



All right, to clarify this mess:

Attributes and Gear give d6 to use vs. Task checks and Monsters (dotted lines).

Such events get you money, which you spend on more Gear, and magic items, which are either Gear of their own or may be converted into money, i.e. other Gear (that's the inmost circle).

Attributes don't change.

Your customized magic item is the only thing that keeps it from being a hamster wheel – you want it, you want to use it, you want to *beat this dungeon* with it.