

Six Days to Adventure

The Hero

I am a ruthless • brave • resourceful • libertine • cautious • sensitive scientist • doctor • reporter • student • adventurer • thief
 I confront danger • keep going • know people • find things • know how things work • act fast
 Choose three, five, or seven positive words to describe me.
 Choose one, two, or three negative words to describe me.
 I start wounded • lost • angry • hungry • lusty • asleep
 My dice reserve is 5 • 7 • 10 minus the number of positive words plus the number of negative words plus 7.
 Answer: I did something once that almost destroyed me. What is it?
 Play to Find Out: Can I find a way forward? Do I want to?

When your actions are resisted, roll.
 Roll or choose a Complication from the current Act list and one or more situational Complications. Be specific.
 Get one die for each goal and complication. Add two if what you are applies. Add one if the thing you do applies. Add one for each Word or Condition that helps. Add one if you invoke a found item • emotion • knowledge • geographical feature • element like iron or fire • carried item • sudden ally but cross it off when you do. Add one if you're well-prepared. Add one if you have a suitable tool or asset. Add any dice from your reserve you want. Roll.

Qualifier	Cost in Hits
Succeed at a goal	x difficulty
Partial success at goal	x difficulty - 1
One Complication is averted	x 1
You do it with style	x 1

If any negative Condition applies, reroll the highest die and take the lowest. Do the same if any negative Word applies. If you sacrifice someone or something, reroll the lowest die and take the highest.
 Count up the dice that show 4+; these are your hits. Buy what you want with them. If a Complication is not bought off, it occurs or is set up for the future. Wait for the right moment. Take a suitable Condition if one is indicated.
 When you do not purchase any success qualifiers, keep the reserve dice you risked and gain one to your reserve. Otherwise, forfeit them.
 If you sacrificed someone or something on a roll, move a die to your Score. If you have hits left unspent and nothing left to buy, move a die from the roll to your Score.

Set the Scene

Roll or choose the Scene type and Scene purpose, location, and a danger. Each scene face a Core Challenge at the listed Difficulty. Pick the most crucial action to your goal or to your survival. Declare it before you roll. If you succeed on the Core Challenge, move a die of the roll to your Score. If you don't, roll a die to add to the Rival's Score.
 Each scene has an event that will happen by fiat. It might be the Core Challenge. End the scene after the event and the Challenge occur.
 Whenever an event occurs, add it to a numbered list. Roll on the list whenever things seem slow or an Interrupt is called for; that event's effects are felt.
 Play any Interludes in the space between the previous and the next Scene. There's no Core Challenge in an Interlude.
 When a Scene has the "Replenish" Tag, you may make a roll or take an appropriate action to resolve as many Conditions as you can. Your reserve dice return at the end of that Scene automatically and you may uncheck one Invoked resource.

soldier • hunter • scholar
 secret love • rival • ally
 the Prize is in play and the race is on for
 answers • treasure • redemption • someone • revenge • power
 searcher • tourist
 fixer • numb
 ex-lover • mentor
 blood

Act One **Complications**

it breaks • someone suffers harm • you look bad • you're noticed • you feel something • one of your weaknesses is revealed

Status Quo **D2** **Plot Point: Incident**

The same old grind, until a threat is made • someone gets into a fight • it is missing • a map is found • a body is discovered • a stranger arrives

Predicament **D3** **Plot Point: Lock In**

Your goal is clear, but now you've got to save yourself • find the cure • clear your name • get it back • help a friend • find out why

exhausted • lost • hunted • stunned • shaken • conflicted • frozen • bruised • wounded
 experienced • angelic • impulsive • decisive • level-headed • loyal
 inventive • educated • reserved • psychic • spirited • clever
 energetic • courageous • curious • suspicious • lucky • striking
 methodical • haunted • lusty • devilish • arrogant • perceptive
 deft • two-fisted • gutsy • insensitive • passionate • sexy
 evasive • provocative • strong • hot-headed • tough • confident
 angry • afraid • tired
 injured • dying • dead

Act Two **Complications**

someone suffers harm • one of your worst qualities causes you problems
 • discover something you wish you hadn't • your secret is revealed • you are left vulnerable • you suffer emotional trauma

First Obstacle **D2** **Play To Your Strength**

Danger strikes as emotions run high • a lead is found • a target is acquired
 • someone wants something • someone seduces • a vice is tempted

Higher Obstacle **D3** **Plot Point: First Culmination**

The going gets tougher now as the Rival uses a connection • someone is seduced • the rival uses a resource • strong emotions lead to action • a body is found • a threat worsens

Subplot **D3** **Compare and Contrast**

You have an immediate, pressing problem – a resource is used up • danger looms • someone is sick • a secret must be dealt with • emotion flares • someone is gone

man-eater • vermin • future • agent • secret • revenge
 phobia • ice • lust • earth • machinery • water
 fire • air • death • time • distance • history
 <>>
 contact • map • place • data • weapon • danger

Highest Obstacle **D4** **Plot Point: Main Culmination**

Your usual methods have made things worse! And someone dies • someone is captured • something you care about is lost • the Rival's secret gambit succeeds • someone is tortured • the Rival seizes the initiative

Roll the Act in d6s, keeping the highest: Montage • Flashback • Interlude
 – Replenish • Straight • Interrupt – Difficulty +1 • Obligatory – Justice

Atmosphere • Introduce • Exposition • Transition • Prepare • Aftermath
 Investigation • Revelation • Recognition • A Gift • Escape • Pursuit
 Seduction • Unexpected Visitor • Roll twice

Act Three **Complications**

suffer severe harm • a weakness hurts you • be exposed • lose an ally • lose an asset • your past comes back to haunt you

New Tension **D4** **Plot Point: Twist**

You know what you want, but you need a new approach. Add a new Word. You find that the Prize is deadly • it was a lie • you're the chosen one • the Rival is right • it isn't real • an ally is not an ally

Resolution **D5** **Don't Pull Your Punches**

Fight! But it will take a sacrifice • means a hard choice • can't be stopped
 • has captured your allies • will take everything • requires surrender
 You discover someone thought lost • a weakness • an unexpected use • one of your allies knows • a blind spot • a bigger Prize
 If you win this scene, reroll any of the Rival's dice you wish to.

The Rival

The Rival is always a step ahead of you and always does it with style. The Rival is brutal • sadistic • seductive • powerful • judgmental • bitter
 They are • charming • well-connected • intelligent • ruthless • skilled
 They are certain of their cause. They will not stop the Prize is theirs.

Epilogue

Count your dice that are equal to or higher than the Rival's lowest, then divide by two. These are your True dice. If your face value total is higher, add two True dice. Options may be taken more than once. Any not True are Unknown.
 One of you survives • wins a goal • is enriched. Your enemy is defeated
 • is killed • has no successor.