

## Core Rules

**Take Action** by rolling 1d6, plus 1 additional d6 for each Calling, Cover, Hobby, Gear, or other benefit that directly helps your action. Describe how. *Roll and add the results.* You succeed if the total meets or beats the target number, otherwise you fail.

<b>3</b> Untrained	<b>15</b> Expert
<b>6</b> Novice	<b>18</b> Master
<b>9</b> Skilled	<b>21</b> Perfection
<b>12</b> Proficient	<b>24+</b> Impossible

## *Critical*

**Each pair of 6s rolled gives you one Boost**  
to spend in the following ways:

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

**Each pair of 1s rolled gives you one**

**Burnout** and cannot mark any more Resolve unless you spend each of them in the following ways:

- **Knock.** Take 1 Wound
  - **Doubt.** Spend 1 Resolve
  - **Break.** Mark 1 Gear of yours is broken
  - **Setback.** Someone thinks of a problem

**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 to meet or beat the target number or until you decide the cost isn't worth it. **Spent Resolve is called Doubt**. The GM may call for a Resolve or Doubt roll, 1d6 for each you have. When you mark more Resolve than you have, take 1 Trauma.

**Trauma** occupies a Gear or Skill slot whether it's filled or not, 1 slot per Trauma. When taking a Trauma, it accounts for all Harm you would accrue at that moment. You may use your Trauma like a Skill or Gear.

**When you gain your 4th, your character is retired** - they cannot continue.

**Assist** another character, describe how you do so and spend at most one Resolve to grant them +1d6 to their roll.

**Calling** is your true passion.

**Cover** is how you pay the bills.

**Creation** is how came to your calling.

# **Crisis** is what haunts you.

**Hobbies** are what you practice in your off hours. You only have enough time for 4 at most. You can add the same Hobby multiple times. Each occupies a new slot.

**Wounds** are harm that happens to you. Wounds may have mechanical effects; the GM will specify. You may mark Resolve (adding Doubt) to avoid a Wound, amount is at the GM's discretion depending on severity.

*Harm Recovery*

- **Fast** - Wounds are recovered through Gear and Relief Arcs.
  - **Moderate** - Resolve is recovered by buying Relief Arcs with Doubt.
  - **Slow** - Trauma is only recovered at the end of Relief Arcs or special cases.

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

**Wealth** lets you acquire something valuable. Roll 1d6 for each rank in Wealth and compare the total to the item's Value. **If you're short, you may offer a Favor** to make up the difference. The size of the favor depends on how short you are; the GM decides. The GM may call on that favor at any time.

**Bonds** represent the relationships that keep you grounded. Each Bond is ranked from 1-4. Bonds break when they reach 0. To test a Bond, roll 1d6 for each rank in it.

**Relief Arcs** represent the moments between crises with recovery, reflection, or change. You spend Doubt on them to grow and recover. (See other side.)

# Beachcombers

Name	Wealth
Calling	
Cover	
Creation	
Crisis	
Hobby	Hobby
Hobby	Hobby

Resolve = Unmarked

Marked = Doubt

Wound					
Wound					
Gear				Gear	
Gear				Gear	

## Bonds

# Relief Arcs

# Notes

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)

## Callings

## Covers

## Hobbies

## Gear

Voodoo	Cultist	Fisherman	Postal Carrier	Influencer	Author	Knife	Leather Jacket
Psychic	Exorcist	Line Cook	Animal Trainer	Boxer	Yogi	Clothes	Pool Cue
Oracle	Abductee	Housekeeper	Esthetician	Hacker	Swimmer	Car	Chain
Witch		Mechanic	Lifeguard	Driver	Jewelry Maker	Rollerblades	Halloween Mask
Conjurer		Custodian	Airboat Captain	Weightlifter	Costumer	AM/FM Radio	Ouija Board
Medium		Scuba Diver	Paddleboard Instructor	Runner	Carpenter	Walkie Talkie	Chalk
Occultist		Taxi Driver	Toll Booth Operator	Historian	Furniture Builder	Pager	Bag of Marbles
Alchemist		Tour Guide	Restaurant Server	Hunter		Pistol	Dog Treats
Druid		Bartender	Golf Caddy	Artist		Shotgun	Instant Camera
Necromancer		Groundskeeper	Yoga Instructor	Musician		Rifle	Bicycle
Warlock		Shopkeeper	Garbage Man	Handyman/Woman		Grenade	Screwdriver