







## Wintermoor Tactics Club - Item Description Examples

Writing sample by Mike Sennott. Full portfolio at [laikafawkes.com](http://laikafawkes.com).

Character	Equipment Name	Flavor Text	Mechanical Description	Notes / Context
<b>Anjaya the Mage</b> (played by Alicia)				
	Faraday's Cape	Great mages know that sometimes a spell is about what you don't blow up.	Anjaya's <b>&lt;b&gt;\$anjaya_basic&lt;/b&gt;</b> becomes <b>&lt;b&gt;\$anjaya_upgraded_basic&lt;/b&gt;</b> , which can chain through and target allies, but will not damage them.	Attack names are represented by wildcard strings linked to variables, for consistency and ease of localization.
	Power Word: Encouragement	Usually encouraging someone takes more than just saying "Encouragement!", but this is magic.	Anjaya gains <b>&lt;b&gt;\$anjaya_singleuse&lt;/b&gt;</b> , a one-time use ability that grants an ally +2 Damage and +2 Speed for 1 turn.	Wintermoor's pipeline also used a simple BBCode-like format for text styling.
<b>Eodwald the Paladin</b> (played by Colin)				
	Logician's Shield	Even infallible debaters must be prepared for a foe to resort to ad hominem attacks, e.g. punching.	Eodwald's basic attacks <b>&lt;b&gt;Weaken&lt;/b&gt;</b> enemies for 1 turn.	
	Treadfast Boots	Sometimes standing for your beliefs involves a bit of running.	Eodwald gains +1 Speed and +1 Push with <b>&lt;b&gt;Basic Attacks&lt;/b&gt;</b> .	
<b>Roguey the Rogue</b> (played by Jacob)				
	Respectable-Like Clothes	"It's not really a disguise, it's just funnier if you pretend some real fancy guy is pulling these pranks."	Roguey's <b>&lt;b&gt;basic attacks&lt;/b&gt;</b> give +2 TP whenever you hit an enemy that has a negative status effect.	Flavor text in quotes is from the perspective of the character with the upgrade.
	Five Senses Blast	A sparkler. A stink bomb. Whiz-bangers. Tabasco sauce. Some glue. Mix to make ultimate weapon.	Roguey's Tactical Powers <b>&lt;b&gt;Shatter&lt;/b&gt;</b> enemies for 2 turns.	
<b>Janya the Psychomancer</b> (played by Jania)				
	Power Word: Persevere!	Never stop fighting, even if the rules say you have to wait your turn.	Janya gains <b>&lt;b&gt;\$janya_singleuse_B&lt;/b&gt;</b> , a one-time use ability that gives an ally +1 damage and allows them to attack twice if they KO an enemy for 1 turn. <b>&lt;br&gt;&lt;i&gt;Janya can only equip one Power Word&lt;/i&gt;</b>	
	Anti- <b>&lt;b&gt;\$jania_villain_noun_capitalized Amulet!</b>	"All I have to do is imagine every enemy as a <b>&lt;b&gt;\$jania_villain_noun_single!</b> "	Janya's <b>&lt;b&gt;\$janya_basic&lt;/b&gt;</b> gains +1 Damage and gives +2 TP if it would KO an enemy.	This item's name and description vary based on the villain the player chooses when writing a tabletop campaign for Jania. For example, if they choose the evil wasp queen, Janya receives the "Anti-Bee Amulet!"
<b>Sir Ardemaine the Cavalier</b> (played by Batu)				
	Heirloom Loovuuz	This remarkably fuzzy hat carries the magic of Ardemaine's snowswept homeland.	Sir Ardemaine's <b>&lt;b&gt;\$ardemaine_basic&lt;/b&gt;</b> becomes <b>&lt;b&gt;\$ardemaine_upgraded_basic&lt;/b&gt;</b> , which deals <b>&lt;sprite name="magical attack"&gt;</b> magical damage and creates <b>&lt;b&gt;Magimist&lt;/b&gt;</b> .	Batu's family fled Mongolia for the United States to escape communist oppression.
	Certificate of Authenticity	This attack is very historical and realistic. Enemies realize they should move slower compared to a horse.	Sir Ardemaine's <b>&lt;b&gt;basic attacks&lt;/b&gt;</b> will <b>&lt;b&gt;Exhaust&lt;/b&gt;</b> enemies for 1 turn.	This item is a reward for helping Wintermoor's Historical Reenactment Society.
<b>Hecate the Hellion</b> (played by Baphomet)				
	Power Word: Devour Soul	It's one word in Hellion. The language is very nuanced when it comes to violence.	Hecate gains <b>&lt;b&gt;\$hecate_singleuse&lt;/b&gt;</b> , a one-time use ability that deals 1 physical damage and grants +5 Tactics Points if you KO your target.	The Hellions are a fantasy race in the "Curses & Catacombs" tabletop game similar to demons.
	True Goth Boots	IF choice == 'what is goth': What is Goth? These boots are. IF choice == 'stay away': Why should you avoid Baphomet? These boots are why.	While on a tile with a <b>&lt;b&gt;Ground Effect&lt;/b&gt;</b> Hecate's attacks deal +1 damage.	This is a sidequest reward for getting Baphomet to give a student newspaper interview. Your choice determines the item description.
<b>Yin the Fruit Bat</b> (played by Duncan)				
	Ornate Mask	Does this belong to an ornate flying fox (p. ornatus) or masked flying fox (p. personatus)? No one knows because of the mask.	Yin's <b>&lt;b&gt;\$yin_basic&lt;/b&gt;</b> <b>&lt;b&gt;Exhausts&lt;/b&gt;</b> targets for 1 turn.	Duncan is obsessed with fruit bats, so his upgrade descriptions all mention fruit bat species.
	Unnecessary Spectacles	The spectacled flying fox (p. conspicillatus) does not need these glasses to see right through you and know all your weaknesses.	Yin's <b>&lt;b&gt;\$yin_basic&lt;/b&gt;</b> will <b>&lt;b&gt;Weaken&lt;/b&gt;</b> enemies for 1 turn.	