

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 or strengthen existing Bonds
- Work on a project

Skill Arc

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

Bond Arc

- (-1 Doubt, +1 Bond) You formed a new Bond or have a special moment with an existing one. What was it like?
- (-1 Doubt, -1 Wound) You find comfort in their presence. How do you relax together?
- (-1 Doubt, +1 Wound, Roll Bond, 5+ = Success) The stress of your life tests the relationship. What conflict arises?
- (Clear all Doubt, -1 Trauma, +1 Bond, can take no other Relief action this round) There's safety in vulnerability. You reveal what's really going on. How do they respond?

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

- (-1 Doubt) You find a new opportunity in the classifieds. What is it and what do you think it will be like?
- (-2 Doubt, Roll Wealth 4 to dress the part and get the job) You have an interview. How does it go?
- 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

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

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

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