

Core Rules

6=Success 4-5=Partial Success 1-3=Fail

- 0 Wounds = Partial Success on 4 or 5

- 2 Wounds = No Partial Success

- **Overwhelm.** Increase impact.

- **Charge.** Store 1d6 to use on any roll.

Combat is Taking Action with the intent to harm. Your opponent must take a specific number of wounds to be incapacitated. Specific Gear may have a stronger or weaker impact depending on the situation.

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.

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

Cover is how you pay the bills.

Crisis is what haunts you.

Wounds are harm that happens to you. Each Wound reduces your Partial Success range by one. You may mark Resolve (take Doubt) to **Avoid** a Wound, amount determined by the GM. **When you run out of Wound slots, you take Doubt. When you run out of Resolve, you take Trauma.**

- **Wounds** via Gear and Relief Arcs.

- **Trauma** via the end of Relief Arcs or special cases.

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 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.

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

Marked = Doubt

Bonds	
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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 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)

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.

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, 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)

Notes

Hobbies

Juggling
Hacking
Taxidermy
Weightlifting
Running
Acting
Model Rocketry
Artist
Musician
Video Gaming
Gardening
Stage Magic

Skating
Laser Tag
Scouting
Go-Karting
Astronomy
Metal Detecting
Backyard Wrestling
Surfing
RC Car Racing
Martial Arts
Photography
Deep Sea Fishing

Callings

Voodoo
Psychic
Oracle
Witch
Conjurer
Medium
Occultist
Alchemist
Druid
Necromancer
Warlock
Wizard

Cultist
Exorcist
Abductee
Shaman
*Alien
*Possessed
*Werewolf
*Vampire
*Selkie
*Resurrected
*Draugr
*Zombie

Gear

Knife
Skateboard
Rollerblades
Car
AM/FM Radio
Walkie Talkie
Pager
Pistol
Shotgun
Rifle
Grenade
Baseball Bat

Paintball Gun
Golf Club
CD Player
Halloween Mask
Ouija Board
Chalk
Bag of Marbles
Dog Treats
Instant Camera
Bicycle
Screwdriver
Entry ticket

Covers

Fisherman
Line Cook
Housekeeper
Mechanic
Custodian
Scuba Diver
Taxi Driver
Tour Guide
Bartender
Groundskeeper
Shopkeeper
Telemarketer

Postal Carrier
Animal Trainer
Esthetician
Lifeguard
Airboat Captain
Paddleboard Instructor
Toll Booth Operator
Restaurant Server
Golf Caddy
Yoga Instructor
Garbage Man
Welder