



# The Weird Tropics are Calling

## Your World

- It's the 1990s on and near a tropical beach.
- Weirdness and mysteries are everywhere.
- You have a supernatural calling that shows you what reality actually is.
- 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.
- Your friends and family keep you afloat.
- People are often quirky, buzzed, and sandy.

## 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 define your world, lean into them.

## 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, Lose Profession)
- 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)

# Notes

## Hobbies

Juggling  
Hacking  
Taxidermy  
Weightlifting  
Running  
Acting  
Model Rocketry  
Artist  
Musician  
Video Gaming  
Gardening  
Stage Magic

Skating  
Laser Tag  
Scouting  
Go-Karting  
Astronomy  
Metal Detecting  
Backyard Wrestling  
Surfing  
RC Car Racing  
Martial Arts  
Photography  
Deep Sea Fishing

## Callings

Voodoo  
Psychic  
Oracle  
Witch  
Conjurer  
Medium  
Occultist  
Alchemist  
Druid  
Necromancer  
Warlock  
Wizard

Cultist  
Exorcist  
Abductee  
Shaman  
\*Alien  
\*Possessed  
\*Werewolf  
\*Vampire  
\*Selkie  
\*Resurrected  
\*Draugr  
\*Zombie

## Gear

Knife  
Skateboard  
Rollerblades  
Car  
AM/FM Radio  
Walkie Talkie  
Pager  
Pistol  
Shotgun  
Rifle  
Grenade  
Baseball Bat

Paintball Gun  
Golf Club  
CD Player  
Halloween Mask  
Ouija Board  
Chalk  
Bag of Marbles  
Dog Treats  
Instant Camera  
Bicycle  
Screwdriver  
Entry ticket

## Covers

Fisherman  
Line Cook  
Housekeeper  
Mechanic  
Custodian  
Scuba Diver  
Taxi Driver  
Tour Guide  
Bartender  
Groundskeeper  
Shopkeeper  
Telemarketer

Postal Carrier  
Animal Trainer  
Esthetician  
Lifeguard  
Airboat Captain  
Paddleboard Instructor  
Toll Booth Operator  
Restaurant Server  
Golf Caddy  
Yoga Instructor  
Garbage Man  
Welder