

Apex Legends Original Legend Bio and Abilities

TREMOR

"Step aside, or I'll break you."

Tenacious Terraformer

Hidden behind Thiago Marquez's quiet and ominous demeanor lies a golden, selfless heart. From small favors to grandiose deeds (like killing an invasive prowler with his bare hands), he would do it all for his little, secluded town in the far edges of Solace. But such a heart came with an unwavering hatred for injustice; a hatred that stirred up his insides the moment Hammond Robotics set foot in his town to install a branthium mining facility. Soon enough, Thiago and his people found themselves working deep inside the mines under forced labor, enduring the toxic underground gases that poisoned them slowly.

Thiago couldn't stand to watch his town suffer, especially his best friend Emilia, a little girl he had taken special care of. With a boiling rage and reckless abandon, he stole a large amount of branthium energy, fed it to his KMG suit (Kinetic Mining Gear), and triggered a catastrophic earthquake that split the ground open with rivers of magma, reducing the whole mining site down to rubble.

But at the expense of his blind revenge came the lives of those he cherished.

Overwhelmed by guilt and with no one left to protect, Thiago nearly ended his own life. But before he pulled the trigger, Blisk found him and gave him something to live for: Emilia's pink bandana and an invitation to the Apex Games. With a steeled resolve and under his new alias, *Tremor* enters the arena, forever ruminating on those he lost, hoping that the spotlight of the Games might help him find Emilia. And if he has to break heaven and earth to do so, then so be it.

- **Real Name:** Thiago Márquez
- **Age:** 34
- **Home World:** Solace
- **Class:** Controller

- **Tactical Ability - Tectonic Rift:** Create a rift in the ground that damages, slows and cripples enemies. (Crippled: unable to use movement abilities)
- **Passive Ability - Unshakable:** Enemy abilities and equipment cannot displace you (i.e: Mad Maggie's Wrecking Ball, Alter and Wraith Portals, grenades). Grants immunity to stuns and slows.
- **Ultimate Ability - Break the Earth:** Charge and release a large earthquake. Enemies caught in the impact are knocked up in the air and stunned. Breaks enemy deployables.

Legend's Upgrades

Level 2	Steadfast Aura: Share Passive Ability to allies within 5 meters.	Shock Absorption: Take 50% less explosive damage
Level 3	Burning Quake: Ultimate now leaves cracks of magma.	Strong Armed: Tectonic Rift can now break enemy deployables.

Sample of Legend Barks, Callouts, and Quips

LINE ID	Speaker	VO Line	Category
TR_INTROQP_01	Tremor	Better watch where you stand. The earth quakes wherever I go.	Intro Quip
TR_INTROQP_02	Tremor	Step aside, or I'll break you.	Intro Quip
TR_KILLQP_01	Tremor	You would have my sympathy, but you were in the way.	Kill Quip
TR_KILLQP_02	Tremor	I thought you were supposed to be good at this.	Kill Quip
TR_RESPAWN_01	Tremor	Emilia... I won't fall again. I promise.	Ally Respawn
TR_ES_01	Tremor	Un sapo*, far in the distance. <i>(A frog, far in the distance.)</i>	Enemy Spotted
TR_KCBARK_01	Tremor	Hammond's also mining out here? Desgraciados... <i>(Scumbags...)</i> They will all pay for what they did to us.	Location Specific Bark - World's Edge - Harvester
TR_ZC_01	Tremor	Zone's closing and it's far. Lo que daría por un tinto justo ahora... <i>(What I'd do for a coffee right now...)</i>	Ring Closing
TR_ULTIMATE_01	Tremor	Tear them apart!	Ultimate Used
TR_ULTIMATE_02	Tremor	Stay behind me, I'm breaking through!	Ultimate Used

*In Colombia, you call "sapo" to someone who's involved in something they're not supposed to; nosy, intrusive.

Sample of Legend Interactions

Reviving Conduit:

Tremor: Get up, hermana. Your family still needs you. Don't die on them now.

Conduit: Oof... Thanks big guy! I'll make sure to keep your shields all charged up, okay?

Tremor: And I'll make sure you never fall again.

Revived by Horizon:

Tremor: Thank you, doctor.

Horizon: But of course, dearie. After all, it was my discovery that brought you so much trouble. I'm truly sorry for that.

Tremor: No hay afán. (*Don't worry.*) I know it wasn't in your plans for it to end like it did. We could... talk more about it over some coffee, if you'd like. Or- um, a "wee" cup of tea...?

Thanks - Gibraltar:

Tremor: Thank you, hermano. If only you were there to save them, back then...

Gibraltar: Don't dwell too much on the past, brudda. You gotta move on. Take it from me.

Author's note:

The purpose of this exercise was to test myself and see how well I could adapt to Respawn's style and tone of writing while still bringing fresh storylines and gameplay perspectives to the table. My goal was to design a character that felt fully integrated into Apex Legends, both narratively, within its world and characters, and mechanically, within its gameplay.

When designing this character, my approach was to first identify what the game was lacking from a gameplay perspective and propose a solution. After looking at the current roster, I quickly identified that the game lacks another Legend that can counterplay the large amount of crowd control abilities that currently exist (the only ones being Crypto and Bangalore with the Electrify upgrade). Sure, in a 3v3, a Stinger Bolt from Sparrow or a Nox Gas Trap from Caustic isn't a big deal, but in a final circle with 10 squads still alive, the amount of crowd control quickly stacks, which can be overwhelming to the players. Therefore, I concluded that the game needed a Controller Legend that focuses on controlling the battlefield by clearing the space from deployable traps, walls, and other equipment that might hinder the player's mobility and gunplay, while still providing crowd control of his own, as is expected from the Controller Class.

With the gameplay design out of the way, the next step was to craft the story and style of a Legend that would fit this type of role. After I investigated the world of Apex and noticed how little the game had explored the topic of branthium mining, a Controller Legend with earth manipulation that used to be part of a mining operation made perfect sense to me. When it came to personality, I landed on a brooding man carrying a pent-up rage against Hammond and the Syndicate for what they did to his loved ones. However, I didn't want it to be just another revenge story, since Loba already fills that space, so I gave it a twist, making him the one at fault for the death of his people, while still giving him hope that Emilia is still alive; thus, making it more of a redemption story.

As a Colombian writer, I also wanted to base the character on some Colombian influences, like our love for coffee, our deep regard for family and community in small towns, and our history with home invasion and forced recruitment by armed terrorist groups. I also took inspiration from El Cerrejón, the largest open-air coal mine in Latin America. Combining all these things really helped me shape Tremor into a grounded and realistic character and I'm really happy how he turned out!