

Resolve Core Rules

Take Action by rolling 1d6 + 1 extra d6 for each Profession, Background, Skill, Gear, or other benefit that helps your action. Describe how they help, then roll. Highest die counts. All actions work this way. When the outcome is dramatic and unknown, roll Take Action. Successes and Costs must make sense in your story.

- 6 = **Success**. Get what you want.

- 4-5 = **Success + Cost**. Pay something and get what you want.

- 1-3 = **Fail + Cost**. Pay something and don't get what you want.

Wounds make it harder to succeed.

- 0 Wounds = Success + Cost on 4 or 5

- 1 Wound = Success + Cost only on 5

- 2 Wounds = No Success + Cost

Choose a **Boost** when you roll a **pair of 6s**:

- **Overwhelm**. Dramatically increase impact.

- **Recover**. Heal 1 Wound.

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

- **Windfall**. Someone thinks of a benefit.

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 until you roll a 6 or you accept the rolled result. **Spent Resolve is called Doubt**. When you mark more Resolve than you have, take **1 Trauma**.

Resolve and Doubt Rolls

The GM may call for a Resolve or Doubt roll,

1d6 for each you have. Highest value

counts. Result here is unaffected by Wounds.

Assist another character by describing how to grant them +1d6. GM gets final say.

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 claim your prize. The size of the favor depends on how short you are; GM decides. 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 reaching 0. To test a Bond, roll **1d6 for each rank, highest value counts**.

Drive is what motivates you.

Problem is what currently haunts you.

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, but you can learn the same Skill multiple times. Each occupies a new slot.

Harm is the accumulation of negative things that happen to you. Harm progresses in the following way: **When you run out of Wounds, you take Doubt. When you run out of Resolve, you take Trauma**.

You **Recover Harm** in the following ways:

- **Wounds** via Gear and Relief Arcs.
- **Resolve** via buying Relief Arcs with Doubt.
- **Trauma** via the end of Relief Arcs or special cases.

Wounds are short-term injuries. Each reduces your Partial Success range by 1. You may take **2 Doubt or Break Gear to Avoid a Wound**.

Trauma is long-lasting pain. Each disables a Skill slot and prevents its use. **1 slot per Trauma**. Taking Trauma accounts for all Harm at that moment, so you only take 1 at a time. **When all Trauma slots are marked, your character is retired** - they cannot continue.

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

Relief Arcs represent moments of recovery, reflection, and change. You spend Doubt on them to grow and recover.

Each arc is a small story with a **Setup, Conflict, Climax, and Resolution**. The costs and benefits are noted up front. You may complete each Arc multiple times as long as you reach the resolution. If you don't see one you want to play out, work with your GM to build one.

Character

Name		Wealth
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Drive	
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Problem	
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Take Action with 1d6 + 1 extra d6 for each of the following that benefit your action

Background	Profession
Skill	Trauma <input type="checkbox"/> Gear <input checked="" type="checkbox"/> Broken <input type="checkbox"/>
Skill	Trauma <input type="checkbox"/> Gear <input checked="" type="checkbox"/> Broken <input type="checkbox"/>
Skill	Trauma <input type="checkbox"/> Gear <input checked="" type="checkbox"/> Broken <input type="checkbox"/>
Skill	Trauma <input type="checkbox"/> Gear <input checked="" type="checkbox"/> Broken <input type="checkbox"/>

Resolve = Unmarked

Marked = Doubt

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Wound

Success + Cost only on 5

Wound

No Success + Cost

Bonds

Name	Rank
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Name	Rank
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Name	Rank
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Name	Rank
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Name	Rank
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Example of Play

Setup: Isabel Torres, former detective turned freelance investigator, has been hired to find out who's arming the Northside Crew in their war against the Volkov family. She's tracked a weapons shipment to a warehouse on the docks.

Drive: Prove I'm not dirty

Problem: The department still watches me

Background: Disgraced LAPD Detective

Profession: Private Investigator

Skills: Interrogation, Surveillance, Street Contacts

Gear: Concealed pistol, Camera with telephoto lens, Kevlar vest

Wounds: 0 | **Resolve:** 6 | **Doubt:** 0

Bonds: Sister Elena (Rank 3), Ex-Partner Jackson (Rank 2), Informant "Gabriel" (Rank 2)

GM: You're watching the warehouse from across the street. Two guards at the loading dock, smoking and checking their phones. A black SUV pulls up. What do you do?

Isabel: I want to get closer, maybe slip around to the side entrance. See if I can get photos of whoever's in that SUV.

GM: Alright, Take Action to approach without being spotted. How are you going to manage it?

Isabel: My Surveillance skill means I know how to move and use cover. My Background as a detective means I've done plenty of stakeouts and I know the patterns guards fall into.

GM: Nice. That's (1 base + 2 skill) 3d6 total. Roll it.

Isabel: 5, 4, 2 Highest is 5. That's a 5, so Success + Cost since I have 0 Wounds. I get what I want but have to pay something.

GM: You make it to the side of the building, and you get a clear shot of the SUV as three people get out, including Dmitri Volkov himself, but one of the guards spots movement and starts walking your direction, radio in hand. What's the cost you want to face - he calls it in or he comes to investigate alone first?

Isabel: Alone first. I can deal with one guy.

GM: He rounds the corner, hand moving toward his holster. "Who the hell..."

Isabel: I rush him before he can draw. I used to be LAPD so I'm used to getting into scuffles, and I always have my Kevlar vest in case this goes wrong. I roll 3, 4, and 6! Success!

GM: Clean success. You slam him against the wall, your forearm across his throat. He's trying to shout but can't get the air. What do you do?

Isabel: I need information. "Who's selling to the Northside Crew? Tell me and I let you breathe." I press him using my Interrogation skills and my Background, he might recognize me and know I'm serious.

GM: 3d6.

Isabel: 6, 6, 1 Double sixes!

GM: Oh damn. That's a success, and you can choose a Boost. What do you want?

Isabel: Windfall. Someone thinks of a benefit.

GM: How about this, these guys are sloppy and you hear everything over the radio?

Isabel: Perfect.

GM: Alright, so he's terrified, stammering out "Viktor! Viktor Sokolov, he's..." when his radio crackles. You hear Dmitri's voice: "Package is moving in ten minutes. Everyone inside." The guard in your grip looks at you with wide eyes. His radio is on an open channel. You now know exactly when they're moving.

Isabel: I knock him out and take his radio.

GM: Done. But you hear car doors slamming.

They're loading something heavy. If you want to see what's in those crates before they leave, you need to move now. But there are at least four armed men in there, plus Dmitri.

Isabel: I'm going for it. I need proof of what Volkov is moving. I move to the loading dock, using my Surveillance skill to time it right, my Camera to grab evidence. That's 3d6. A 1, 1, and 2, damn. OK let's use 1 Resolve. Oof, a 3. I need this to work, spending 1 more Resolve. A 4. Success + Cost, I'll take it.

GM: You snap three perfect photos through a gap in the door - wooden crates being loaded, Cyrillic markings visible, military-grade rifles inside. But then: "HEY!" Someone saw the flash. Gunfire erupts. Take 1 Wound as a round grazes your shoulder, or break your Kevlar vest as it takes the hits?

Isabel: Break the vest.

GM: The vest stops two rounds but it's shredded. You're running. They're giving chase. Your car is two blocks away.

Isabel: I've got what I need. I run, using my Street Contacts - I know which alleys connect, which ones are dead ends. And my PI Profession means I always plan an exit.

GM: 3d6 to escape.

Isabel: 4, 3, 3 Four.

GM: Success + Cost. You make it to your car and peel out. But the cost: they got your license plate. Volkov now knows someone's investigating him. And there's a black SUV in your rearview mirror. They're following you.

Isabel: Of course they are. Can I test my Bond with Jackson, my ex-partner? Maybe he can help shake them?

GM: Sure, but it might cost you. He's already suspicious about you poking around organized crime. This might push him away. Test the Bond - 2d6 since it's rank 2.

Isabel: 5 and 4. Five.

GM: He answers. "Isabel, what did you do?" But he sighs. "Take the 110 to the Fourth Street exit. I'll have a patrol car create a distraction." The Bond drops to rank 1. He's helping, but he's not happy about it.

Isabel: I take the exit, thanking him. I've got the photos. I've got Viktor's name. Time to figure out who the real puppet master is.

GM: For now, you're clear. Want to spend those 2 Doubt on a Relief Arc?

Isabel: I could use a new skill. I'm inspired to start picking locks to get in places I shouldn't be. I'll spend 1 of my Doubt on that to begin that Arc.

Example of Play Continued

Three Days Later...

Wounds: 0 | **Resolve:** 4 | **Doubt:** 2

GM: Your informant Gabriel called. He's got a location for Viktor Sokolov - a social club in Koreatown. But when you arrive, it's wrong. It's a trap. You walk through the door and there are four armed men waiting, guns already drawn. Dmitri Volkov is sitting at a table in the back, smiling. "Ms. Torres. We've been expecting you." Gunfire rings.

Isabel: Shit. I dive behind the bar as they open fire!

GM: Take Action to get to cover. What helps?

Isabel: My Background as a cop - I've been in shootouts.

Isabel: 3 and 1. I'll spend 1 Resolve. Comes up a Four. That's a Success + Cost, right?

GM: With no Wounds the Success + Cost range is still 4-5. You make it behind the bar, bottles exploding around you, but you're pinned down and they're advancing from two sides. Your pistol is out, but you're outnumbered four-to-one.

Isabel: I want to test my Bond with Gabriel, maybe he's outside and can help. He wouldn't sell me out... would he?

GM: 2d6 for his rank 2 Bond.

Isabel: 3, 2. Three. That's... not good.

GM: Gabriel doesn't answer his phone. You hear Dmitri's voice: "Your little rat gave you up for five grand. Nobody's coming." Gunfire erupts again as wood splinters and cuts your face, take 1 Wound.

Isabel: Mark it. Now I'm at 1 Wound, so Success + Cost only happens on a 5, right?

GM: Exactly. What do you do?

Isabel: I need to fight my way out. I return fire, using my pistol and background. I need to drop at least one of them.

GM: 3d6. You only have 2 Resolve left.

Isabel: Got it. Rolled a 2 and 1. Let's add 1 Resolve. It's a 5. What's the cost?

GM: You pop up and fire twice. One guard goes down hard, the other takes cover, but you hear a click. The cost is that your magazine is empty. Dmitri laughs. "Out of bullets already?"

Isabel: I grab a bottle from behind the bar and throw it, then rush the nearest guard. My Interrogation skill helps me read his body language, see where he'll move. LAPD Background for close quarters experience.

GM: That's 3d6.

Isabel: 4, 3, 3. Four, but I need to succeed. Using my last Resolve. Ugh, a 4 again. With 1 Wound it's just a Fail + Cost, isn't it?

GM: Exactly. You rush him, but he's ready. He sidesteps and slams his rifle butt into your ribs. You don't take him down. You can take 1 Wound since he's got you in a chokehold or you spend 2 Resolve to avoid it and break free. With 0 Resolve left you'll take a Trauma though.

Isabel: Then I'll take the Trauma to break free and make a run for the back exit.

GM: Since you're at 0 Resolve and you had to spend 2 more, you take 1 Trauma. Describe what breaks inside you as you realize you can't win this.

Isabel: The panic sets in. My training, everything I learned on the force - it's not enough. I'm alone, I'm outgunned, and nobody's coming. For the first time since I turned in my badge, I feel truly helpless. The fear is paralyzing.

GM: Mark 1 Trauma. Choose one of your Skill slots to disable. The psychological wound runs deep. Which skill does this trauma affect?

Isabel: It's my Interrogation. In this moment, my confidence in reading the situation just... shatters.

GM: You freeze, and they grab you. Dmitri walks over, shaking his head. "You should have stayed out of this, Detective." He nods to his men. "Take her to the car. We'll discuss what happens to people who spy on the Volkov family." They zip-tie your hands and drag you toward the back door.

Isabel: Can I... can I try one more thing?

GM: You can, but you're out of Resolve, you have 1 Wound, and your Interrogation is disabled by Trauma. What are you thinking?

Isabel: I still have Street Contacts. Maybe someone on this block knows me, sees what's happening. And my LAPD Background - maybe someone from my cop days is nearby?

GM: Alright. You're running on fumes here. 3d6 to see if anyone notices and intervenes.

Isabel: 5, 3, 3. Five.

GM: Success + Cost because you still have 1 Wound. A passing patrol car - not Jackson, just random patrol - sees the commotion through the window. Sirens blare as they pull up. Dmitri's men panic and drop you, running for their own exit. You collapse on the floor, zip-tied and bleeding. Dmitri leans down to whisper before he escapes: "I know where your sister lives." Then he's gone.

Isabel: Elena...

GM: The patrol officers cut you free, calling for an ambulance. You've survived, but barely. Your Interrogation skill is disabled by Trauma - you can't use that skill slot until you find a way to heal it. You have 1 Wound, 0 Resolve, and 6 Doubt. And now Dmitri has threatened your sister.

Isabel: I need to start a Relief Arc. I need to get my head straight before I can protect Elena.

GM: Agreed. Let's look at your Relief Arc options next session. But Isabel? You're walking the road to retirement. Three more and Isabel's story would be over. Be careful.

Play Principles

- Be curious about the world. 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 the story. Relationships define the world, lean into them.

Beachcombing

- It's the 1990s on and near a tropical beach.
- Weirdness and mysteries are everywhere.
- Supernatural things and beings usually operate invisibly to the public.
- Not all supernatural things or beings are dangerous, but they are often chaotic.
- Everyone's easy going nature makes it easy for them to miss the unusual.
- You have a supernatural calling that shows you what is actually going on.
- 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 sworn to keep it and everyone safe.
- Your relationships keep you afloat.
- The inhabitants are often quirky, a little drunk, and leaving sand behind them.
- The water holds as many secrets as the land.
- Very few people are financially well-off, but nearly everyone is to be able to scrape by.
- Most are drawn to novelty and excitement, everyone is used to living in paradise.
- The weather brings a melting pot of people from all walks of life and all over the world.
- Everyone loves piña coladas.

Skills

Skills	Gear	*Martial (N Wounds)
Juggling	Skating	Chalk
Hacking	Laser Tag	Bag of Marbles
Taxidermy	Scouting	Dog Treats
Weightlifting	Go-Karting	Instant Camera
Running	Astronomy	Screwdriver
Acting	Metal Detecting	Ouija Board
Model Rocketry	Backyard Wrestling	Halloween Mask
Artist	Surfing	AM/FM Radio
Musician	RC Car Racing	Walkie Talkie
Video Gaming	Martial Arts	*Bat (1W)
Gardening	Photography	*Golf Club (1W)
Stage Magic	Deep Sea Fishing	*Knife (1W)

Backgrounds

Backgrounds	*Special	Professions
Voodoo	Cultist	Fisherman
Psychic	Exorcist	Line Cook
Oracle	Abductee	Housekeeper
Witch	Shaman	Mechanic
Conjurer	*Alien	Custodian
Medium	*Possessed	Scuba Diver
Occultist	*Werewolf	Taxi Driver
Alchemist	*Vampire	Tour Guide
Druid	*Selkie	Bartender
Necromancer	*Resurrected	Groundskeeper
Warlock	*Draugr	Shopkeeper
Wizard	*Zombie	Telemarketer

Weird Gear

- **Voodoo Doll + Personal item from your target** - Give one Wound. Target's personal item turns to ash after an attempt. Roll Doubt. On a 6, the personal item does not turn to ash and can be reused.
- **Skull Candle** - Allow a spirit to possess you until the candle melts through and goes out. Roll Resolve. On a 6, you can expunge the spirit whenever you want.
- **Tide Pod** - Take one harm, then go berserk with pure insanity. For some reason your clothes are now shredded into tatters. Roll Doubt. On a 5+ you take no harm. Life has done enough to you.
- **Gator Claw** - Merges with your hand for 1 week. Does 3 Wounds when attacking with bare hands. Roll Resolve. On 5+, you can take it off any time you want within that week.
- **Box of Void Crayons (3 in the box)** - Roll 1d6 to determine which one you pull out
 - Red - summons a creature when their name is written
 - Orange - draw a door that leads to a known location
 - Yellow - produces an invisible message only recipient can see and read
 - Green - writes the true name of a known creature
 - Blue - conjures what you need, not what you want
 - Violet - draw a circle to open a portal to an unknown plane of existence
- **Digitet Phylactery** - Some dark spirit inhabits the device. If you feed it what it wants daily, it just might help you when you need it. Roll Doubt. On 5+ it tells you something you need to know, even if you don't want to.
- **Souvenir Shot Glass from Nowhere** - Says "Pompano Beach" but the imagery is definitely not Pompano Beach. If you drink rum from it and you remember a vacation you never took. The memories get more specific each time. Roll Doubt, Success = Your memories have another inhabitant who is telling you things relevant for today. Déjà vu. Fail or Cost = You take Wound "Drunk on nostalgia"
- **Moviebuster VHS Training Tape** - The Blockbuster in the video is of a liminal space with infinite rows of videos of films that never existed. The trainees know what film you should watch. Cannot be rewound.
- **Moviebuster Membership Card** - Member since '94. Lets you "check out" up to three memories from anyone you touch. You have to return them by touching the person within 48 hours or pay late fees in years of your life. Roll Resolve. Success = They are automatically returned via ephemeral rewind. Cost = Highest Bond loses 1 Rank, some of your own memories are rewound too.
- **Treasure Island Scratch-off Ticket** - When you receive it, it suspiciously expires in 5 minutes. Roll Resolve. On a 6, Wealth increases by 2.
- **Early Bird Special Menu** - Says "One item per customer" at the bottom. Instead of entrees, it's dark knowledge with a cost.
- **Bingo Ball Cage** - No matter how many balls are in it and what the numbers are, the number 8 is all it ever produces.
- **Waterfall Mountain Poncho** - Disposable. Makes you totally forgettable in the rain.
- **Polaroid of a Cryptid** - When you flap the photo back and forth while thinking of your target cryptid, it's revealed with enough information in the background to identify where its hiding place is. Roll Resolve. On 4+, you also find out exactly where it is at that moment.
- **I-4 Dead Zone Toll Receipt** - From the stretch between Orlando and Tampa where cell phones drop and accidents cluster. Burn it to create a zone of mechanical failure. Electronics die, engines stall, the modern world takes a coffee break.
- **Bingo Dauber of Fortune** - From a 55+ community bingo night. Dab it on any document to reveal what's hidden or redacted. Ink smells like cigarettes and desperation.
- **Stuck Emergency Radio** - Makes noise whenever danger lurks nearby. Roll Resolve. On 5+, a mysterious voice reveals an important detail about the danger.
- **Mood Ring** - Changes color based on the emotions of nearby entities, not you. When it turns black, something nearby is experiencing existential dread. The strongest emotion dominates.
- **The Jogman of Regrets** - Plays mixtapes recorded by your past selves in other timelines. Each tape reveals one decision you made differently. Rewind at your own risk.
- **ISP Free Trial CD** - Installing it connects you to a chatroom where something pretending to be people tries to learn how to be human.
- **Goldtone Sunscreen** - Reflects ultra psychic rays. You're a golden mirror.
- **Hoakley Sunglasses** - You can now see mysterious entities in your peripheral vision. Just a glance at what's following everyone's back.
- **Toaster oven** - Makes perfect toast for your meal no matter ear the settings are. Roll Resolve. On 3+, your toast mysteriously arrives with your favorite cheese melted on top.
- **Oven mitts** - Touch ghostly things without getting hurt
- **Instant coffee** - Get pepped. No sleep for 72 hours. So much time for activities. You know you're gonna crash hard when it wears off and take 1 Wound afterward. Roll Resolve. On 6, you to suffer no ill effects.
- **Photo frame** - When you place a picture in it, reveals the true form of the creatures in the photo

Relief Arcs

Problem Arc

- (-1 Doubt) You thought you put it in the past but something triggered you. What happened?
- (-2 Doubt) The trigger wasn't a one-off. Your problem keeps showing up at the wrong time. Where and when did it manifest?
- (-3 Doubt) You can't run from it anymore. You have to face it. How do you overcome it?
- (-4 Doubt, -Old Problem, +New Problem, +1 Benefit - GM gives options) You find your resolution and can let go. How does this play out? (Write down your New Problem after this.)

Skill Arc

- (-1 Doubt) You're inspired to learn something new. What is it and why?
- (-2 Doubt, +1 Wound) You practice but just can't get it quite right. Mistakes are made.
- (-2 Doubt, -1 Bond) You dive into the topic but a relationship suffers. What happened?
- (-3 Doubt, +1 Skill) Everything with your new skill clicks. What is your Eureka moment?

Wealth Arc

- (-1 Doubt) Your life bleeds into your work. Who notices something is up? What happens?
- (-2 Doubt, +1 Wound) You have to make a tough call at work. What is that tough call?
- (-3 Doubt, +1 Wound) You calm down a bad situation and your boss sees. What went wrong and how did it resolve?
- (-3 Doubt, +1 Wealth, -1 Trauma) Your efforts are noticed. Management thinks you're ready for more responsibility. What are they?

Clairvoyance

Your Background gives you insight into realities beyond what most see. GM may ask questions you can answer to build the world and receive a benefit. Max 2 per session. X represents a person, place or thing to be better understood.

Question	Benefit
What does X truly desire?	Auto Success when you offer what they desire
What does X look like?	You can always know find X
What does X smell like?	Repair 1 Broken Gear
What does X sound like?	+1 to next Wealth roll
What's the first thing you notice about X?	+1d6 on next social interaction with X
What is a positive memory you have with X?	Heal 1 Wound
What is a negative memory you have with X?	Next successful attack applies +1 Wound
How do you know X?	+1 rank to any Bond
Who is X allied with?	+1d6 when using X's alliance as leverage
Who hurt X in their past?	+1d6 when using X's source of pain as leverage
What's a rumor people tell about X?	Next Failed roll is upgraded to Success + Cost
What's the weirdest thing about X?	Avoid next Wound for free

Magic, Spells, and Rituals