

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, your calling gets in the way.
- You care deeply about your community and are driven to keep it and everyone safe.
- What you fight for defines who you are.

Notes

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.

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)

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

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|----------------|--------------------|
| Juggling | Skating |
| Hacking | Laser Tag |
| Taxidermy | Scouting |
| Weightlifting | Go-Karting |
| Running | Astronomy |
| Acting | Metal Detecting |
| Model Rocketry | Backyard Wrestling |
| Artist | Surfing |
| Musician | RC Car Racing |
| Video Gaming | Martial Arts |
| Gardening | Photography |
| Stage Magic | Deep Sea Fishing |

Gear

- | | |
|---------------|----------------|
| Knife | Paintball Gun |
| Skateboard | Golf Club |
| Rollerblades | CD Player |
| Car | Halloween Mask |
| AM/FM Radio | Ouija Board |
| Walkie Talkie | Chalk |
| Pager | Bag of Marbles |
| Pistol | Dog Treats |
| Shotgun | Instant Camera |
| Rifle | Bicycle |
| Grenade | Screwdriver |
| Baseball Bat | Entry ticket |

Callings

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|-------------|--------------|
| Voodoo | Cultist |
| Psychic | Exorcist |
| Oracle | Abductee |
| Witch | Shaman |
| Conjurer | *Alien |
| Medium | *Possessed |
| Occultist | *Werewolf |
| Alchemist | *Vampire |
| Druid | *Selkie |
| Necromancer | *Resurrected |
| Warlock | *Draugr |
| Wizard | *Zombie |

Covers

- | | |
|---------------|------------------------|
| Fisherman | Postal Carrier |
| Line Cook | Animal Trainer |
| Housekeeper | Esthetician |
| Mechanic | Lifeguard |
| Custodian | Airboat Captain |
| Scuba Diver | Paddleboard Instructor |
| Taxi Driver | Toll Booth Operator |
| Tour Guide | Restaurant Server |
| Bartender | Golf Caddy |
| Groundskeeper | Yoga Instructor |
| Shopkeeper | Garbage Man |
| Telemarketer | Welder |