



# 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)

## 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

## 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 or TN 4 to 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

## 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

## Hobbies

Juggling	Skating
Hacking	Laser Tag
Taxidermy	Scouting
Weightlifting	Go-Karting
Running	Astronomy
Acting	Metal Detecting
Model Rocketry	Backyard Wrestling
Artist	Artist
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