Catch Your Breath

To reset all your **skills** to their original ratings, you can **catch your breath**. This is a brief respite in tension—finding shelter during a storm, taking cover in ruins, resting at a settlement.

Catching your breath can be done at any time, even during combat or crisis.

When you catch your breath, the GM looks at the scene and introduces a **new complication** for the group. The world doesn't wait while you rest.

Example Complications (GM picks or rolls on table in Section 5):

- Bandits arrive, attracted by your campfire
- The superstorm shifts course toward your position
- A water cache you were counting on has been sabotaged
- A psychic aberration manifests nearby
- A geothermal vent in your shelter begins to destabilize
- You're discovered by a hostile settlement patrol

Revision #6
Created 2025-11-28 13:26:42 UTC by zeruhur
Updated 2025-11-28 14:54:36 UTC by zeruhur