

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 Bonds or strengthen existing ones
- Work on a project

Skill Arc

- You're inspired to learn something new. What is it and why? (-1 Doubt)
- You practice but just can't get it quite right. Mistakes are made. (-2 Doubt, +1 Wound)
- You delve deep in the topic but a relationship suffers. (-2 Doubt, -1 Bond)
- You have a breakthrough and everything clicks. Eureka. (-3 Doubt, +1 Skill)

Bond Arc

- You formed a new bond or found a special moment with your existing one. (-1 Doubt, +1 Bond)
- You find comfort in their presence. (-1 Doubt, -1 Wound)
- The stress of your life tests the relationship (-1 Doubt, +1 Wound, Roll Bond 6 to prevent -1 Rank)
- There's safety in vulnerability. You reveal what's really going on (Relieve all Doubt, -1 Trauma, +1 Bond, can take no other Relief action this round)

Profession Arc

- Searching on the classifieds shows opportunity. You think about new challenges. (-1 Doubt)
- You have an interview. Hope you can afford new clothes. (-2 Doubt, Wealth 4 to dress the part and get the job)
- You're fed up and quit in a blaze of glory. (-3 Doubt, -1 Wealth)
- 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)

Notes

Callings

- | | |
|-------------|----------|
| Voodoo | Cultist |
| Psychic | Exorcist |
| Oracle | Abductee |
| Witch | |
| Conjurer | |
| Medium | |
| Occultist | |
| Alchemist | |
| Druid | |
| Necromancer | |
| Warlock | |

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 |

Hobbies

- | | |
|----------------|-------------------|
| Influencer | Author |
| Boxer | Yogi |
| Hacker | Swimmer |
| Driver | Jewelry Maker |
| Weightlifter | Costumer |
| Runner | Carpenter |
| Historian | Furniture Builder |
| Hunter | |
| Artist | |
| Musician | |
| Handyman/Woman | |

Gear

- | | |
|---------------|----------------|
| Knife | Leather Jacket |
| Clothes | Pool Cue |
| Car | Chain |
| Rollerblades | Halloween Mask |
| AM/FM Radio | Ouija Board |
| Walkie Talkie | Chalk |
| Pager | Bag of Marbles |
| Pistol | Dog Treats |
| Shotgun | Instant Camera |
| Rifle | Bicycle |
| Grenade | Screwdriver |