

# ARCANE TALE-TELLER

BY

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## ARCANE BACKGROUND:

### TALE-TELLER 3

Some people can tell a joke or a story and entertain a whole room full of people. But there are some people who speak to the very soul, whose words and songs are magical in a sense. With their stories, songs and jokes they can alter the very fabric of the universe and change the hearts of men and beast alike. Your hero has that kind of gift and he better use it wisely.

For every level of *tale-tellin'* Aptitude you possess you start with one Yarn. Learning new yarns takes 1d6 hours and cost 5 Bounty each. Yarns are stories, songs, jokes that have supernatural effects and usually require another Tale-Teller to teach, although, some books are said to contain yarn.

Yarns may be told by making a successful roll against the Yarn's TN, using the *tale-tellin'* Aptitude. The downside is that whenever the Tale-Teller goes *bust*, bad things happen, consult the *Nightmares* table to find out just what occurs.

A Tale-Teller has starting Strain equal to their *Vigor* die type. Once the Tale-Teller runs out of Strain, he can no longer use his yarns.

A Tale-Teller can recover Strain by resting at the rate of one per hour or by reading any fictional book at the rate of 2 per hour.

**TN:** This is the number the Tale-Teller needs to roll or better to successfully use the yarn.

**Speed:** This is how many actions, the yarn takes to tell.

**Duration:** This is how long the yarns affect the target.

**Strain:** This is the amount of Strain the story weaver spend to spin his yarn

## YARNS

### A LUSTY YOUNG SMITH

**TN:** 7

**Strain:** 2

**Speed:** 1

**Duration:** 1 Hour/Success

The songsmith receives the *Purty* Edge free while this yarn is in effect. If they already have the *Purty* Edge then their bonus is doubled (+4 to persuasion rolls).

### BATTLE CRY

**TN:** 9

**Strain:** 2

**Speed:** 1

**Duration:** 1 Round/*Tale-tellin'* level

By releasing a battle cry "Remember the Alamo, Viva La France, Spoon, etc.", the tale-teller gives a bonus to his allies to their attack rolls of +1 per success and raise, affecting 1 ally per *tale-tellin'* level.

## BIG PURPLE DINOSAUR

**TN:** 7

**Strain:** 4

**Speed:** 1

**Duration:** 1 round/Success

The tale spinner is able to summon a man-size purple dinosaur that is under his control.

The Big Purple Dinosaur has the following stats.

Corporeal: D: 2d6, N: 2d6, S: 4d8, Q: 2d6, V: 2d12

Fightin': Claws 4d6, Dodge 4d6

Mental: C: 1d6, K: 1d4, M: 3d6, Sm: 2d6, Sp: 2d8

Guts 3d8, Performin': Songs 4d6

Pace: 6

Size: 6

Damage: Claws STR +2d8

For some reason some tale spinners use this yarn to get something for live target practice.

## DR. DOLITTLE

**TN:** 5

**Strain:** 1

**Speed:** 2

**Duration:** 1 Minute/Success

By making a Fair (5) *tale-tellin'* check, the singer can talk to the animals as they would a person. Although, the animals might not have much to say.

## DUST IN THE WIND

**TN:** Opposed

**Strain:** 5

**Speed:** 1

**Duration:** Permanent

When *Dust in the Wind* is used all undead must make opposed *Vigor* rolls or take 1 Wound to their focus area for every raise and success the Tale-Teller got. The tale weaver may only affect one undead per level of *tale-tellin'*.

## GHOST IN THE MACHINE

**TN:** 7

**Strain:** 2

**Speed:** 2

**Duration:** Instant

With this yarn you can make a Gizmo malfunction. The device must make an immediate *Reliability* check with a penalty of -1 per raise.

## GHOST STORY

**TN:** Fear level +2

**Strain:** 3

**Speed:** 2

**Duration:** Instant

The tale spinner is able to cause Terror in living creatures that don't have the Fearless ability. One creature can be affected for every level of *tale-tellin'* Aptitude. Those affected must make a *guts* check versus the Fear level +2 or roll on a 1d6/success and raise on the Scart Table.

## HORSE WITH NO NAME

**TN:** 5

**Strain:** 3

**Speed:** 1 Hour

**Duration:** Concentration

By spinning this yarn the Tale-Teller summons a horse-like mount, that will carry him and one companion 5

mile/success and raise, the mount disappears if the Tale-Teller stops concentrating on this yarn.

### INSPIRE COURAGE

**TN:** 5 + Fear level

**Strain:** 2

**Speed:** 2

**Duration:** 1 Round/*Tale-tellin'* level

The tale spinner starts speaking of courage and bravery, giving a bonus of +1 to *guts* checks per success and raise, affecting one ally per level of *Tale-tellin'* Aptitude.

### LET THERE BE LIGHT!

**TN:** 5

**Strain:** 1

**Speed:** 1

**Duration:** 1 Hour/*tale-tellin'* level

The tale weaver has learned the power of the spoke word and may produce light from thin air. This light illuminates an area of 5-yard radius and move with the Tale-Teller.

### LORD OF THE DANCE

**TN:** Opposed

**Strain:** 5

**Speed:** 2

**Duration:** 10 minutes/Success

Using this yarn causes creatures to obliviously follow the performer, even into dangerous situations. To resist this the creatures can make an Opposed Fair (5) *Spirit* roll, failure means that the creature dances after the performer.

Lord of the Dance affects up to 5 creatures per *tale-tellin'* Aptitude and only works on living and non-human creatures. Although for some unknown reason it will also work on children of 12 years or less, affecting 1 per level of *tale-tellin'*.

### LOST AND FOUND

**TN:** 5

**Strain:** 3

**Speed:** 1 Round

**Duration:** Special

With the *Lost and Found* yarn the Tale-Teller has a better chance of finding things. For every success and raise adds +1 to his next *scroungin'* or *streetwise* roll. The yarn ends after the Aptitude roll is made.

### LULLABY

**TN:** Opposed

**Strain:** 3

**Speed:** 2

**Duration:** 1 Round/Success

Lullaby can put the most hardened of road warrior into sleepy land. Those who here this yarn must make a Fair (5) *Vigor* check or be put fast asleep.

### ONE LINER

**TN:** Opposed

**Strain:** 3

**Speed:** 2

**Duration:** 1 Round/ Success

So a Rabbi, a Priest and a clown walk into a bar and the bartender says "What is this a joke!" The tale spinner is able to use *tale-tellin'* to cause those who hear his joke to start laughing uncontrollably (treat as stunned). The targets must make a Fair (5) *Mien* roll to resist *One Liner*. One target is affected per level of *tale-tellin'* and the tale-teller chooses the targets.

### PNOCCHO

**TN:** Opposed

**Strain:** 5

**Speed:** 1

**Duration:** 1 Action/Success

The Tale-Teller is able to take over the actions of another creature, if it fails an opposed *Spirit* roll. The creature will do nothing that directly harms itself and they are completely aware of what's going on, they just can't do anything about it.

### PURPLE HAZE

**TN:** 5

**Strain:** 2

**Speed:** 1

**Duration:** 1 round/*tale-tellin'* level

When *Purple Haze* is sung, old people eyes glaze over with nostalgia, but the real magic is that it summons a visible purple fog around the tale weaver. This fog adds a +2 modifier to opponents TN to hit the Tale-Teller.

### RUSTY CAGE

**TN:** 7

**Strain:** 3

**Speed:** 2

**Duration:** 1 Round/Success

This yarn causes metal bars to come out of the ground and surround the target. The bars are made from rusted metals and can be bent with a Hard (9) *Strength* roll, otherwise the target is imprisoned for the duration of the yarn.

### SING FOR YOUR SUPPER

**TN:** 7

**Strain:** 2

**Speed:** 5 Minutes

**Duration:** Permanent

The tale weaver is able to perform this yarn and summon forth a nice stew or soup out of this air. The Tale-Teller needs a bowl or something to use this yarn and produces enough food to feed one person per success and raise.

### SOLITARY MAN

**TN:** 9

**Strain:** 4

**Speed:** 1

**Duration:** 1 Action/Success

With the *Solitary Man* yarn the Tale-Teller phases out of time and can neither be affected or affect others. But, he may do things other things that affect only him, such as reloading, bandaging, etc. When he comes back it's only moments after he left.

### SOOTHING SONG

**TN:** 7

**Strain:** 2

**Speed:** 2

**Duration:** 10 minutes/Success

By using *Soothing Song*, the singer can stop the effects of insanities on a target for the yarns duration. So that things like phobias and Mad Scientist insanities would be temporally stopped.

### THE BEAST IN ME

**TN:** 5

**Strain:** 4

**Speed:** 2

**Duration:** 1 Round/Success

With *The Beast in Me* yarn the Tale-Teller rapidly grows hair, fangs and claws. Giving him a Bite STR+1d10 and a Claw STR+2d8 attack. However, his *Smarts* and *Knowledge* die types drop two stages while this yarn is in effect.

### THIRTEEN

**TN:** Opposed

**Strain:** 4

**Speed:** 2

**Duration:** 1 Day/Success

The tale weaver can manipulate fate and cause misfortune to follow, like a

little lost puppy. The target must make an Opposed *Spirit* check or gain the *Bad Luck* Hindrance for the yarns duration.

### THRILLER

**TN:** Opposed

**Strain:** 2

**Speed:** 2

**Duration:** 1 Round/*tell-tellin'*

This yarn only affects undead. Undead must make an opposed *Spirit* roll, or start dancing uncontrollably. The target can still act freely, except they dance while doing it, causing them to suffer a +2 penalty to all TN (except *performin'*).

Thriller affects up to one undead for every level of *tale-tellin'*.

### UNCHAINED

**TN:** 9

**Strain:** 3

**Speed:** 1

**Duration:** Instant

When a tale spinner tells this yarn chains and ropes unlock and unwind, allowing those held by them to be free.

### WALKING MAN

**TN:** 5

**Strain:** 3

**Speed:** 1

**Duration:** 1 Round/Success

*Walking Man* increases the Tale-Teller's Pace by +1/Success, while this yarn is in effect music follows the story teller.

### WONDROUS STORIES

**TN:** Opposed

**Strain:** 4

**Speed:** 1

**Duration:** 1 Round/Success

Wondrous Stories causes those who fail an Opposed *Mien* roll to suffer -2 to

further Opposed roll from the story teller for the yarns duration.

The tale spinner affects up to 1 target for every level of *tale-tellin'*.

### YOUR TRUE COLORS

**TN:** Opposed

**Strain:** 2

**Speed:** 1

**Duration:** 1 Round/Success

With Your True Colors yarn the Tale-Teller forces a creature that can change its shape to revert back. So that creatures like the werewolves or those using some special power are forced to resume their original form. They must make an opposed *Spirit* roll to resist.

### NEW EDGES

#### ADDITIONAL YARNS 2

Your Tale-Teller has traveled extensively or been in contact with those who have, with this contact you know more than the average Tale-Teller and can start with more yarns. Each additional yarn cost you 2 points, although you are limited to 5 plus half your *Mien* die type in starting yarns.

#### LONG WINDED 1-5

Some Tale-Tellers can go on for hours, spinning their yarns and weaving great tales. Your tale weaver is one gifted as such, giving him 2 extra points of Strain for every level of *Long Winded* he has.

### NEW HINDRANCES

#### DARK DREAMER 5

There is something about your yarns that is hard for people to put their finger

on, but darkness surrounds them. This has no obvious effect on your yarns, but makes it a living hell for you personally if you go *bust* on using a yarn. If this ever happens then add +4 to you roll on the *Nightmare* table.

## MARSHAL'S ONLY

Now the downside, earlier I spoke of how there was a sort of magic in the Tale-Teller words, well there is of course and it's drawn from the peoples hopes and dreams. You see in the Hunting Grounds are creatures called Wishbringers and they take these hopes and dreams and provide power to the Tale-Teller's yarns.

Most Wishbringers are benign but every now and again you will find one of incredibly evil power, well this is who the Tale-Teller contacts whenever he goes *bust* on one of his yarns. When this occurs the Nightmare come to life roll a d20 and consult the following table, the yarn fails unless the table says otherwise.

## NIGHTMARES

### 1d20 Nightmare

#### 1-2 **Give Me some Sugar, Baby!:**

The yarn is successful (as if he got a success and 3 raises) but cost twice the Strain. If this goes over the Tale-Tellers Strain total, then the yarn fails and the Tale-Teller rolls again on the *Nightmare* table with a +4 modifier.

3-4 **Twisted Yarn:** The very opposite of the yarn occurs, if an enemy was the target then it affects the Tale-Teller and then his allies (up to as many as who would have been affected by the yarn), or say if *Sing for Your Supper* then rancid stew or soup would be produced instead.

5-6 **Haunted Dreams:** Next time the Tale-Teller goes to sleep, he must make a Hard (9) *Spirit* roll or lose his lowest Fate Chip, and

chips may not be spent on this roll.

7-8 **Tongue Tied:** The Wishbringer takes away the Tale-Teller's ability to speak for one day. Preventing him from using any more yarns during this time.

9-10 **Fear Arising:** The area fear level is increased by one, as trees visible warp and ghostly voices can be heard in the night. If this occurs in a Deadlands (Fear level 6 brainer) then reroll on this table adding +4 to the result.

11-12 **Pay the Toll:** the Wishbringer twist the Tale-Teller's fate, causing him to lose his highest Fate Chip.

13-14 **What Was I Saying?:** The Tale-Teller loses 1 level of their *tale-tellin'* Aptitude.

15-16 **Take Backs:** The Wishbringer steals the yarn from the Tale-Teller, so that he must relearn it before using it again.

17-18 **Double Image:** A duplicate of the character appears and tries to destroy him; this duplicate has the same gear, knowledge, etc. as the character. If the image is beaten, then all the gear and etc. vanish. The image will not surrender and will vanish with the next sunrise.

19 **Monkey's Paw:** The Tale-Teller picks up a number of Hindrances equal to the Strain of the yarn, as the Wishbringer twists reality to harm him. These Hindrances may later be bought off, just like other Hindrances.

20+ **Make a Wish!:** A full blown evil Wishbringer appears (imagine your typical bald genie, but the size of a three story building) grabbing the Tale-Teller and

whisking him off screaming to  
the Hunting Grounds, never to be  
seen again.