

## 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"/>

## Employee Types

## Special Qualities

## Employee Roots

## Employee Weapon

## Stress Explosion

## 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"/>

## Stress

Stress Limit (Guts x 10):

## Kudos

## 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.

### Spending Kudos

- **Remove Stress:** You can remove as many points of Stress as you want by spending 1 Kudo per point of Stress.
- **Increase an Attribute:** You can raise an attribute by 1 by spending Kudos equal to 10 times the new attribute rank (e.g., raising an attribute from 1 to 2 costs 20 Kudos).
- **Enhance a Roll:** Spend 1d6 Kudos to add +1 to either your attribute or your effective die roll.
- **Invoke a Random Event:** You can spend 1d6 Kudos to have a Random Event occur.

## Notes