



# The Weird Tropics are Calling

## Your Place in the World

- It's the 1990s on a beach in the tropics.
- Weird mysteries are everywhere.
- You have a calling that shows you what reality actually is. Nothing is as it seems.
- You can't hold down a job for more than a little while, but that's not really what your calling anyway.
- You care deeply about your community and are driven to keep it and everyone safe.
- What you fight for defines who you are.

## Relief Arcs

Each arc is a small story with a **Setup**, **Conflict**, **Climax**, and **Resolution**.

### You may use downtime to:

- Develop your Background
- Change your Profession
- Learn a new Skill
- Relieve Doubt, Wounds, and Trauma
- Acquire special Gear
- Form new Bonds or strengthen existing ones
- Work on a project

### Skill Arc

- You're inspired to learn something new. What is it and why? (-1 Doubt)
- You practice but just can't get it quite right. Mistakes are made. (-2 Doubt, +1 Wound)
- You delve deep in the topic but a relationship suffers. (-2 Doubt, -1 Bond)
- You have a breakthrough and everything clicks. Eureka. (-3 Doubt, +1 Skill)

### Bond Arc

- You formed a new bond or found a special moment with your existing one. (-1 Doubt, +1 Bond)
- You find comfort in their presence. (-1 Doubt, -1 Wound)
- The stress of your life tests the relationship (-1 Doubt, +1 Wound, Roll Bond 6 to prevent -1 Rank)
- There's safety in vulnerability. You reveal what's really going on (Relieve all Doubt, -1 Trauma, +1 Bond, can take no other Relief action this round)

## Play Principles

- Be curious about the world. Your questions will help give it shape.
- Play to find out. Don't plan ahead, let the actions unfold naturally.
- Drive it like you stole it. Taking a chance is always more exciting.
- Make your adventures as silly as you want. Laugh or have drama. It's your story.
- Strong bonds shape you. Relationships shape your world, lean into them.

## Notes

### Profession Arc

- Searching on the classifieds shows opportunity. You think about new challenges. (-1 Doubt)
- You have an interview. Hope you can afford new clothes. (-2 Doubt, Wealth 4 to dress the part and get the job or TN 4 to get the job)
- You're fed up and quit in a blaze of glory. (-3 Doubt, -1 Wealth)
- First day at work. Need to learn some names and watch a training video (-3 Doubt, +1 Wealth, New Profession)

### Memento Arc

- You rummage around your old things and find something special. (-1 Doubt, New basic Gear)
- You do some research to find out more. It has a history. (-2 Doubt)
- Something about it speaks to you. You build some special connection to it. (-2 Doubt)
- Its true power reveals itself. Name it. (-3 Doubt, Gear updated with special power)

### Wealth Arc

- Your life bleeds into your work. Someone notices something different about you. (-1 Doubt)
- You have to make a tough call at work. (-2 Doubt, +1 Wound)
- You figured out how to separate work and life, but that means leaving something behind. (-3 Doubt, +1 Wound, Forget 1 piece of Gear at home next conflict)
- Your efforts are noticed. Management thinks you're ready for more responsibility. (-3 Doubt, -1 Trauma, -All Wounds, +1 Wealth)

## Hobbies

- |                |                    |               |                |
|----------------|--------------------|---------------|----------------|
| Juggling       | Skating            | Knife         | Paintball Gun  |
| Hacking        | Laser Tag          | Skateboard    | Golf Club      |
| Taxidermy      | Scouting           | Rollerblades  | CD Player      |
| Weightlifting  | Go-Karting         | Car           | Halloween Mask |
| Running        | Astronomy          | AM/FM Radio   | Ouija Board    |
| Acting         | Metal Detecting    | Walkie Talkie | Chalk          |
| Model Rocketry | Backyard Wrestling | Pager         | Bag of Marbles |
| Artist         | Surfing            | Pistol        | Dog Treats     |
| Musician       | RC Car Racing      | Shotgun       | Instant Camera |
| Video Gaming   | Martial Arts       | Rifle         | Bicycle        |
| Gardening      | Photography        | Grenade       | Screwdriver    |
| Stage Magic    | Deep Sea Fishing   | Baseball Bat  | Entry ticket   |

## Gear



## Callings

- |             |              |               |                        |
|-------------|--------------|---------------|------------------------|
| Voodoo      | Cultist      | Fisherman     | Postal Carrier         |
| Psychic     | Exorcist     | Line Cook     | Animal Trainer         |
| Oracle      | Abductee     | Housekeeper   | Esthetician            |
| Witch       | Shaman       | Mechanic      | Lifeguard              |
| Conjurer    | *Alien       | Custodian     | Airboat Captain        |
| Medium      | *Possessed   | Scuba Diver   | Paddleboard Instructor |
| Occultist   | *Werewolf    | Taxi Driver   | Toll Booth Operator    |
| Alchemist   | *Vampire     | Tour Guide    | Restaurant Server      |
| Druid       | *Selkie      | Bartender     | Golf Caddy             |
| Necromancer | *Resurrected | Groundskeeper | Yoga Instructor        |
| Warlock     | *Draugr      | Shopkeeper    | Garbage Man            |
| Wizard      | *Zombie      | Telemarketer  | Welder                 |

## Covers