

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.

3 Untrained	15 Expert
6 Novice	18 Master
9 Skilled	21 Perfection
12 Proficient	24+ 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 Hobby or Gear 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 Hobby 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

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)

Notes

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

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