

## Retail Magic

Athletics	<input type="text"/>
Cunning	<input type="text"/>
Guts	<input type="text"/>
Luck	<input type="text"/>
Presence	<input type="text"/>
Work	<input type="text"/>

### Boss Type

### Special Qualities

### Boss Assets

### Colors

Hair:	<input type="text"/>
Eyes:	<input type="text"/>
Outfit:	<input type="text"/>
Outfit:	<input type="text"/>

Name:	<input type="text"/>	Age:	<input type="text"/>
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### Favorite Employee Type

### Stress Explosion

### Stress

Stress Limit (Guts x 10):	<input type="text"/>
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## Rules Reference

### Action Resolution

Roll 1d6 x Attribute

### Conflict

Make opposed actions; loser takes Stress equal to winner's result divided by loser's attribute.

### Awarding Kudos

- **1d6:** Handle everyday tasks in the store well.
- **2d6:** Deliver unusually good customer service, make a major sale.
- **2d6-3d6:** Make a huge sale, do a legitimate personal favor for the boss.
- **3d6:** Go above and beyond the call of duty to save the boss or the store from major harm.
- An employee who causes problems could lose 1d6 to 3d6 Kudos too.

### Store Special Features

### Store

#### Name

<input type="text"/>	Age:	<input type="text"/>
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#### Store Appearance

#### Colors

1:	<input type="text"/>
2:	<input type="text"/>

#### Store Location

#### Store Specialty

### Notes