

Air Stance



You move into a stance that favours grace, circling around your opponent nimbly while their attacks slide harmlessly past you.

Increase the TN of Attack and Scheme checks targeting you by 1. If your school rank is 4 or higher, increase the TN by 2 instead.

Earth Stance



You focus on your foundation, employing tactics that keep you rooted and defended while you await the exact right moment to act.

When making Attack and Scheme checks targeting you, other characters cannot spend  to inflict critical strikes or conditions on you.

Fire Stance



You go on the attack, bearing down on your foes and trusting your momentum to carry you forward to victory.

When you succeed on a check, you count as having 1 additional bonus success for each  symbol on your kept dice.

Void Stance



You take a stance that does not commit to any direction or tactic, reading the potential energy of the situation and then acting as a conduit for its release.

You do not suffer strife from  results on kept dice.

Water Stance



You remain flexible, ready to adapt as the situation demands, seize chances as they arise, or turn your opponent's force against them.

During your turn, you may perform 1 additional action that does not require a check. This action cannot share the same type (Attack, Support, Scheme, Movement) with another action you perform this turn.

Initiative ✨: Discover a foe's Disadvantage (their choice).

Conflict ✨: Add a kept ■ set to a ✨ result to your next Martial check.

Conflict ✨+: During a Movement action check, 1 range band of any distance you move per ✨ spent may be vertical.

Conflict ✨✨: Increase the TN of the next Martial Arts (Ranged) check targeting you before your next turn by 2.

Any Check ✨: Learn a character's demeanour and current strife.

Any Check ✨+: You are very subtle. Additional ✨ spent this way increase the subtlety of your method.

Any Check ✨✨: Observe a detail about a character, or at GM discretion add a small detail to an NPC.

Artisan ✨: If successful, add the Resplendent or Subtle quality to an item you are refining.

Scholar ✨: Learn something about the person who created or used the item you are studying.

Social ✨: Learn if the Honour, Glory or Status of a character is higher, lower or equal to yours.

Trade ✨: Sell an item for 10% more.

Initiative ✨: Choose another character's disadvantage you know, they do not apply it this scene.

Conflict ✨: During a Movement check, ignore one terrain quality of your choice.

Conflict ✨+: Reduce the severity of the next critical strike you suffer before your next turn by 1 per ✨ spent.

Conflict ✨✨: Do not apply one of your disadvantages to checks until the end of your next turn.

Any Check ✨: Reduce another character's strife by 2.

Any Check ✨+: Act extremely carefully. Additional ✨ spent make the attempt even safer.

Any Check ✨✨: Recall a piece of information not related to your check, or at GM discretion reveal a small preparatory action taken earlier.

Artisan ✨: If successful, add the Durable quality to an item you are restoring.

Scholar ✨: Remember a place where you can research the topic you were attempting to recall.

Social ✨: Increase the TN of another character's next Social check made before the end of the scene by 1.

Trade ✨: Reduce the TN of another character's next check made with the same skill before the end of the scene by 1.

Initiative ✨: Use your focus instead of your vigilance when surprised.

Conflict ✨: Increase the TN of another character's next check by 1 if it does not target you.

Conflict ✨+: Increase the TN of the next check a character makes to resist a critical strike before your next turn by 1 per ✨ spent.

Conflict ✨✨: Characters must suffer 2 strife to choose you as the target of Attack/Scheme actions until your next turn.

Any Check ✨: Inflict 2 Strife on another character.

Any Check ✨+: You are impressive and flashy. Additional ✨ spent make you even more noticeable.

Any Check ✨✨: You notice a missing detail not related to your check. At GM discretion you can create an absence in the scene.

Artisan ✨: If you succeed, make an extra copy of an item you are creating.

Scholar ✨: Discern a character's motivations or desires.

Social ✨: Reduce the TN of another character's next Social check by 1.

Trade ✨: Add a kept ■ set to a ✨ result to the next check you make with another skill.

Initiative ✨: Sense if there is an otherworldly being present in the scene.

Conflict ✨: During your next Attack action, ignore one terrain quality of your choice.

Conflict ✨+: During a Support check increase your initiative by 1 per ✨ spent.

Conflict ✨✨: Ignore the effects of one condition you are suffering until the end of your next turn.

Any Check ✨: Name another ring, if your next check uses that ring reduce its TN by 1.

Any Check ✨+: Detect a sign of the supernatural, more ✨ spent reveal a more precise location.

Any Check ✨✨: Gain insight into the nature of the universe or your own heart. At GM Discretion, Reveal an as yet unknown fact about your character that relates to the current situation.

Artisan Skill ✨: Reduce the TN of your next check to use the item you are attuning to by 1.

Scholar Skill ✨: Realize whether or not the angle of inquiry under investigation is worthwhile.

Social Skill ✨: Learn another character's objective.

Trade Skill ✨: Reduce your effects on the environment (and physical traces of your efforts) to a minimum.

Initiative ✨: Assess all terrain qualities in the scene.

Conflict ✨: Remove 1 fatigue

Conflict ✨+: During an Attack action ignore 1 point of physical resistance per ✨ spent.

Conflict ✨✨: Move 1 range band

Any Check ✨: Recover 2 Strife.

Any Check ✨+: You perform the task efficiently.
Additional ✨ spent reduce time and materials needed.

Any Check ✨✨: Spot a physical detail not related to your check or at GM discretion add a (previously unnoticed) area of terrain or mundane item to your location.

Artisan Skill ✨: Add a kept ■ set to a ✨ result to the next Artisan check made this session.

Scholar Skill ✨: Spot a unique or identifying quality, aspect or ability of something you are identifying.

Social Skill ✨: Add a kept ■ set to a ✨ result to your next Social check before the end of the scene.

Trade Skill ✨: When buying an item get a 10% discount.

Basic

Any Check : If you failed, determine the easiest way to accomplish the task you were attempting.

Any Check +: Remove 1 strife you gained from this check for each  spent.

Any Check  : Provide assistance to the next character to attempt a check to accomplish something similar.

Descriptor (Air) : Act precisely, stealthily, or subtly.

Descriptor (Earth) : Act cautiously, calmly, or thoroughly.

Descriptor (Fire) : Act creatively, fearsomely, or noticeably.

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Narrative Detail (Air) : People's strengths and weaknesses, emotions, small details in objects.

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Downtime

Air Check +: Learn a detail about one person in your company per  spent. You can only learn one detail about each person this way in a single downtime scene.

Air Check : Perform your activity without letting others of your choice know what you did.

Earth Check +: Another character in your company may remove 1 strife or fatigue per  spent.

Earth Check : Memorize a small but vital detail from your activity, you can recall it without a check.

Fire Check +: Assist one other character per  spent with their next downtime activity this session.

Fire Check : Energise a fellow character. They may perform a second downtime activity (max 2).

Water Check +: Recover 1 strife or fatigue per  spent.

Water Check : Make a new friend while undertaking your downtime activity.

Void Check +: Reserve 1 or more dropped dice from your check up to you ranks in that skill. Add these dice as a kept die to the next check with the same skill.

Void Check : Have a brief premonition of a possible future event.

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