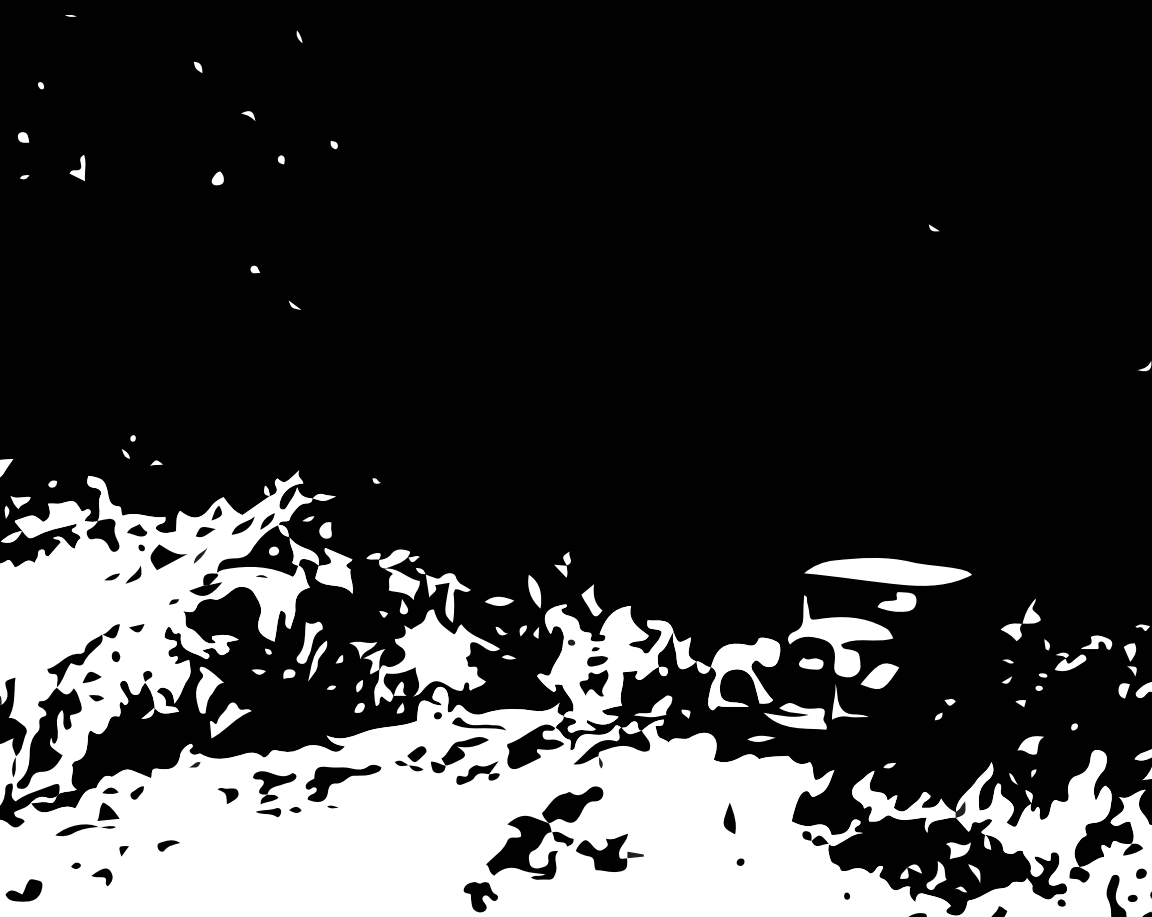


playbook set III

madmen

an assortment of playbooks for tremulus



reality blurs presents

playbook set III

Madmen

writing, layout, and graphics

Sean Preston

editing

Lyn Harm

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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 Chosen

A TREMULUS PLAYBOOK

Who Are You?

Even before you were born, people had planned for your destiny, reading the stars, consulting charts, and tossing old dry bones. You were raised to pave the way for the dark masters, but you found out that they will prove the world's undoing, and now strive to fight them with your every breath, using their cursed gifts as a weapon to pierce their cold, dead hearts.

Name

Theodore Blackwell, Angus Heath, Marcus Frost, Dorian Beal, Amanda Close, or Jennifer Thatchwood

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

CLOTHES: Fine old, rustic fine, casual rustic, or casual worn.

FACE: Hollow, serene, beatific, or worn.

EYES: Clever, penetrating, mesmerizing, exotic, or twitchy.

BUILD: Hunched, emaciated, full, corpulent, or slender.

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

DOOMSAYER: You can peer into the possibilities of the future. Doing so often makes them more fraught with peril. When another character asks you the best course of action, tell them the truth and roll+trust with them:

10+ If they follow your advice, they get a +2 and you gain 1 Lore. If they don't, they are -1. Either way, the Keeper gets to hold one.

7-9 If they follow your advice, they get a +1, you gain 1 Lore, and the Keeper holds one. If they don't follow your advice, the Keeper holds two.

On a miss, the Doomsayer may not use his ability for the rest of the day or the Keeper holds one. (Keeper's choice.)

ENLIGHTENED: Whenever you take shock, you gain a like amount of Lore. (If you are also **TOUCHED BY DARKNESS**, you look at the initial shock damage when determining Lore gained.)

MYSTERY CULT: You are not alone. You are part of an order which recognizes your potential. They fund your journeys well. You gain 2d6 wealth a month as long as you keep them informed of your activities (lose 1 Lore/month as you send details to an anonymous mailbox). Failure to do so results in being cut off or is deemed a loss of faith.

STRANGE BEDFELLOWS: You come from an old, tainted bloodline, and are considered weird. Choose one of the following:

AQUATIC: You can see, swim and breathe underwater easily.

NIGHT VISION: You can see fine in the dark. No light required.

STEALTHY: You are normally quiet. Whenever you perform a move which might be normally noisy, look at your roll, on a 10+, you do it noiselessly.

TOUCHED BY DARKNESS: Dark forces have marked you. Somewhere on your body, there is some physical manifestation of your destiny (webbed toes, hidden third eye, what-have-you). You have +1 armor and ignore 1 point of shock.

YOUR LORE MOVE IS

PROTECTED VESSEL: Dark powers have plans for you. Whenever you take damage, you may instead opt to lose Lore on a 1 for 1 basis. You must have enough lore to absorb the entire amount of damage (i.e. you cannot split among lore and damage).

Gear

YOU START WITH:

- » 2d6 **WEALTH**.
- » Horse and carriage or car (old).
- » d6 **LORE**.

CHOOSE TWO OF THE FOLLOWING:

- » A sacrificial dagger (sharp) or a cane/walking stick (weird).
- » Power word (works only against weird), must expend 1 **LORE**, does 1 harm and dismays target. **ROLL+PASSION**.
- » Thick jacket/cape/robes (+1 armor).
- » A sidearm (unreliable).

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- » Force your hand and take whatever damage you dish out.
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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 Escapee

A TREMULUS PLAYBOOK

Who Are You?

You got away from that cell where they were holding you. Now, you're on the run, trying to get away from them. You just had to take matters into your own hands. No one else believed you. When they found you there, when they found the bodies, the blood, and you were only babbling incoherently, they put you away. You sense something dark on the horizon, and you couldn't wait for your release, and had to make a break for it.

Name

Caesar Lewis, Bill Macintyre, Edwin Rockford, Jean Hamilton, Alicia Miles, or Penelope Rhodes

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Ill-fitting fine, loose casual, ragged casual, or ragged rustic.

FACE: Worn, hollow, gaunt, or drawn.

EYES: Haunted, distant, nervous, tired, or wide.

BUILD: Skeletal, slender, thick, athletic, or worn.

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 +2 Affinity -2
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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.

FORCEFUL: You often get your way by brute force. You receive a +1 to **THREATEN**.

IMPERILED: Dark forces are specifically after you (the Keeper decides what) and you are relentlessly targeted by any other weirdness you encounter. So far, you've survived. Increase your luck and might by 1.

MAD SCRAMBLE: You may not be the fastest runner going, but you can beat feet when danger arises. You may **ROLL+LUCK** when **ACTING UNDER PRESSURE** when trying to lose a pursuer or flee.

SPIT OUT AND CHEWED UP: You won't win any beauty prizes anytime soon, but you are able to take a hit. You are treated as having +1 **ARMOR**.

STRENGTH OF WILL: You've lost your mind once before, but have clawed your way back to mental health and the experience has made you stronger. Whenever you take a point or more of shock, you may **ROLL+LUCK**.

ON A 10+, you choose two, on a **7-9**, you choose one. On a miss, you take an additional point of shock.

- Gain a point of Lore
- Eliminate a point of shock
- Gain a +1 forward on your next roll

YOUR LORE MOVE IS

PREPARED: You may spend a point of **LORE** to gain a +1 to any move for one scene.

Gear

YOU START WITH:

- » d6-2 **WEALTH**.
- » d6 **LORE**.
- » Butcher knife or small sidearm (unreliable).

CHOOSE TWO OF THE FOLLOWING:

- » Shotgun (reliable).
- » Leather jacket (+1 **Armor**).
- » Flashlight (good) and gloves.
- » Town car (stolen, reliable)

Basic Moves

ACT UNDER PRESSURE (ROLL+REASON)

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- » 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 Inventor

A TREMULUS PLAYBOOK

Who Are You?

You have long held a gift, a passion for creating things. You have a technical, logical mind that has pushed the boundaries of what is possible to the very edge and beyond. You know the universe is vast and mighty and anything is possible. And you've heard a buzzing on your lab equipment on more than one occasion that had a definite intelligence behind it...

Name

Nicholas Flaubert, Gustav Michelson, Brent Collier, Professor Wilson, Viola Brooks, Opal Maine, or Parker Stewart

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Stained rustic, dirty fine, worn casual, or worn formal.

FACE: Ruddy, friendly, closed, open, or narrow.

EYES: Manic, distracted, piercing, bright, or clever.

BUILD: Energetic, athletic, thin, full, or heavy.

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 +2
Might 0 Luck +1 Affinity -2
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LORE

WEALTH

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
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1 SCUFFED

2 BRUISED

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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.

EUREKA!: You gain **+1 REASON**. Whenever you roll a modified twelve or greater, you gain a point of Lore, rather than just on a natural twelve.

INSIGHTFUL: Your mind is brimming over with random fragments of knowledge and bits of trivia on any given matter. You may **ROLL+REASON** instead of **ROLL+TRUST** when you **HELP** another character.

MAD LAB: You have a large, old place you inherited to conduct your strange experiments and invent! You have an assistant (perhaps Sven or Bjorn?) who is loyal and weird. The mad lab is well removed from the town (the Keeper determines where) and is remote and weird.

You may use your lab to invent things. This requires a **ROLL+STOCK**. You may spend up to 3 stock.

On a **10+**, choose 3. On a **7-9**, choose 1.

You may:

Learn something about the universe. Gain 1 Lore.

Create a temporary aid. (+1 for a scene each time picked) (awkward)

Create an offensive device. (+1 harm or shock each time picked.) (dangerous, loud, messy, reload, touch, or slow)

Create a defensive device. (+1 armor or +1 vs. shock each time picked) (worn or clumsy)

All devices created are also weird and unreliable.

On a miss, the Keeper may choose one of the following: the mad lab is damaged (repairs costing a d6 Wealth and take a d6 days) or he may grant one choice and hold one to use as a hard move.

Additional stock costs 2 per d6. Its availability varies on the town composition.

PERSISTENT: You may attempt to **PUZZLE THINGS OUT** one additional time, if you fail to achieve a 10+ on your first roll.

SINGLE-MINDED: You shun help and have grown quite self-reliant. Whenever you do something on your own, you gain a **+1** to your roll. By the same token, you must **ACT UNDER PRESSURE** if you have to help someone else or share Lore.

YOUR LORE MOVE IS

MAD GENIUS : You may spend a point of Lore to produce a device which gives you (or another) a +1 ongoing for a scene. You describe what it is and how it operates.

Gear

YOU START WITH:

- » 3d6 **WEALTH**.
- » Tools and safety goggles.
- » 2d6 stock (gears and such).

CHOOSE TWO OF THE FOLLOWING:

- » Portable workshop (heavy, can function as a lab).
- » Prescription goggles (+1 Reason when worn).
- » Mystery backers (d6 Wealth/month)
- » Bicycle (reliable) or car (old).
- » Radio Equipment (expensive, unreliable).

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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 Sorcerer

A TREMULUS PLAYBOOK

Who Are You?

You have journeyed to distant lands and places cultivating knowledge about the nature and truth of the world in which you live. What you have discovered is disturbing to put it mildly. You have come to terms with your powers and ability, and though you bargain with dark forces, you have the strength of will and the power of your convictions to drive them back, and save humanity from an unimaginable fate.

Name

Maximilian Wentworth, Jeremiah Oakes, Harold Hearth, Felicity Wertheim, Daisy Fields, or Priscilla Moss.

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

CLOTHES: Fine old, rustic fine, casual rustic, or casual worn.

FACE: Unassuming, plain, haggard, proud, angry, or narrow.

EYES: Exotic, narrow, distant, probing, or sad.

BUILD: Slender, graceful, full, gaunt, 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 +2 Passion +2
Might -1 Luck -1 Affinity +1
- » Reason +2 Passion +2
Might 0 Luck 0 Affinity -1
- » Reason +2 Passion +2
Might -1 Luck +1 Affinity -1
- » Reason +2 Passion +2
Might -2 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.

HIDDEN TRUTHS: Whenever you gain a point of Lore, you may ask the Keeper one question from the **PUZZLE THINGS OUT** list.

OTHERWORLDLY CHARM: You may **ROLL+PASSION** to **CONVINCE** another. You need not have anything they want or need to bargain with.

PROTECTIVE WARDS: You have symbols and signs which protect your mind. You reduce all shock taken by 1. If you expend a point of Lore, you may make a room safe or grant another like protections with a 7+ on a **ROLL+REASON**. The target is protected for a d6 hours per point of Lore expended.

RITUALIST: If you are performing or leading a ritual, you may count your **REASON** towards your total accumulated Lore. You must still expend a minimum of one point of Lore to attempt any ritual.

SIGNS AND PORTENTS: You see hidden secrets and patterns everywhere. When you **POKE AROUND**, you may opt to gain a point of Lore on a roll of **10+** instead of the other choices.

YOUR LORE MOVE IS

MYSTIC WORDS: You may spend a point of Lore to grant yourself (or another) one of the following abilities:

EYES OF THE BYAKHEE: You can see fine normally in any lighting conditions, even complete darkness.

FOOTSTEP OF THE GHOULS: You are quiet. Whenever you perform a move which might be normally noisy, look at your roll, on a **10+**, you don't make a sound.

SKIN OF THE SHOGGOTH: You are treated as having **+1 ARMOR**.

SONG OF THE DEEP ONES: You can see, swim and breathe underwater with ease.

ROLL+REASON. On a **10+**, it lasts for a d6 hours. On a **7-9**, it lasts for a scene. The target is considered weird while the power is in effect. On a miss, you may choose to either take d6 damage or let the Keeper hold two.

You may dismiss it on yourself at any time without issue, but must **ACT UNDER PRESSURE** to dismiss the effect on another.

Gear

YOU START WITH:

- » a d6 **WEALTH**.
- » Horse and carriage or car (old).
- » 1 Lore.

CHOOSE TWO OF THE FOLLOWING:

- » A cane (weird).
- » Thick jacket/cape/robes (+1 armor)
- » +d6 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.

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- » Back off calmly, hands where you can see
- » Tell you what you want to know (or hear)



The Veteran

A TREMULUS PLAYBOOK

Who Are You?

You have spilled blood on the battlefield. You've faced the horrors of war. You know what it's done to others, and yourself. You are tired, weary, yet know there are strange things which have awakened, with plans to turn the world into a complete and utter wasteland. As any good soldier, you steel yourself for one last leap into the breach.

Name

Sergeant Wolf, Practical Jack Jones, General A.M. Rockwell, Retired, Travis Allen, Michelle Trent, Sheila Woodson, or Captain Madison Mark

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Fine tailored, casual fine, rustic tailored, or rumpled casual.

FACE: Grizzled, tired, hard, chiseled, scarred, or beatific.

EYES: Steady, calm, piercing, assessing, or distant.

BUILD: Angular, athletic, lithe, wiry, stocky, or heavysset.

Who Do You Trust?

Attributes

REASON
education, intellect

PASSION
emotion, instinct

MIGHT
strength, scrappiness

LUCK
fate, fortune

AFFINITY
charm, charisma

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WEALTH

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Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

HEROIC: You gain a +1 to **HELP** another. If he fails, you may take his consequence for failure (in addition to your own) and earn a point of Lore.

LOCKED AND LOADED: You gain a +1 to **TAKE CONTROL** and **THREATEN** when you have a gun, rifle, or any other armament close at hand.

SCAVENGER: When you **POKE AROUND**, you gain one additional minor item on a partial success or greater.

SHELL-SHOCKED: You didn't come back quite right. Sometimes, you get strange flashes of things when you're in stressful situations. When you **ACT UNDER PRESSURE** and fail, you gain a point of Lore.

THOUSAND MILE STARE: Your unit died on the battlefield, and you don't remember how you managed to survive. Whenever you take shock, you reduce it by one point, and gain a point of Lore.

YOUR LORE MOVE IS

LEAD BY EXAMPLE : You may spend a point of Lore to gain a +1 to any roll. If you succeed, others present who have Trust 1 or greater with you gain a +1 to their next roll.

Gear

YOU START WITH:

- » a d6 **WEALTH**.
- » Retirement 1d6 wealth/month.
- » Roomy house in town.
- » Sidearm and long arm or sidearm and officer's sword (all reliable).
- » Old uniforms
- » No **LORE**.

CHOOSE TWO OF THE FOLLOWING:

- » War trophy (weird), you decide what.
- » Decorated hero (+1d6 wealth/month)
- » Disabled, -1 **MIGHT**, +1 **REASON**
- » Automobile (reliable) or pickup truck (reliable)
- » A mysterious sponsor (determined by the GM) who provides 2d6 wealth per month.
- » +1 **LORE**.