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

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,

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,

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 Mountaineer A TREMULUS PLAYBOOK

Who Are You?

You love the outdoors and are most at ease in the wilderness, pitting your wits and wiles against what nature has to throw at you. Every peak, every valley, and every meadow in between reveals more of the world's beauty. And ugliness. There's an imbalance in the normal order of things, something not quite right. The world holds its breath, waiting to gulp another precious lungful of air. You seek answers, sanctuary, both. Maybe you'll find what you're looking for atop the next mountain. Or the next.

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 or woman.

CLOTHES: Weathered hiking, crisp

rural, casual, or rugged.

FACE: Weathered, tanned, round,

scarred, or gaunt.

EYES: Friendly, disarming, piercing,

or tired.

BUILD: Rugged, wiry, slender, or full.

Who Do You Trust?		

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

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

☐ Lore ☐ Wealth

» REGARDING DAMAGE

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

Health

- 1 Scuffed
- ² Bruised
- 3 BATTERED
- 4 Broken
- 5 GRIEVOUS
- 6 DYING
- DEAD

Sanity

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

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

AT HOME IN THE WILD: You are adept at hunting, outdoor cooking, and foraging, and have basic naturalist skills (+1 to all relevant rolls). Any time you set up a camp, the site is safe while you're present.

CLIMB EVERY MOUNTAIN: You are a well-seasoned climber, and often rely upon your physicality to see you through. You may use your Might when you ACT UNDER PRESSURE. When you do so, on a natural 2 you suffer 1 damage (as you get a minor sprain or some such injury) in addition to other results, and on a modified roll of 12 or more, you gain 1 Lore.

DETERMINED: You have learned to suffer through and even thrive on adversity. Whenever you suffer damage, you may make a ROLL+LUCK.

 $O_{\mbox{\scriptsize N}}$ A 10+ , you gain a point of Lore or 1 clue, your choice.

On A 7+, you gain 1 clue.

On a miss, you may still reduce damage by 1, but the Keeper gets to hold 2.

Grizzled: You are tough. Increase Might by 1 and reduce any harm you take by 1, and environmental harm (falling, heat, cold, and the like) by 2.

NO ROOM FOR ERROR: When you successfully POKE AROUND, you detect all environmental hazards present. You also gain a a point of Lore whenever you roll 10+ to PUZZLE THINGS OUT.

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:

- » D6 WEALTH.
- » Climbing and camping gear.
- » Hiking boots and walking stick.
- » D3 Lore.

AND CHOOSE TWO OF THE FOLLOWING:

- A wild animal you raised from its infancy (loyal, unpredictable). You choose what.
- » Personal sidearm (medium).
- >> Heavy leather jacket (1 armor)
- You managled yourself in a climbing accident, rendering one limb (arm or leg?) nearly useless.

Modify your attributes as follows: +2 Reason, -1 Might, -1 Affinity.