











General Opportunities

GENERAL EXAMPLES OF ✨	
Any	<p>✨: If you failed, determine the easiest way to accomplish the task you were attempting (skill and approach).</p> <p>✨+: ♻️ Remove 1 strife you gained from this check per ✨ spent this way.</p> <p>✨✨: Provide assistance (see Core Rulebook page 26) to the next character to attempt a check to accomplish something similar.</p>
Air 	<p>✨: Learn another character in the scene's demeanor (if an NPC) and current strife.</p> <p>✨+: Act subtly to attract minimal attention in your efforts. Extra ✨ makes the attempt even subtler.</p> <p>✨✨: Notice an interesting detail about a character in the scene, such as an advantage or disadvantage. At the GM's discretion, you may establish a new detail for an NPC.</p>
Earth 	<p>✨: ♻️ Reassure another character in the scene with your presence, allowing them to remove 2 strife.</p> <p>✨+: Act carefully to minimize consequences of failure or other dangers that could arise from the task. Extra ✨ makes the attempt even safer.</p> <p>✨✨: Suddenly recall an important piece of information not directly related to the task. At the GM's discretion, you may establish a small preparatory action you took earlier, such as bringing along a common useful item.</p>
Fire 	<p>✨: ♻️ Inflare another character in the scene with your presence, causing them to receive 2 strife.</p> <p>✨+: Perform the task in a flashy way, drawing attention to yourself. Extra ✨ attracts even more notice.</p> <p>✨✨: Notice something missing or out of place in the vicinity that is not directly related to the task. At the GM's discretion, you may establish an absence, such as a lack of shoes outside indicating the occupant's absence.</p>
Water 	<p>✨: ♻️ Remove 2 strife from yourself.</p> <p>✨+: Perform the task efficiently, completing it more quickly or saving supplies. Extra Y further reduces the time or materials expended.</p> <p>✨✨: Spot an interesting physical detail present in your environment not directly related to your check. At the GM's discretion, you may establish a piece of terrain (see Core p.267) or a mundane object nearby.</p>
Void 	<p>✨: Choose a ring other than Void. Reduce the TN of your next check by 1 if it uses that ring.</p> <p>✨+: Feel a chill down your spine, notice a sudden silence, or detect another sign of the supernatural if there is a spiritual disturbance in the scene. Extra ✨ gives an increasingly precise location for the supernatural occurrence.</p> <p>✨✨: Gain spiritual insight into the nature of the universe or your own heart. At the GM's discretion, you may establish a fact about your character that has not been previously revealed but relates to the situation.</p>

Conflict and Martial Opportunities

CONFLICT AND MARTIAL SKILLS EXAMPLES OF ✨	
Air 	<p>✨: Add a kept ■ set to an ✨ result to your next <i>Martial skill</i> check.</p> <p>✨+: During a Movement action check, up to 1 <i>range band</i> of any distance you move per ✨ spent this way may be along a vertical surface.</p> <p>✨✨: Increase the TN of the next <i>Martial Arts [Ranged]</i> check targeting you before the start of your next turn by 2.</p>
Earth 	<p>✨: During a Movement action, ignore one <i>terrain quality</i> (see Core p.267) of your choice.</p> <p>✨+: Reduce the severity of the next critical strike you suffer before the start of your next turn by 1 per ✨ spent this way.</p> <p>✨✨: Do not apply one of your disadvantages to checks until the end of your next turn.</p>
Fire 	<p>✨: Choose another character in the scene; increase the TN of the next check they make before the end of their next turn by 1 if it does not include you as a target.</p> <p>✨+: During an Attack action check, increase the TN of the next check the target makes to resist a critical strike they suffer before the start of your next turn by 1 per ✨ spent this way.</p> <p>✨✨: ⚠ Other characters must receive 2 strife to choose you as the target of their Attack and Scheme actions until the start of your next turn.</p>
Water 	<p>✨: 🛑 Remove 1 fatigue.</p> <p>✨+: During an Attack action check, ignore 1 point of target's physical resistance per ✨ spent this way.</p> <p>✨✨: Move 1 range band.</p>
Void 	<p>✨: During the next Attack action check you make before the end of your next turn, ignore one terrain quality (see Core p.267).</p> <p>✨+: During a Support action check, increase your Initiative value by 1 per ✨ spent this way.</p> <p>✨✨: Ignore the effect of one condition you are suffering until the end of your next turn.</p>