

Core Rules

Take Action by rolling $1d6 + 1$ extra d6 for each Profession, Background, Skill, Gear, or other benefit that helps your action. Describe how, then roll. The highest die counts.

- 6 = Success
- 4-5 = Success
- 1-3 = Fail + C

Wounds make it harder to succeed.

- **0 Wounds** = Success + Cost on 4 or 5
- **1 Wound** = Success + Cost only on 5
- **2 Wounds** = No Success + Cost

Choose a **Boost** when you roll a **pair of 6s**:

- **Overwhelm.** Increase impact.
- **Recover.** Heal 1 Wound.
- **Charge.** Store 1d6 to use on any roll.
- **Windfall.** Someone thinks of a benefit.

Combat is Taking Action with the intent to harm. Your opponent must take a specific number of wounds to be incapacitated. Some targets may make Gear more or less effective.

Resolve is your determination, willpower and composure. You only have **6**. **Each adds 1d6 to your dice pool** and you can spend it **incrementally** on a roll until you succeed or you accept the rolled result. **Spent Resolve is called Doubt**. When you mark more Resolve than you have, take **1 Trauma**.

Resolve and Doubt Rolls

The GM may call for a Resolve or Doubt roll, 1d6 for each you have. Highest value counts, like with Take Action. Results here are unaffected by Wounds.

Assist another character by describing how and spend one Resolve to grant them +1d6.

Wealth lets you acquire valuables. Roll 1d6 for each rank in Wealth, add the results and compare to the item's Value. If you're short, you may offer a Favor to claim your prize. The size of the favor depends on how short you are; GM decides. GM may call on that favor at any time.

Background is your personal history

Profession is the job you're trained in.

Drive is what motivates you.

Problem is what haunts you.

Skills are what you're particularly good at. You only have enough time to train on 4, but you can learn the same Skill multiple times. Each occupies a new slot.

Harm is the accumulation of negative things that happen to you. Harm progresses in the following way: **When you run out of Wounds you take Doubt. When you run out of Resolve, you take Trauma.**

You ***Recover Harm*** in the following ways:

- **Wounds** via Gear and Relief Arcs.
 - **Resolve** via buying Relief Arcs with Doubt.
 - **Trauma** via the end of Relief Arcs or special cases.

Wounds are injuries. They reduce your Partial Success range by one. You may take 2 **Doubt or Break Gear to Avoid a Wound**.

Trauma occupies a Skill slot whether it's filled or not, 1 slot per Trauma. Taking a Trauma accounts for all Harm you would accrue at that moment, so you only take 1 at a time. **When you gain your 4th, your character is retired** - they cannot continue.

Gear helps you solve problems and achieve goals. Larger Gear takes multiple slots. Broken Gear must be repaired to be usable. You can hold at most 4 pieces of Gear.

Bonds represent the relationships that keep you grounded. Each Bond is ranked from 1-4. Bonds break when reaching 0. To test a Bond, roll 1d6 for each rank, highest value counts.

Relief Arcs represent moments of recovery, reflection, and change. You spend Doubt on them to grow and recover.

Beachcombers

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**.

You may use downtime to:

- Develop your Background
- Change your Profession
- Learn a new Skill
- Relieve Doubt, Wounds, and Trauma
- Acquire special Gear
- Form new or strengthen existing Bonds
- Work on a project

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, 5+ = Success) 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. How do they respond?

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, Roll Wealth 4 to dress the part and get the job) You have an interview. How does it go?
- You're fed up and quit in a blaze of glory. (-3 Doubt, -1 Wealth, Lose Profession)
- First day at work. Need to learn some names and watch a training video (-3 Doubt, +1 Wealth, New Profession)

Memento Arc

- You rummage around your old things and find something special. (-1 Doubt, New basic Gear)
- You do some research to find out more. It has a history. (-2 Doubt)
- Something about it speaks to you. You build some special connection to it. (-2 Doubt)
- Its true power reveals itself. Name it. (-3 Doubt, Gear updated with special power)

Wealth Arc

- Your life bleeds into your work. Someone notices something different about you. (-1 Doubt)
- You have to make a tough call at work. (-2 Doubt, +1 Wound)
- You figured out how to separate work and life, but that means leaving something behind. (-3 Doubt, +1 Wound, Forget 1 piece of Gear at home next conflict)
- Your efforts are noticed. Management thinks you're ready for more responsibility. (-3 Doubt, -1 Trauma, -All Wounds, +1 Wealth)

Hobbies

- | | |
|----------------|--------------------|
| Juggling | Skating |
| Hacking | Laser Tag |
| Taxidermy | Scouting |
| Weightlifting | Go-Karting |
| Running | Astronomy |
| Acting | Metal Detecting |
| Model Rocketry | Backyard Wrestling |
| Artist | Surfing |
| Musician | RC Car Racing |
| Video Gaming | Martial Arts |
| Gardening | Photography |
| Stage Magic | Deep Sea Fishing |

Gear

- | | |
|---------------|----------------|
| Knife | Paintball Gun |
| Skateboard | Golf Club |
| Rollerblades | CD Player |
| Car | Halloween Mask |
| AM/FM Radio | Ouija Board |
| Walkie Talkie | Chalk |
| Pager | Bag of Marbles |
| Pistol | Dog Treats |
| Shotgun | Instant Camera |
| Rifle | Bicycle |
| Grenade | Screwdriver |
| Baseball Bat | Entry ticket |

Callings

- | | |
|-------------|--------------|
| Voodoo | Cultist |
| Psychic | Exorcist |
| Oracle | Abductee |
| Witch | Shaman |
| Conjurer | *Alien |
| Medium | *Possessed |
| Occultist | *Werewolf |
| Alchemist | *Vampire |
| Druid | *Selkie |
| Necromancer | *Resurrected |
| Warlock | *Draugr |
| Wizard | *Zombie |

Covers

- | | |
|---------------|------------------------|
| Fisherman | Postal Carrier |
| Line Cook | Animal Trainer |
| Housekeeper | Esthetician |
| Mechanic | Lifeguard |
| Custodian | Airboat Captain |
| Scuba Diver | Paddleboard Instructor |
| Taxi Driver | Toll Booth Operator |
| Tour Guide | Restaurant Server |
| Bartender | Golf Caddy |
| Groundskeeper | Yoga Instructor |
| Shopkeeper | Garbage Man |
| Telemarketer | Welder |