

StickColumbia

StickColumbia is a part of the South American country of Columbia, surprisingly enough. This is not your peace-loving country either. The largest crop grown in StickColumbia is StickCocaine. The poor StickPeasants are forced to grow StickCocaine for the evil StickCartels. The StickRAFSC, or Revolutionary Armed Forces of StickColumbia, rule the StickPeasants, protecting them from violence and drug abuse. The StickRAFSC taxes all of the StickCocaine that the StickDealers buy from the StickPeasants. The SCGAF, or StickColumbian Government Armed Forces, try to stop the growing of drugs in StickColumbia.

A constant war between the StickRAFSC and the SCGAF is occurring in StickColumbia. Peasants get killed often, and because of that, most carry a weapon with them for personal defense. The StickCartels often stay out of the picture, because of their necessity to the business, but a few of them even join the side of the StickRAFSC and fight the SCGAF on the front lines.

StickPeasants can have a large role in the game. Just because their primary job is growing coca does not mean that they are limited to just that. Coups in StickColumbia are commonplace, and the leaders are always either peasants or radical StickRAFSC soldiers, and the soldiers in the coups are always peasant dominant. StickPeasants are also known to hire their assassin services out to anyone wanting to employ them, not excluding the StickRAFSC or the SCGAF. Let your imagination flow. If growing coca plants fancies your style, then do it. Or you could just go to the local bar and get drunk. Go wild.

But remember that there are consequences. The StickRAFSC is extremely strict in enforcing the laws that it sets down. Murder and drug use are strictly banned, and are punishable by manual labor. You can of course escape from StickLaborCamps, but watch out: if the StickRAFSC doesn't get you first, the SCGAF will execute you for treasonous acts, meaning helping the StickRAFSC directly.

If a weapon or object is mentioned in the faction description, they automatically receive that weapon at the beginning of each game.

The StickPeasants:

These are the most common citizens of StickColumbia. They are the people that all of the warring in the country is over. They grow the StickCocaine for a living, make only about \$300 (in StickCash, of course) a month, and still feel bad about the part they play in global drug abuse. Every StickPeasant begins with a machete.

Bonus Ability: They always have cocaine on hand, which is useful for Oding people that need to be taken out of the picture. As a result of that, StickPeasants receive the chance to make a sneak attack against one combatant. StickPeasants must roll a D4, add

the number to their Karma score, and if the number is greater than 5, achieve a cocaine sneak attack.

Bonus Positive Attribute: “Hardworking”

Bonus Hindering Attribute: “Conscientious”

The StickCartels:

These are the guys (and girls!) who get most of the profit from the sales of StickCocaine in other countries. The StickDealers work for the StickCartels. StickCartels carry a handgun wherever they go.

Bonus Ability: They are always surrounded by bodyguards. When attacked, the first attack on them is stopped with no harm to themselves.

Bonus Positive Attribute: “Leadership”

Bonus Hindering Attribute: “Carefree”

The StickDealers:

The StickDealers work for the StickCartels, and are the people who do the actual buying and selling of StickCocaine. If there’s a problem with something, they get blamed by the StickCartels. They also fight StickDrugFights, and recruit other StickDealers. StickDealers carry a pistol with them at all times.

Bonus Ability: StickDealers are cunning and convincing, and because of that always receive a +1 to any situation in which they may need to bluff or convince a person.

Bonus Positive Attribute: “Convincing”

Bonus Hindering Attribute: “Arrogant”

The StickRAFSC:

The StickRAFSC is the guerrilla group that governs StickCocaine trade between StickPeasants and StickDealers. They tax the StickDealers 30 percent of what they payed for the StickCocaine. In return for the money that they get, they rule over the StickPeasants, banning murder and drug use. They also fight against the SCGAF in a constant battle over the StickCocaine industry’s survival, and are commonly called “StickColumbian Ninjas”. Every StickRAFSC member carries an assault rifle at every moment.

Bonus Ability: Because of their extreme discipline and training, StickRAFSC members receive any stealth situation.

Bonus Positive Attribute: “Deadly”

Bonus Hindering Attribute: “Heavily Weighed Down”

The SCGAF:

The SCGAF is the StickColumbian government’s army. They are constantly fighting the StickRAFSC over the cocaine industry, with the SCGAF being against the growing of StickCocaine. They always carry an assault rifle on their person.

Bonus Ability: As a result of the StickColumbian army’s surveillance satellites, the SCGAF has immediate access to up-to-date troop movement maps. All SCGAF Members receive a +1 to their power score for combat hierarchy.

All players begin in the very first game of StickGuy StickColumbia as a StickPeasant. The player may then join any faction by proving their worth to the faction of choice. For instance, to become a StickDealer, the player must prove their worth to a StickCartel. They might do this by giving StickCocaine donations, or offering protection for the StickCartel’s StickDealers. A member of any faction may at any time leave that faction to become a StickPeasant. If that is the case, the StickPlayer keeps all objects that they got from their previous factions.

The character may also at any point buy an extra power point, subtracting a point from their Karma score, or you may buy a power point using six experience points. Additional Karma points may be bought using ten experience points.

Killing to get things done in StickColumbia is not uncommon, but remember that the StickRAFSC is morally opposed to murder, and you may have to pay the consequences. And remember to, above all, have fun with your StickGame.

*NOTE FOR StickGMs: Use your imagination when coming up with the individual places/NPC actions, but remember to keep StickColumbia in mind. For instance, if a StickPeasant is caught committing murder, they would not be executed or sent to a jail, but more commonly taken to a work camp. Or, a drunken StickPeasant would most likely attack at the StickRAFSC instead of say, attacking fellow StickPeasants, because he would be angry at the StickRAFSC for submitting him to the action of essentially murdering many, many people in a foreign country.