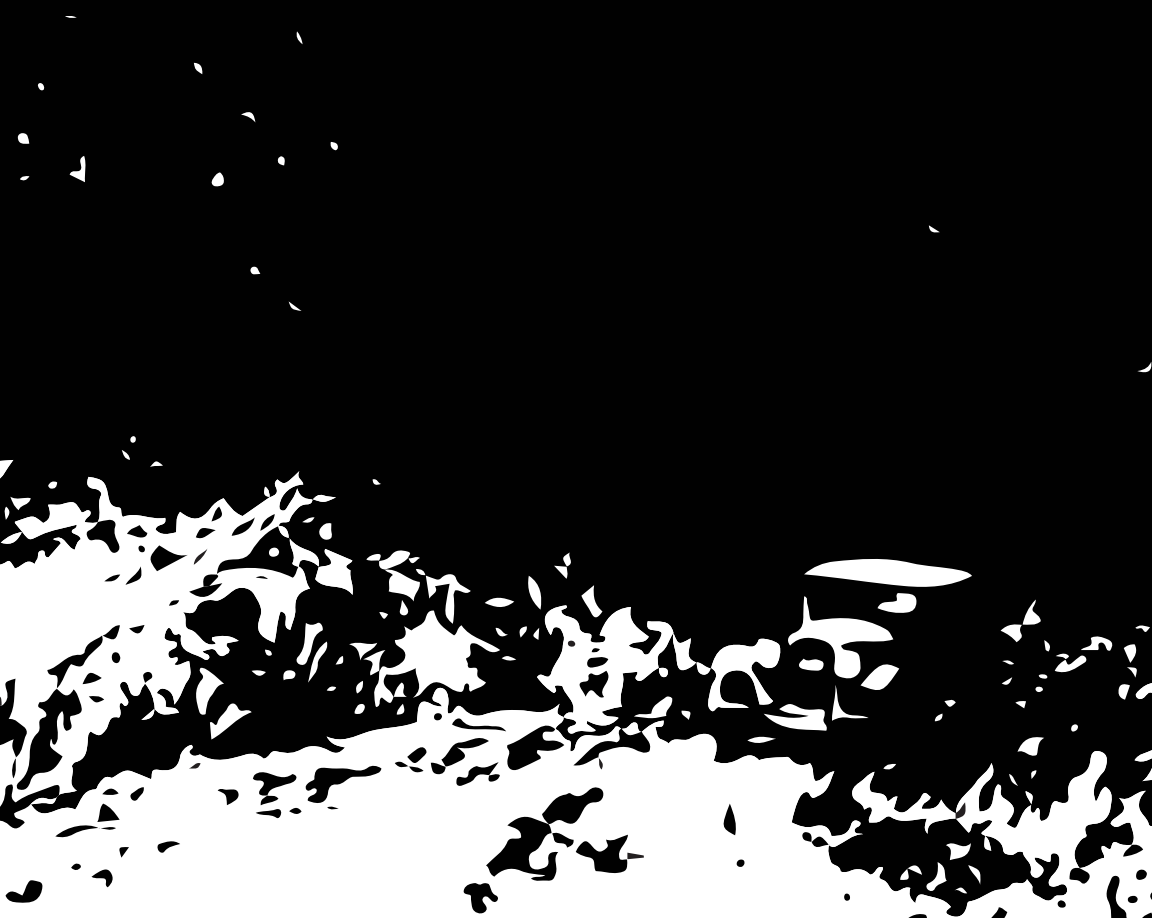


playbook set I

flexible thinkers

characters for use with tremulus



reality blurs presents

playbook set I

Flexible Thinkers

writing, layout, and graphics
Sean Preston

editing
Lyn Harm

flexible thinkers, tremulus: a storytelling game of lovecraftian horror, tremulus, associated images, and content are copyright 2012-2013, Reality Blurs, LLC. Permission is granted to print for personal use. Please do not redistribute electronically. Thanks!

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 Adventurer

A TREMULUS PLAYBOOK

Who Are You?

Why live a humdrum life with the whole world to explore? You've been to mountaintops and jungles, eaten with cannibals, and raided more than your share of tombs. Now, you seek out other realms to explore.

Name

“Handsome Jack” Fellows, Roger Steel, Machete Mac, Amanda Fortune, “Daredevil Dee” Devon, Sheila Stone

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Tropical clothes, adventuring clothes, ill-fitting city clothes, or old pants suit.

FACE: Tanned face, rugged face, weathered face, scarred face, or chiseled face.

EYES: Piercing eyes, defiant eyes, smoky eyes, or sharp eyes.

BUILD: Muscular body, wiry body, rangy body, compact body, or rugged body.

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

DEADLY: You have learned secret martial techniques during your travels. Whenever you inflict harm, you do **+1**.

HARDENED: You are tough. You are considered to have **+1** armor at all times.

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

SURVIVALIST: You have learned to trust your gut, and may use **ROLL+PASSION** instead of **ROLL+REASON** to **PUZZLE THINGS OUT**.

THINKING WITH YOUR FISTS: You may use **ROLL+MIGHT** instead of **ROLL+REASON** when **ACTING UNDER PRESSURE** from a physical threat.

YOUR LORE MOVE IS

ACTING ON INSTINCT: You may spend a point of Lore to use **ROLL+PASSION** instead of **ROLL+REASON** for one scene.

Gear

YOU START WITH:

- » a d6 **WEALTH**.
- » 2 small hand weapons (knives) or 1 medium hand weapon (machete).
- » 2 medium guns.
- » 1 rifle or shotgun.
- » Hiking gear (shorts, pith helmet, shirt/blouse, shoes, walking stick, backpack, and canteen).
- » No **LORE**.

CHOOSE TWO OF THE FOLLOWING:

- » A rugged camper (cramped, weatherproof).
- » 1d6 sticks of dynamite.
- » A hunting trophy (worth 2d6 wealth).
- » A medium exotic pet (valuable, dangerous) costs 1d6 wealth a month.
- » A mysterious sponsor (determined by the GM) who provides 2d6 wealth per 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?

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 Entertainer

A TREMULUS PLAYBOOK

Who Are You?

You have the rare combination of charm, charisma, and talent which propelled you onto the stage. You've worked all across the country, and now need to take a break from your nonstop lifestyle, or at least slow it down a touch. You may have seen a few weird things in your life, but that's just a part of the world you live in, so you generally take strangeness in stride. "There are more things in heaven and earth..." after all.

Name

Frank Stone, Sheridan Castle, Sebastian Wood, Parish Price, Mariam Dupree, Helena Shepard, Tempest Wood, or Marilyn Hale

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

CLOTHES: Fine tailored suit, fine casual, cheap casual, or imported dress.

FACE: Fine, chiseled, soft, tanned, or exotic.

EYES: Friendly, distant, almond, bedroom, or appraising.

BUILD: Lean, lithe, full, athletic, pudgy, or skeletal.

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

CAPTIVATING: You are quite the looker, turning heads wherever you go. You gain **+1 AFFINITY**. Whenever you get a **7+** when you **CONVINCE**, you may ask one additional question.

HEADLINER: You are the featured performer on the local stage, and easily recognizable. You gain a **+1 AFFINITY** and earn **1d6 WEALTH** per month. Most of your shows are in the evenings with matinee performances on Saturday.

JADED: Regardless of your years, you've lived a full, fast life. Whenever subjected to shock, you take one less point. You may **ROLL+PASSION** to **PUZZLE THINGS OUT**.

MUSICAL: While you can play pretty much any instrument with some degree of skill, you excel with a number of instruments equal to your passion (you choose them), such as piano, guitar, or even your voice. You gain a **+1 FORWARD** with anyone who watches you perform one of your specialties.

PHYSICAL: You are used to performing regular acrobatic movements, pratfalls, and other demanding stunts of physicality, such as climbing. You gain a **+2** to **ACT UNDER PRESSURE** when performing defensive actions.

YOUR LORE MOVE IS

THEATRICAL: When you want to lay on the charm, you can draw upon your past performances to manipulate people. You may spend a point of Lore to **ROLL+PASSION** instead of **ROLL+MIGHT/AFFINITY** to **THREATEN** or **CONVINCE**.

Gear

YOU START WITH:

- » 3d6 **WEALTH**.
- » Town car (fine, unreliable).
- » Two weeks of assorted clothing.
- » No **LORE**.

CHOOSE TWO OF THE FOLLOWING:

- » A musical instrument (of your choice) (weird).
- » Agent (He adds +1 to your Convince when present).
- » Bodyguard (Charley or Sheffield).
- » Small sidearm or sword cane.
- » A small townhouse (safe).

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 Handyman

A TREMULUS PLAYBOOK

Who Are You?

You have a knack for fixing things. Whether it's a loose baseboard or an old engine, you always have the right tool for the job, whatever it may be. You've even gone into dark cellars in old houses to fix pipes that weren't broken, and managed to come out unscathed. Your wrench has the ding marks to prove it.

Name

"Big Jim" Flannery, Seamus McCloud, Roger Townsend, Willy Anderson, Shannon Pack, Carla Staples, or Michelle Kinsey.

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Overalls with tool belt, jeans and t-shirt, or worn suit/dress.

FACE: Plain, lean, honest, angular, weathered, or simple.

EYES: Sharp, intense, weak, friendly, or wide.

BUILD: Stocky, lanky, muscular, heavy, or wiry.

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

CARETAKER: You have a part-time job working for a rich local (you decide who). You earn a **d6 WEALTH** each month. Your standing in the community goes up as well, granting you **+1 AFFINITY**.

HAGGLER: You may use **ROLL+LUCK** to *spread the word* when **BUYING GOODS**.

LET ME TRY ONE MORE THING: You may **ROLL+MIGHT** to fix something after your initial repair roll failed.

ON A 10+, you succeed.

ON A 7-9, you get it going, but choose 1 (from the jury-rigging table).

ON A MISS, you've made it worse. It will require an extra d6 parts in addition to whatever it already needed.

MECHANICALLY INCLINED: When **ACTING UNDER PRESSURE** to repair something, you may **ROLL+LUCK** instead of **ROLL+REASON**.

WORKSHOP: You have a small shack on the outskirts of town you're renting for cheap (1 **WEALTH**/month). You have a small cot, a workbench, and an array of tools. You can repair most anything, given enough time. To repair things in your workshop, **ROLL+REASON**.

ON A 10+, You have the right tools and spare parts lying around and fix it right up. (How long it takes is up to the Keeper.)

ON A 7-9, the Keeper chooses one of the following:

- You need to use a d6 parts. (Start with d6.)
- You repair it (but it's unreliable)
- It needs a special part. You'll need to try **BUYING GOODS** to get the missing piece. Once you have it, it'll work like a charm.

YOUR LORE MOVE IS

JURY-RIGGING: When push comes to shove, you can come up with something to repair an item (such as an engine) or scrape together parts from what's lying around to make simple makeshift items. **ROLL+LUCK** for results.

ON A 10+, You did it! Choose 1 (from the table below).

ON A 7-9, choose 3

- Unreliable.
- Temporary fix (will last a d6 hours, tops).
- Dangerous.
- Needs constant attention (while operating/using it, the character is -1 forward on all other actions) or it will quit working.

On a miss, the device works, but has all four drawbacks or you simply can't do it (Keeper's choice).

Gear

YOU START WITH:

- » a d6 **WEALTH**.
- » Worn leather jacket (+1 armor).
- » Toolbox with tools (screwdriver, wrench, crowbar, etcetera).
- » Flashlight (rugged).

CHOOSE TWO OF THE FOLLOWING:

- » A beat-up, pickup truck (reliable).
- » A shotgun.
- » Spare parts (3d6).
- » Odd jobs. +1d6 wealth/month.

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 Librarian

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

Todd Carson, Carlos Frankfort, Giles Davidson, Amy Hearst, Patricia Long, or Blake Kingsley

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

CLOTHES: Nice suit, professional attire, casual attire, or worn fine.

FACE: Open, round, narrow, or full.

EYES: Close-set, clever, piercing, bedroom, or distant eyes.

BUILD: Slight, lithe, full, lean, or rubenesque body

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 0 Luck 0 Affinity +1
- » 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 -2 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.

CLEVER: Whenever you would normally gain a point of Lore, you gain two.

CONTROLLED: You are able to comport yourself well, even under duress. You gain +1 when you **ACT UNDER PRESSURE**.

PRACTICAL: You may **ROLL+REASON** instead of **ROLL+TRUST** when you help another character.

TOWN LIBRARIAN: You earn d6 **WEALTH** per month. and have full access to all the books in the library, day or night. When you use library resources to **PUZZLE THINGS OUT**, you may ask an additional question on a partial success or greater. This research takes several hours per topic.

WELL READ: When you successfully **PUZZLE THINGS OUT**, you may ask an additional question on a 7+ or gain a point of Lore on a 10+.

YOUR LORE MOVE IS

KNOWLEDGE IS POWER: You may spend a point of **LORE** to **ROLL+REASON** instead of **ROLL+MIGHT** when you **RESORT TO VIOLENCE**.

Gear

YOU START WITH:

- » a d6 **WEALTH**
- » A bicycle.
- » An umbrella or walking stick.
- » 1 Lore.

CHOOSE TWO OF THE FOLLOWING:

- » A small sidearm or hand weapon.
- » +1 Lore.
- » Eyeglasses (+1 Reason when worn, if needed, -1 Reason when not worn).
- » Personal library (may use as Town Library once per week).
- » A room in a boarding house (costs 1 wealth/month).

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 Scientist

A TREMULUS PLAYBOOK

Who Are You?

You have spent your whole life learning the truths and underlying principles of the world around. What laws govern the rotation of the earth, growth cycles, the mysteries of gravity, the secrets of time, and vigorously apply the scientific method to everything you learn. In your quest for knowledge, you have come to realize some things are not so easily defined, and you must cast the light of knowledge on the dark shadows, killing suspicion and superstition once and for all.

Name

Dr. Jeremy Cowell, Stanly Johannes, PhD, Franklin Moore, Doctor Kylie Osworth, Leslie Ash, or Sylvia Pritchett.

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Office attire, fine suit, weather beaten suit, or nice casual attire.

FACE: Plain, rugged, round, angular, or scowling.

EYES: Thoughtful, condescending, discerning, piercing, or distant.

BUILD: Thin, pudgy, corpulent, trim, or energetic body.

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

- ☐ **LORE**
- ☐ **WEALTH**

» REGARDING DAMAGE

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

Health

- ☐ **1 SCUFFED**
- ☐ **2 BRUISED**
- ☐ **3 BATTERED**
- ☐ **4 BROKEN**
- ☐ **5 GRIEVOUS**
- ☐ **6 DYING**
- ☐ **+ DEAD**

Sanity

- ☐ **1 STARTLED**
- ☐ **2 SHOCKED**
- ☐ **3 DISTURBED**
- ☐ **4 TRAUMATIZED**
- ☐ **5 HYSTERIC**
- ☐ **6 DERANGED**
- ☐ **+ INSANE**

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

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

LAB: You have rented a small farmstead outside of town. It costs 2 wealth/month to maintain. You have two lab assistants (Justin and Audrey, from the nearby college) to help you with your research, and to oversee any ongoing experiments. You may **ANALYZE OBJECT (ROLL+REASON)** when you are in your lab. The object in question becomes *an item of import*.

10+ Choose 3.

7-9 Choose 1.

For one choice, you may: gain 1 Lore or ask a question about the object (as per **PUZZLE THINGS OUT**)

On a miss, the Keeper may choose one of the following: the lab equipment is damaged (repairs costing a d6 Wealth and taking a d6 days), an assistant is injured (-1 to **ANALYZE OBJECTS** until he/she is recovered), or he may answer 1 question and hold 2 to use for hard moves at any time against anyone.

METICULOUS: When you take your time to **POKE AROUND**, you may **ROLL+REASON**. On a miss, the Keeper holds one hard move to use against you at any time.

OBSESSION: You are focused on one particular (narrow) topic of study. You have +2 with rolls related to said topic and -1 to all other topics.

RATIONAL: You are thoughtful and even handed. You take -1 Shock and gain +1 on rolls to **PUZZLE THINGS OUT**.

YOUR LORE MOVE IS

EUREKA! : You may spend a point of **LORE** to either gain **+1 FORWARD** with a known hazard or reveal an unknown hazard.

Gear

YOU START WITH:

- » 2d6 **WEALTH**.
- » An old automobile (unreliable).
- » An old pickup truck (unreliable).
- » A functional, simple wardrobe and lab clothes.
- » 1 **LORE**.

CHOOSE TWO OF THE FOLLOWING:

- » A small sidearm or sword cane.
- » A grant of +2d6 Wealth/month for 2d6 months. Spend 1 Lore for +d6 months extension.
- » Considered a crackpot. Reduce Affinity by 1, gain d6 Lore.
- » Eyeglasses (+1 Reason when worn, if needed, -1 Reason when not worn).