Basic Moves

ACT UNDER PRESSURE (ROLL+REASON) When you are doing something quickly and precisely, hurriedly flee, or are trying to resist something frightening,

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

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.

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 pressureOn 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

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, talks at 1

On a 10+, Ask 3 or gain 1 Lore.

On a 7-9, Ask 1:

What is this?
What does this mean?
How can I get in/out/pass?
Who's in control here?
Which enemy before me is the most dangerous?
What is its weakness?
What should I keep an eye out for?
How does X fit into Y?

READ A PERSON (ROLL+PASSION)

When you read a person in a charged interaction, roll+passion.

On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask the character questions, 1 for 1:

Is your character telling the truth?
What's your character really feeling?
What does your character intend to do?
What does your character wish I'd do?
How could I get your character to X?

RESORT TO VIOLENCE (ROLL+MIGHT) When you cast aside all pretense of civility and wish to harm your enemy, regardless of personal safety, roll+might. You may wrest control of an item or situation from another in this manner, whether it be with fists or feet, or a more proper weapon, but you do so with malice in your heart.

On a 10+, choose 3.

On a 7–9, choose 2:

You take definite hold of it
 You suffer little harm (-1 harm)
 You inflict terrible harm (+1 harm)
 You impress, dismay or frighten your enemy

For PCs, pressing the attack when they're impressed, dismayed or frightened counts as ACTING UNDER PRESSURE.

THREATEN (ROLL+MIGHT)

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

On a 10+, they have to choose 1:

Force your hand and take whatever damage you dish out,

**Back down and do what you want.

On a 7-9, they can instead choose 1:

"Hurriedly get out of your way
"Barricade themselves securely in
"Give you something they think you want
"Back off calmly, hands where you can see
"Tell you what you want to know (or hear)



The Grad Student A TREMULUS PLAYBOOK

Who Are You?

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

Name

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

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or

androgynous.

CLOTHES: Rumpled travel, fine travel,

exotic casual, and formal fine. **FACE:** Weathered, pasty, tanned, round, refined, or angular.

EYES: Analytical, distant, piercing,

serious, or clever.

BUILD: Slender, energetic, athletic,

skinny, or chubby.

Who Do You Trust?				

Attributes REASON education, intellect PASSION emotion, instinct MIGHT strength, scrappiness LUCK fate, fortune AFFINITY charm, charisma CHOOSE ONE SET Reason +1 Passion +1 Might 0 Luck 0 Affinity +1

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

» Reason +1 Passion +2

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

» REGARDING DAMAGE

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

Health

- 1 Scuffed
- 2 BRUISED
- 3 BATTERED
- 4 Broken
- 5 Grievous
- 6 DYING
- DEAD

Sanity

- 1 STARTLED
- 2 SHOCKED
- 3 DISTURBED
- 4 TRAUMATIZED
- 5 Hysteric
- 6 DERANGED
- Insane

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

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

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

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

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

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

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

On A 10+, you have read about it and get a +10NGOING for the duration of the story regarding it.

On A 7+, you gain a clue.

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

Gear

YOU START WITH:

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

AND CHOOSE TWO OF THE FOLLOWING:

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