

Core Rules

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

6 Novice

9 Skilled

12 Proficient
- 15 Expert

18 Master

21 Perfection

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 Gear or Skill 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 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. (See other side.)

Resolve

Name		Wealth
Background		
Profession		
Skill	Skill	
Skill	Skill	

Resolve = Unmarked			Marked = Doubt		
Wound					
Wound					
Gear			Gear		
Gear			Gear		
Notes					

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)

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)

Gear 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)

Bonds

Name	Bond
Name	Bond
Name	Bond
Name	Bond
Name	Bond
Name	Bond
Name	Bond
Notes	

Backgrounds

Professions

Skills

Gear