



# 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.** The costs and benefits are noted up front. You may complete each arc multiple times as long as you reach the resolution. You can:

- Learn a new Skill
- Form new or strengthen existing Bonds
- Change your Profession
- Acquire special Gear
- Earn greater Wealth
- Create new arcs to grow how you want

## 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 and gain 1 rank on 5 or 6) 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. What do you say?

## 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.

## Notes

## 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) You have an interview. How does it go?
- (-3 Doubt, -1 Wealth, -Professsion) You quit in a blaze of glory. How does it go down?
- (-3 Doubt, +1 Wealth, +Profession) First day at work. Who do you meet? How does it go?

## Memento Arc

- (-1 Doubt, New basic Gear) You rummage around your old things and find something special. What is it?
- (-2 Doubt) You do some research to find out more. It has a history. What is that history?
- (-2 Doubt) It has a soul and you commune with it. Describe what you experience.
- (-3 Doubt, Gear updated with special power) Its true power reveals itself. What is it?

## Wealth Arc

- (-1 Doubt) Your life bleeds into your work. Who notices something is up? What happens?
- (-2 Doubt, +1 Wound) You have to make a tough call at work. What is that tough call?
- (-3 Doubt, +1 Wound) You calm down a bad situation and your boss sees. What went wrong and how did it resolve?
- (-3 Doubt, +1 Wealth, -1 Trauma, -All Wounds, ) Your efforts are noticed. Management thinks you're ready for more responsibility. What are they?

## Skills

Juggling	Skating	*Baseball Bat (1W)	Paintball Gun
Hacking	Laser Tag	*Knife (1W)	Golf Club
Taxidermy	Scouting	*Pistol (2W)	CD Player
Weightlifting	Go-Karting	*Rifle (2W)	Halloween Mask
Running	Astronomy	*Shotgun (3W)	Ouija Board
Acting	Metal Detecting	*Grenade (3W)	Chalk
Model Rocketry	Backyard Wrestling	Skateboard	Bag of Marbles
Artist	Surfing	Rollerblades	Dog Treats
Musician	RC Car Racing	Car	Instant Camera
Video Gaming	Martial Arts	AM/FM Radio	Bicycle
Gardening	Photography	Walkie Talkie	Screwdriver
Stage Magic	Deep Sea Fishing	Pager	Entry ticket

## Gear

\*Martial

## Backgrounds

\*Special

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

## Professions

\*Special