hold one and decide some badness for you later.

6 OR LESS: they've heard this sort of thing before and you have -1ongoing with them in the future.

YOUR LORE MOVE IS

JUST THE THING: Spend a point of **LORE** to produce a specific minor item of your choice. You need to roll+luck to determine how good it is.

10+: it is of good quality.

7-9: it is unreliable.

6 OR LESS: whatever it is, it will work one time or only for a short duration. A key will work once and then snap off, a flashlight will last a scene (maybe), and so on. It can be repaired, but may cost as much as a new item to get fixed.

Gear

YOU START WITH:

- » d6 Wealth.
- » A pickup (reliable, awkward) with a camper on it for sleeping.
- » 2d6 Wealth worth of useless bric-a-brac (you decide what).
- » A cracked, wooden baseball bat you've had to use once or twice (unreliable).
- » No **LORE**

CHOOSE TWO OF THE FOLLOWING:

- » A small sidearm.
- » A flashlight.
- » Camping equipment.
- » An old book (weird) you've picked up in a trade somewhere.

Physical Wellness

Certain characters, notably the Doctor, may treat people who are suffering harm. Those trained to use medical supplies may spend 0–3 stock.

To treat a character with three or more harm, **ROLL+STOCK** spent.

ON A 7+, the subject stabilizes (eliminating all harm beyond the second segment), but the Keeper chooses 1 (on a 10+), or 2 (on a 7–9):

- They need to be physically stabilized before you can move them.
- Even sedated, they fight you; you're **ACTING UNDER PRESSURE**.
- They'll be in and out of consciousness for 24 hours.
- Stabilizing them eats up your stock; spend 1 stock more.
- They'll be bedridden, out of action, for at least a week.
- They'll need constant monitoring and care for 36 hours.

ON A 6 OR LESS, they take 1 harm instead.

To use medical attention to speed the recovery of someone with one or two segments of Harm, don't roll, just spend one stock. They choose: spend 4 days (segment 1) or 1 week (segment 2) sedated, immobile but happy, or do their time like everyone else.

To use medical supplies to revive someone who's **DYING** (at the sixth segment, not beyond): **ROLL+STOCK** spent.

ON A 10+, they recover to **BROKEN** (segment 4).

ON A 7–9, they recover to **GRIEVOUS** (segment 5).

ON A 6 OR LESS, you've done everything you can, but they're still dead.

Mental Health

Certain Characters, notably the Alienist, may treat people who are suffering shock. The patient must be in a place he feels safe. At the very least, he must be removed from the locale/source/presence of his discomfort(s).

To treat a character with three or more shock, roll+stock spent.

ON A 7+, the subject stabilizes (restore Sanity to second segment), but the Keeper chooses 1 (on a 10+) or 2 (on a 7–9):

- They need to be physically restrained before you can move them.
- Even sedated, they fight you; you're **ACTING UNDER PRESSURE**.
- They'll be in and out of consciousness for 24 hours.
- Stabilizing them eats up your stock; spend 1 stock more.
- They'll be bedridden, out of action, for at least a week.
- They'll need constant monitoring and care for 36 hours.

ON 6 OR LESS, they take 1 shock instead.

To use medical supplies to speed the recovery of someone with one or two segments of shock, don't roll. They choose: spend 1 day (segment 1) or 1 week (segment 2) sedated, immobile but happy, or do their time like everyone else.

To use medical care to revive someone who's **DERANGED** (at the sixth segment, not beyond): roll+stock spent.

ON A 10+, they recover to **TRAUMATIZED** (segment 4).

ON A 7–9, they recover to **HYSTERIC** (segment 5).

ON A 6 OR LESS, you've done everything you can, but they're still insane.

itching for more?

visit realityblurs.com

