

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, then roll. The highest die counts.

- 6 = Success
- 4-5 = Success + Cost
- 1-3 = Fail + Cost

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

Combat is Taking Action with the intent to harm. Your opponent must take a specific number of wounds to be incapacitated. Some targets may make Gear more or less effective.

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 succeed 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, like with Take Action. Results here are unaffected by Wounds.

Assist another character by describing how and spend one Resolve to grant them +1d6

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.

Background is your personal history

Profession is the job you're trained in.

Drive is what motivates you.

Problem is what haunts you

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 injuries. They reduce your Partial Success range by one. You may take 2 **Doubt or Break Gear to Avoid a Wound.**

Trauma occupies a Skill slot whether it's filled or not, 1 slot per Trauma. Taking a Trauma accounts for all Harm you would accrue at that moment, so you only take 1 at a time. **When you gain your 4th, 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.

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.

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

Character

Clairvoyance

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

Relief Arcs

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. You can:

- Learn a new Skill
- Form new or strengthen existing Bonds
- Change your Profession
- Acquire special Gear
- Earn greater Wealth
- Create new arcs to grow how you want

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) You have a breakthrough and everything 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?

Profession Arc

- (-1 Doubt) You find a new opportunity in the classifieds. What is it and what do you think it will be like?
- (-2 Doubt) You have an interview. How does it go?
- (-3 Doubt, -1 Wealth, -Professsion) You quit in a blaze of glory. How does it go down?
- (-3 Doubt, +1 Wealth, +Profession) First day at work. Who do you meet? How does it go?

Memento Arc

- (-1 Doubt, New basic Gear) You rummage around your old things and find something special. What is it?
- (-2 Doubt) You do some research to find out more. It has a history. What is that history?
- (-2 Doubt) It has a soul and you commune with it. Describe what you experience.
- (-3 Doubt, Gear updated with special power) Its true power reveals itself. What is it?

Bond Arc

- (-1 Doubt, +1 Bond) You formed a new Bond or have a special moment with an existing one. What was it like?
- (-2 Doubt, -1 Wound) You find comfort in their presence. How do you relax together?
- (-2 Doubt, +1 Wound, Roll Bond and gain 1 rank on 5 or 6) The stress of your life tests the relationship. What conflict arises?
- (Clear all Doubt, -1 Trauma, +1 Bond, can take no other Relief action this round) There's safety in vulnerability. You reveal what's really going on. What do you say?

Notes

Skills

Juggling	Skating
Hacking	Laser Tag
Taxidermy	Scouting
Weightlifting	Go-Karting
Running	Astronomy
Acting	Metal Detecting
Model Rocketry	Backyard Wrestling
Artist	Surfing
Musician	RC Car Racing
Video Gaming	Martial Arts
Gardening	Photography
Stage Magic	Deep Sea Fishing

Gear

*Martial (N Wounds)	
*Baseball Bat (1W)	Paintball Gun
*Knife (1W)	Golf Club
*Pistol (2W)	CD Player
*Rifle (2W)	Halloween Mask
*Shotgun (3W)	Ouija Board
*Grenade (3W)	Chalk
Skateboard	Bag of Marbles
Rollerblades	Dog Treats
Car	Instant Camera
AM/FM Radio	Bicycle
Walkie Talkie	Screwdriver
Pager	Entry ticket

Backgrounds

*Special

Voodoo	Cultist
Psychic	Exorcist
Oracle	Abductee
Witch	Shaman
Conjurer	*Alien
Medium	*Possessed
Occultist	*Werewolf
Alchemist	*Vampire
Druid	*Selkie
Necromancer	*Resurrected
Warlock	*Draugr
Wizard	*Zombie

Professions

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
Telemarketer	Welder

The World

- It's the 1990s on and near a tropical beach.
- Weirdness and mysteries are everywhere.
- PCs have a supernatural calling that shows what reality actually is.
- PCs can't hold down a job for more than a little while; their calling gets in the way.
- PCs care deeply about your community and are driven to keep it and everyone safe.
- PCs' friends and family keep them afloat.
- NPCs are often quirky, buzzed, and sandy.

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.
- Costs should present hard decisions about what really matters.

Clairvoyance

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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
- **Tamagotchi 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"
- **Blockbuster 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.
- **Blockbuster 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.
- **Splash 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 Walkman 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.
- **AOL 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