Take Action by rolling 1d6, plus 1 additional d6 for each Profession, Background, Skill, 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+** Impossible
12 Proficient	

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 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. You may use your it 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.

Background is your personal history.

Profession is the job you're trained in.

Skills are what you're particularly good at. You only have enough time to train on 4 at most. You can learn the same Skill 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.

Name _____ Wealth _____

Background _____

Profession _____

Skill _____ Skill _____

Skill _____ Skill _____

Resolve = Unmarked   Marked = Doubt

Wound _____

Wound _____

Gear _____ Gear _____

Gear _____ Gear _____