Backpack

Items in your backpack can be used instead of skills for checks. They start with a die rating (d6, d8, d10, or d12) and degrade with use, just like skills.

When an item is reduced to **d4**, it either breaks, gets lost, or becomes irrelevant to the fiction. You can carry **3 items** and **1 med kit** at a time.

Med kits are special items that clear **2 stress** when used. They don't degrade—they're consumed entirely.

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