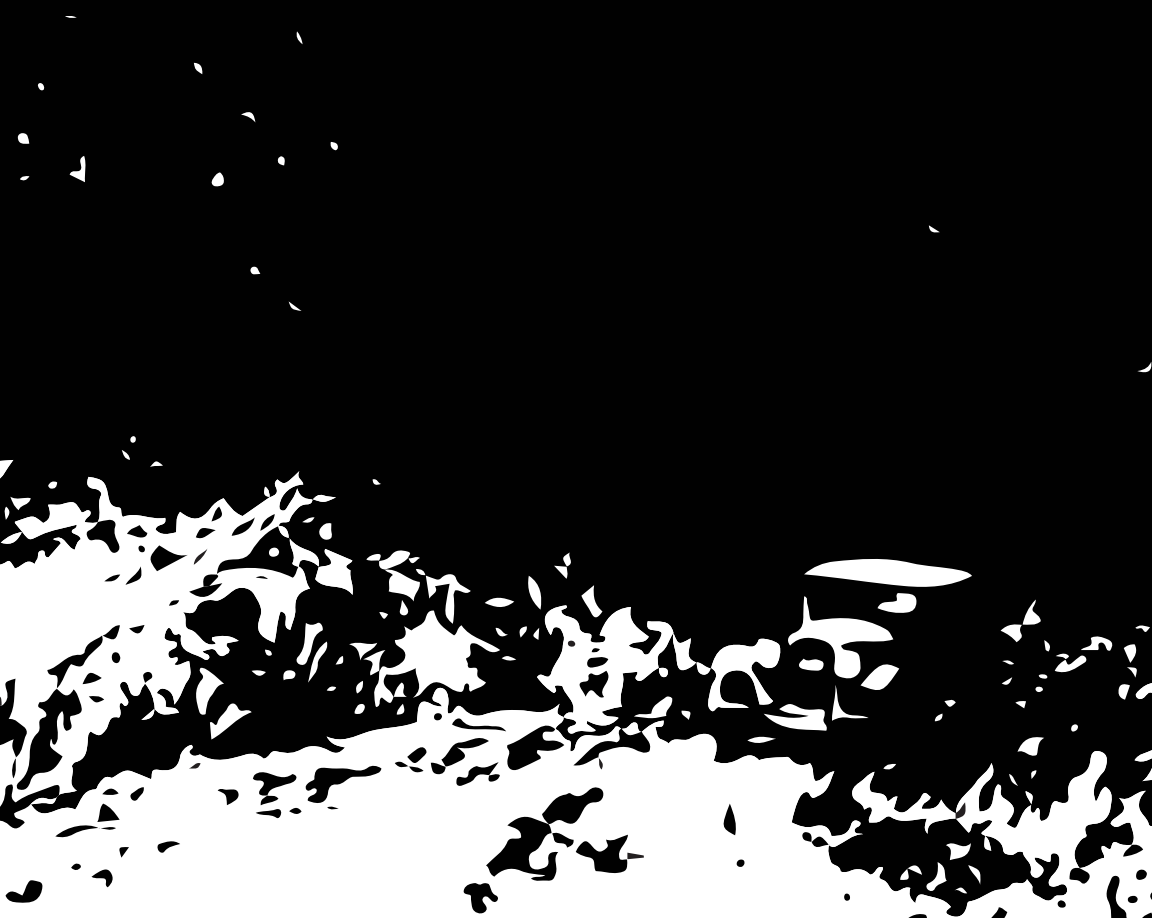


playbook set II

on the fringes

an assortment of playbooks for tremulus



reality blurs presents

playbook set II

On the Fringes

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).

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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?
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- » What is its weakness?
- » What should I keep an eye out for?
- » How does X fit into Y?

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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:

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- » What does your character wish I'd do?
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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:

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- » 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)

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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 Artist

A TREMULUS PLAYBOOK

Who Are You?

With a natural creative bent, you want to leave your mark on the world. Your dream? Move others with your efforts as you have been moved by the great works of Michelangelo, da Vinci, and Van Gogh. Your nightmare? Some of your more disturbing dreams have crossed over into the real world, and your flights of fancy are glimpses into a deeper, darker truth.

Name

Vincent Harding, Pierre Moreau, Dennis Dunbar, Millicent Keel, Suzette Wicker, and Emily York

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

CLOTHES: Nice simple, rustic simple, tailored worn, or fine old.

FACE: Refined, melancholy, sharp, or full.

EYES: Sad, keen, distrusting, exotic, or clever.

BUILD: Full, thin, slender, 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 +2
Might -1 Luck +2 Affinity +1
- » Reason +1 Passion +2
Might -2 Luck +1 Affinity +1
- » Reason +2 Passion +2
Might -1 Luck 0 Affinity -1
- » 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.

AWARE: You have a sensitive nature, and are more in touch with the oddities of the world around you. Whenever you gain a point of Lore, you gain two. There is a downside. Whenever you suffer shock, you suffer an additional point of damage.

GIFTED: While talented in most mediums of artistic expression, you excel at a number equal to your passion. Creating a work requires a d6 days and uses a d6 stock (minimum 1) if you don't have enough stock, you exhaust your remaining supply and your work is unfinished.) At the end of this time, **ROLL+PASSION**.

10+ You have created a fine piece worth **2d6 WEALTH**. Alternately, you create a weird piece worth a d6 Wealth and gain a point of Lore in the process.

7-9 You have created a passable piece worth a d6 WEALTH or a worthless piece granting you a point of Lore.

On a miss, you've wasted your time and are depressed for the next d6 days (-1ONGOING and unable to gain Lore during this time).

INTENSE: You have a look or demeanor others find a bit bohemian. When you gesture, arch an eyebrow, or brood, you can be downright disturbing. You may **ROLL+PASSION** instead of **ROLL+MIGHT** when you **THREATEN**. On a roll of snake eyes, your inner demons overwhelm you and you suffer 1 damage.

QUIRKY: You exude personality and, somehow, get others to like you your strange behavior. You may **ROLL+PASSION** instead of **ROLL+AFFINITY** when you are trying to **CONVINCE**.

SCROUNGER: You're used to making do with little, and getting by sifting through things to get what you need. Whenever you find an item, you may choose what it is (subject to Keeper's approval).

YOUR LORE MOVE IS

INSPIRED: You may spend a point of Lore to **ROLL+PASSION** to **PUZZLE THINGS OUT**. Even on a miss, you may ask one question.

Gear

YOU START WITH:

- » **1d6 WEALTH**
- » Bicycle or motorcycle (unreliable)
- » Artist supplies (2d6 stock)
- » Week's worth of fine clothing
- » No **LORE**

AND CHOOSE TWO OF THE FOLLOWING:

- » A small cottage outside of town (safe)(1 wealth/month to maintain)
- » An artist's loft above a small business (cramped, weird)
- » A small, harmless pet (exotic, valuable, loyal)
- » A wealthy patron in the city (2d6 wealth/month)
- » A small statuette you picked up in your travels (weird)

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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 Criminal

A TREMULUS PLAYBOOK

Who Are You?

You've done things most others wouldn't dream of doing. You've stolen, lied, cheated, and stolen some more in your quest to live a life without putting in one honest day's work. Real jobs are for suckers. Sometimes you think you should go straight, but realize if you're not doing the job, you'll miss that golden opportunity where you can retire for good. A few weird things have happened to you, sure, like that one time in that one place, but you don't like to think about that too much. Better to focus on the next score.

Name

Randall "Hands" Hershey, Malcolm Wisp, Partial Stafford, Elaine Church, Ariel Jacobson, or Mandy Meeks

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Plain, conservative, casual, or fine tailored.

FACE: Hard, rugged, scarred, attractive, plain, or refined.

EYES: Piercing, appraising, wide-set, narrow, sleepy, or tired.

BUILD: Athletic, slender, rugged, hard, pudgy, 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 +1 Passion -1
Might +2 Luck +2 Affinity -1
- » Reason +2 Passion -2
Might +1 Luck +2 Affinity 0
- » Reason 0 Passion 0
Might -1 Luck +2 Affinity +2
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- ☐ **LORE**
- ☐ **WEALTH**

» REGARDING DAMAGE

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

COOL AS A CUCUMBER: People respect your demeanor. Increase your affinity by one. You also gain +1 to **ACT UNDER PRESSURE**.

FAMILY MAN: You used to do odd jobs and dirty work back in the city and know how to hurt a guy. You gain +1 **MIGHT**. Whenever you successfully **THREATEN** someone, you may choose to have them tell you what you want to know.

INTRUSIVE: You can pick locks, pry open windows, and get in and out of places like nobody's business. You may roll either **ROLL+REASON** or **ROLL+LUCK** when you have access to tools. If you don't have tools, all is not lost. You simply **ROLL+LUCK**.

PEARLY WHITES: You can flash people a smile and get them to like you. Sure, it's calculated, but only you know that. You may use **ROLL+REASON** instead of **ROLL+AFFINITY** to **CONVINCE**.

QUIET AS A MOUSE: You are quiet when you want to be. Whenever you'd make a move that is normally noisy, look at your roll. On a **10+**, you don't make a sound (if it's even remotely possible not to).

YOUR LORE MOVE IS

BACKUP PLAN: You know it's best to never get caught, but you like to be ready just in case. You may spend a point of Lore to gain +2 to **ACT UNDER PRESSURE** whenever you are trying to flee, avoid detection, or want to **POKE AROUND** to find a way into or out of a place.

Gear

YOU START WITH:

- » **2D6 WEALTH**
- » Automobile (fast, reliable) or truck (rugged, reliable)
- » Small sidearm (discreet, reliable)
- » Brass knuckles or sap
- » No **LORE**

AND CHOOSE TWO OF THE FOLLOWING:

- » A shotgun shack outside of town (cramped, anonymous)
- » Shotgun, rifle or Tommy gun
- » Tools of the trade (lockpick set, flashlight, and gloves)
- » *All* the loot from the last heist (goods worth 5d6)
- » Connection with the local fence in town (Jackie or Creech?)

Basic Moves

ACT UNDER PRESSURE (ROLL+REASON)

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- » 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 Dreamer

A TREMULUS PLAYBOOK

Who Are You?

You have traveled the world, explored its heights and its depths, and sometime, after having done all that, the dreams began. At first they were normal, much as any others, then they grew stranger, weirder, and darker, and almost seemed real. Then after some horrible thing chased and nearly caught you, you awoke panting, breathless. The sheets were torn and sprayed with blood. Your blood. You realized then that, somehow, those things could get through...

Name

Edgar Cayhill, Perilous Wilkins, Frederick Standish, Phoebe Watson, Agnes Porter, or Rosetta Fiore

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Plain, conservative, casual, or fine tailored.

FACE: Meek, withdrawn, pasty, full, plain, attractive, or exotic.

EYES: Distant, friendly, clever, hypnotic, or smiling.

BUILD: Angular, emaciated, weary, or robust.

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 0
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- ☐ **LORE**
- ☐ **WEALTH**

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
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- ☐ **1 SCUFFED**
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- ☐ **+ INSANE**

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

A QUIET PLACE: You have an old home (safe) near a tranquil body of water (lake, stream, river, or the like, you decide). Your family has hired a retired physician or alienist (your choice) (Cooper or Isabella?) to look after your well-being. While you gain no extra income, the attendant (loyal) is paid from a trust.

DREAM MASTERY: When you gain a point of Lore in the Dreamlands, you gain two instead. Additionally, whenever you **PUZZLE THINGS OUT**, you may ask one additional question on a **7+**.

LUCID STATE: You may actively enter the Dreamlands when you sleep. Each night of sleep (at least 6 hours), you may **ROLL+PASSION**.

ON A 10+, hold two,
ON A 7-9, hold one

You may spend 1 hold to:

- Ask the Keeper one question about any hazard you have identified thus far.
- Reveal an unknown hazard.
- Gain a point of Lore.
- Gain a clue.

ON A MISS, the Keeper gets 1 hold to use as a hard move or may introduce a new hazard into the story (Keeper's Choice).

SCARRED: Your exploring days are largely behind you, but your body shows the signs of a rugged lifestyle. Your skin is tough and leathery. You are treated as having **+1 ARMOR**.

STRONG WILLED: Increase your passion by **+1**. When subjected to shock, you take one less point and you can never be dismayed by the weirdness you encounter.

YOUR LORE MOVE IS

TRANCE: You may spend a point of lore to actively enter the Dreamlands. This takes 2d6 minutes. During this time, **ROLL+PASSION**.

On a **7+**, you may use this to either gain a clue or ask one question.

ON A MISS, you may still choose to do either, but the Keeper gains one hold if you do. If interrupted, you must **ACT UNDER PRESSURE** or suffer 2 damage as you are ripped back to your waking state.

Gear

YOU START WITH:

- » **1D6 WEALTH**
- » Walking stick
- » No **LORE**

AND CHOOSE TWO OF THE FOLLOWING:

- » Small stipend (1d6 wealth/month) from a trust fund.
- » 2d6 wealth assorted artifacts (weird) from your travels
- » A tribal spear (sharp, weird)
- » A rifle from your exploring days
- » Hiking gear (clothes, large and small tents, sleeping bags, and lantern)

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- » 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 Drifter

A TREMULUS PLAYBOOK

Who Are You?

You've kicked around from town to town for so long, you don't even know where or why you began anymore. Maybe you were running from something or towards something. The wanderlust got into your blood and it shows no signs of abating anytime soon. You help those who let you. The very same who look away when you walk down the dusty roads and forgotten by-ways. Virtue is its own reward. As long as you can get a bit of food in your belly and a roof over your head every now and then, you get by.

Name

Hijinks, Petty Thomas, Mitch Rider, Mira Lee, Dusty, or Flattery Weave

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Ragged fine, worn rustic, worn casual, or ragged tailored.

FACE: Rugged, tanned, hard, open, closed, plain, or scarred.

EYES: Piercing, appraising, hard, friendly, sad, or tired.

BUILD: Slender, athletic, trim, emaciated, angular, or portly.

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

KING OF THE ROAD: Wherever you sleep is considered a safe place for you and those you trust. When you **POKE AROUND**, on a **7+** you find a minor thing (Keeper's choice) in addition to anything else you may find.

MEANS BY NO MEANS: You don't need any money to find a roof over your head or a warm meal. People will let you sleep in the barn, feed you, or whatnot. Additionally, you earn a **D6-2** each month doing odd jobs, usually manual labor. If you get a net result of less than one, you've lost something in your travels, discard one possession, but gain 1 Lore. There's wisdom in loss.

NO COMPLAINTS: You've managed to hold onto your humanity with good natured cheer. You **ROLL+PASSION** to **CONVINCE** instead of **ROLL+AFFINITY**.

ROUGH AND TUMBLE: You've gotten into a scrap more than once. You do **+1 HARM** with your fists and may **ROLL+LUCK** whenever you take harm.

ON A 10+, you take one less harm. **ON A 6 OR LESS**, you take one additional harm.

SEEN SOME THINGS: You get a +1 to **PUZZLE THINGS OUT** and reduce any shock taken by one.

YOUR LORE MOVE IS

FORTUNATE: You can spend a point of Lore to add **+2** to any luck roll.

IF YOU GET A 10+, you find an additional good thing (Keeper's Choice) in addition to whatever else was going on.

Gear

YOU START WITH:

- » **0 WEALTH**
- » **d6 LORE**
- » Knapsack or bindle
- » Pocket knife
- » Beat-up hat that's seen better days

AND CHOOSE TWO OF THE FOLLOWING:

- » d6 wealth worth of junk
- » Shotgun (unreliable)
- » Flashlight (reliable) and spade
- » Camping gear (small tent, sleeping bag, pot, flint and steel)

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.

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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.

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- » 1 minor item (your choice)
- » 1 clue (+1 forward when acted upon)
- » Pick one from the table below

On a 7–9, you may:

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- » 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.

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- » What is this?
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- » How can I get in/out/pass?
- » Who's in control here?
- » Which enemy before me is the most dangerous?
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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.

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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 Psychic

A TREMULUS PLAYBOOK

Who Are You?

Whether chiefly charlatan or a serious practitioner, you deal with the spirit world and all its aetheric trappings. You know, in your heart of hearts, it is real. You have pierced the veil between the living and the dead, and have felt dark energies striving to press their way into the world of the mundane. You feel compelled to prevent this from happening, but fear you may already be too late.

Name

Patrick Wharton, Joshua Hill, Wallace Hamilton, Eliza Dent, Helena Hollingsworth, or December Green

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Tailored rustic, tailored old, fine casual, or fine formal.

FACE: Plain, narrow, full, pasty, or rugged.

EYES: Sorrowful, friendly, trembling, clever, or brilliant.

BUILD: Skeletal, angular, full, shapely, or portly.

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 +2 Affinity +1
- » Reason 0 Passion +3
Might -2 Luck +1 Affinity +1
- » Reason +1 Passion +2
Might -2 Luck +1 Affinity +1
- » Reason 0 Passion +2
Might -2 Luck +1 Affinity +2

- ☐ **LORE**
- ☐ **WEALTH**

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
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Health

- ☐ **1 SCUFFED**
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- ☐ **4 BROKEN**
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- ☐ **1 STARTLED**
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- ☐ **3 DISTURBED**
- ☐ **4 TRAUMATIZED**
- ☐ **5 HYSTERIC**
- ☐ **6 DERANGED**
- ☐ **+ INSANE**

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

COMMUNE WITH SPIRITS: You may spend 2d6 minutes in any weird place to establish a connection to the spirit world with your spirit board or other scrying device. **ROLL+PASSION.**

ON A 10+, hold 3. **ON A 7-9,** hold 1. On a miss, the Keeper may hold 1 to take a hard move against you at any time.

You may spend 1 hold to:

- Ask the spirit world one question about a current hazard.
- Have the spirit world reveal an unknown hazard.
- Let the spirit world wash over you (gain 1 Lore).
- Have the spirit roll show you the way (gain 1 clue).

A séance takes roughly an hour per hold spent, and may be broken off at any time. Unspent hold is discarded.

HIDDEN TRUTHS: Increase your affinity by one. You may ask one additional question when you read a person. On a miss, you may ask one question, but the Keeper gains one hold to use as a hard move at any time.

PECULIAR ABODE: You own a home (small, quiet, weird) just off the main square. You have a spirit room where you stage séances, earning you a tidy sum (2d6/month). You have a housekeeper (loyal, weird) who tends after things for you.

RECEPTIVE: Any place you are present is considered **WEIRD**. Whenever you take shock, you may **ROLL+LUCK.**

ON A 10+, all shock becomes Lore. **ON A 7-9,** one shock becomes Lore. **ON A MISS,** you take an additional point of shock and are stunned.

VISIONS: Anytime you roll a natural two or twelve on any roll, you gain an additional point of Lore. On twelve, you have an uplifting vision, and you may hold one to give everyone a +1 in a future scene. On snake eyes, you have a dark premonition, and the Keeper may hold one to give everyone -1 for a future scene. A scene given a +/- cannot be canceled out.

YOUR LORE MOVE IS

DEJA VU: You can spend a point of Lore to gain a +2 to any roll, having already lived through this moment before. If you fail the resultant roll, you suffer 1 shock.

Gear

YOU START WITH:

- » **D6 WEALTH**
- » **D6 LORE**
- » Sports car (fast, reliable)
- » Spirit board (weird)

AND CHOOSE TWO OF THE FOLLOWING:

- » Divining aid from a mentor (Crystal ball, tarot cards, etc.) (weird)
- » Privilege: You have a driver (Chauncey or Verdigris) (loyal) and a trust fund 2d6/month
- » d6 charms and wards (each one may make a room/threshold safe) you picked up over the years (weird, disposable)