

# SAVAGE WonderLand

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# AMBIENTAZIONE

## Storie

Rosamund passeggiava allegra per le stradine del suo villaggio, di ritorno come tutte le mattine da scuola. Suo padre l'aveva chiamata così perché diceva che le ricordava una rosa, anche se crescendo era abbastanza chiaro che la sua testa era a forma di cipolla: una grossa cipolla della dimensione di un cocomero, rosata, con due occhi grandi come mandarini, tutti neri e lucidi e splendenti, ed una bocca senza labbra, un taglio. Suo padre l'aveva raccolta quando era nata, e le aveva fatto un corpo con un sacco pieno di caffè, le braccia con due rami di salice e le aveva messo sotto due stivali di gomma gialli per poter camminare.

## Introduzione

WonderLand è un luogo di luci e penombre, sogno ed inquietudine, innocenza e tormenti. WonderLand è una terra in nessun luogo, lontano dalla realtà, ma che esiste nei pensieri di tutti. WonderLand nasce dai sogni e dalla fantasia delle persone, è il luogo in cui le favole e le storie sono realtà. I personaggi delle favole preferite dai bambini sono i re di questo mondo, i pensieri di una volta il suo popolo. WonderLand assomiglia alla nostra terra, ad un primo sguardo. Verdi colline si alternano a pianure ed aspre montagne, fiordi gelati tagliano i mari. Ma su questa terra si può incontrare Peter Pan che governa l'Isola Che Non C'è, mentre nelle notti senza luna tra i vicoli bui il Babao è in agguato. L'essenza di WonderLand proviene dai sogni e dalla fantasia di noi umani, per cui più persone sognano e pensano una creatura, più questa è forte ed importante a WonderLand. Tutto ciò che al contrario è remoto e distratto tende ad essere indefinito ed evanescente, un essere senza identità. Questi esseri spesso cercano il modo di farsi ricordare, per evitare di sparire nel nulla, compiendo imprese ed avventure di ogni sorta. Più l'atto è notevole, più è alta la probabilità che esso diventi un sogno od una fantasia, e con un po' di fortuna questa potrebbe diventare una favola, consacrando il suo protagonista all'immortalità.

## Territorio

WonderLand è composto da luoghi e terre simili al nostro mondo, ma non si può dire che esso abbia una geografia ben definita. Le zone più conosciute, quelle provenienti dalle grandi favole, sono ben definite e coerenti: il Paese delle Meraviglie o il regno di Biancaneve sono esattamente uguali al nostro mondo. Queste aree sono però collegate e collocate tra loro da aree meno reali e delineate, che possono cambiare e mutare di forma o posizione di volta in volta. Queste aree incerte, se attraversate, sembrano normali regioni o paesi, ma una volta lasciati non si ha la certezza di potervi rientrare o di ritrovarle ad un successivo passaggio. Per questo solo le zone più stabili e durature vengono ricordate, riportate dalle genti od anche mappate, mentre per indicarne la posizione relativa si usa parlare in termini più generali; ad esempio il regno di Biancaneve si dice essere a 10 leghe al di là della valle di Pollicino, ed a 15 leghe oltre il Regno di Oz (dove una lega è la distanza tra un punto e l'orizzonte visibile da quel punto, mentre i punti cardinali sono 'al di là' opposto ad 'al di qua' e 'oltre' opposto a 'prima di', in aggiunta ovviamente ad 'al di sopra' opposto ad 'al di sotto', perché a WonderLand si vive a tre dimensioni, e a volte anche di più).

## Abitanti

WonderLand differisce in molti modi dal nostro mondo, ma sicuramente la cosa che più diverge sono i suoi abitanti. Camminando per le sue città si potrebbero incontrare il Gatto con gli Stivali, Campanellino o il Gatto e la Volpe, anche se questi incontri sarebbero certo rari e fortunati (perché a WonderLand tutte queste sono come delle star). Più probabile sarebbe incontrare esseri più comuni ed in parte bizzarri, nati dalla fantasia di una volta o da un sogno di una notte. La loro natura è di solito poco definita, potrebbero assomigliare agli alieni di un film di fantascienza o a bestie di un film fantasy, con lunghi nasi a proboscide, molte braccia o gambe, pelle striata o colorata, orecchie da elefante e chi più ne ha più ne metta. Spesso poi la loro stessa sostanza è poco definita, ed essi sembrano composti da materiale gelatinoso o poco solido, magari traslucido. Tutti questi esseri si distinguono per l'appunto da quelli più umanizzati o comunque più conosciuti, che hanno già un loro posto nel folklore comune. La maggioranza di loro si accontenta di vivere una vita breve e normale, svolgendo compiti comuni e lavori normali, anche se tutti segretamente sperano di trovare posto in una favola. Se questo avvenisse, in base agli avvenimenti cui sarebbero partecipi sempre più loro caratteristiche verrebbero delineate, e questo porterebbe i loro corpi a diventare più solidi e coerenti, le loro caratteristiche fisiche a divenire più definite ed individuali, spesso più simili a quelle umane (perché pensate da esseri umani) e la loro aspettativa di vita si allungherebbe notevolmente.

## Storia, tecnologia, civiltà e magia

Per quanto riguarda la storia di WonderLand, come di molti altri suoi aspetti, poco può essere detto di definito. Gli avvenimenti passati sono soggetti allo stesso processo delle persone che vi vivono. Più un avvenimento è forte e collettivamente riconosciuto più esso viene ricordato fedelmente, a patto che un altro avvenimento non ne modifichi il ricordo, allora anche questo verrebbe mutato a sua volta. Tutto il resto è soggetto alla variabilità più assoluta: di norma un paese di WonderLand è una terra verde e rigogliosa, spesso simile al nostro mondo dei bei tempi andati, dove ci si muove con il cavallo e si coltivano i frutti della terra, ma questo è solo il paesaggio più comune: nulla vieterebbe di trovarsi a camminare per un pianeta alieno sperduto in un'altra galassia, nelle viscere della Terra o per le grotte dell'Inferno. La gente di solito è pacifica e tranquilla, vivendo in genere in un modo abbastanza ideale, ma anche questa non è certo una regola. Spesso la magia è una parte importante del mondo di WonderLand, perché ai bambini che sognano piace molto.

## Cose che non vanno

Non tutto però è bello a WonderLand: certo trovarsi nel Paese dei Balocchi è una bella esperienza (anche se presto ci si ritrova con un gran mal di pancia), ma come già detto nelle menti dei bambini non esistono solo bei sogni, ma anche incubi e paure. Il Castello delle Matrigna, la Grotta di Alì Babà, la Bottega di Mangiafuoco non sono bei posti da frequentare, ed i mostri degli incubi di un giorno o le paure che attendono dietro l'angolo sono in cerca di un posto nelle favole quanto gli abitanti più positivi di WonderLand. E quale miglior sistema se non commettere un atto di tale meschinità

# Creazione del Personaggio

## 1) Razza

Tutti i personaggi sono umani ed hanno un edge gratuito, e sono samurai.

I samurai appartengono alla classe nobile del paese, quindi sono rispettati e benvenuti da tutti. Essi però devono comportarsi seguendo l'onore e le regole del bushido.

## 2) Traits

**Attributes:** gli attributi sono come da gioco base.

**Skills:** le abilità sono come da gioco base.

**Derived Statistics:** Pace, Parry, Charisma e Toughness sono come al solito. Il Load Limit è 5 volte Str in lbs.

## 3) Edges and Hindrances

## 4) Gear

Tutti i samurai cominciano il gioco con 500 Koku.

## 5) Background Details

# Edges & Hindrances

Nuovi Edge

Matsu Imperial Army:

# Equipaggiamento

## Denaro

La moneta standard è il Koku, diviso in 10 Bu, a sua volta diviso in 10 Zeni.

# Regole aggiuntive

## Compendio

Per un elenco completo di edges, hindrances e regole aggiuntive fare riferimento al mio compendio, che sta su [http://web.tiscali.it/tavola\\_rotolante/risorse/edgehind.pdf](http://web.tiscali.it/tavola_rotolante/risorse/edgehind.pdf).

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