Assist

As an Attack, Scheme, and Support action, describe how you are helping one other character at range 0–2 with their next action.	If the GM accepts your suggestion, you provide assistance (Core p26) on the chosen character's next action check. Skilled assistance adds ⬟ while unskilled assistance adds ■.

Calming Breath

As a Support action, you may take a deep breath to calm yourself and recover stamina	If your strife is greater than half your composure, you remove 1 ♋. If your fatigue is greater than half your endurance, you remove 1 fatigue.

Challenge

As a Scheme action, you may make a TN 1 Command check to issue a formal combat challenge targeting one character at range 0–5. You must stake 10 honor and 5 glory upon the challenge, which you forfeit if you sabotage the clash.	If you succeed, the target must choose whether to accept or decline; resolve one of the following:
	❖ If the target accepts, they stake 10 honor and 5 glory, which they forfeit if they take any Attack or Scheme action before the clash. At the end of the round, the clash begins.
	❖ To decline, the target must forfeit glory equal to your ranks in Command plus your bonus successes. Each of their allies with lower glory than you suffers 2 ♋. Then, you gain 1 Void point.
	If you win the clash, each of your foe's allies in the skirmish suffers 3 ♋. If you lose the clash, each of your allies suffers 3 ♋.

Guard

As a Support action using a readied weapon, you may make a TN 1 Tactics check targeting yourself or one other character within the weapon's range.	If you succeed, you guard the target until the beginning of your next turn. Increase the TN of Attack checks against the guarded target by one, plus an additional one per two bonus ◯.

Maneuver

As a Movement action, you may reposition for more distance. Optionally, you may make a TN 2 Fitness check as part of this action.	Move one range band. If you choose to make the Fitness check and you succeed, you may instead move two range bands, plus one additional range band per two bonus ◯.

Prepare Item

As a Support action, you may interact with one item.	Prepare one item for use, ready a weapon in a grip of your choice, or stow an item.

Strike

As an Attack action using one readied weapon, you may make a TN 2 Martial Arts check using the appropriate skill for the weapon, targeting one character within the weapon's range.	If you succeed, you deal physical damage to the target equal to the weapon's base damage plus your bonus successes.
	❂ ❂: If you succeed, you inflict a critical strike on your target with severity equal to your weapon's deadliness.

Unique Actions

As an action, you make a skill check to attempt a task you have described to the GM.	If you succeed, you may use the skill for its narrative effects, for implementing any sample use that can be completed in a single action, or for pursuing another task that the GM deems appropriate.

Wait

As an Attack, Scheme, and Support action, you may declare a non-Movement action you will perform after the occurrence of a specified event before the end of the round.	After the specified event occurs before the end of the round, you may perform the action. You must still use the ring matching your stance for this action. If the specified event does not occur this round, you may perform one action of your choice (other than Wait) at the end of the round.

Afflicted

An Afflicted character's Vigilance counts as 1. When they make a check, after choosing kept dice, the GM may alter one kept ■ to an ✹ ⟲ result. When an Afflicted character becomes Compromised, one of the following effects occurs based on the ring the character last used for a check (see Core p271 for details).

Rituals such as Cleansing Rite (Core p212) and other abilities can remove the Afflicted condition. Every two weeks, an Afflicted character must make a **TN 4 Fitness** or **Meditation** check using any ring. If they fail, remove the Afflicted condition and assign the Shadowlands Taint disadvantage to the ring they used for the check (or to another ring if that ring already has it)

Bleeding

While Bleeding, when a character suffers damage from keeping strife results on dice, the character suffers the same amount of physical damage ignoring their resistances. Each time wounds inflicted this way cause the character to suffer a critical strike, the severity of the critical strike is treated as being equal to the character's current fatigue.

Any character at range 0–1 of a Bleeding character may make a **TN 2 Medicine (Earth) check** as a Support action to remove the Bleeding condition.

Burning

While Burning, after performing an action, the character suffers 3 physical damage ignoring their resistance and 3 strife. If wounds inflicted this way cause the character to suffer a critical strike, its severity is 5.

A character may attempt to smother the flames with a **TN 2 Fitness (Water) check** as a Movement and Support action.

Dazed

While Dazed, a character increases the TN of Attack and Scheme action checks by 2.

At the end of their turn, if the character did not perform an Attack or Scheme action, remove the Dazed condition.

Disoriented

While Disoriented, a character increases the TN of Movement and Support action checks by 2

At the end of their turn, if the character did not perform a Movement or Support action, they remove the Disoriented condition.

Dying

While Dying, a character is hovering on the precipice of life and death for a number of rounds (or an amount of narrative time) specified by the effect that applied the Dying condition. Once the allotted time has passed, the character perishes at the end of their next turn (or after completing one task in a narrative scene). If the Dying condition is removed before then, the character stabilizes and narrowly survives their close brush with death.

Any character at range 0–1 of a Dying character may make a **TN 4 Medicine (Air) check** as a Support action to remove the Dying condition.

Enraged

While Enraged, the character increases the severity of all critical strikes inflicted by and upon the character by 2. The first time an Enraged character kills another character each scene, the Enraged character gains 1 Void point. A character cannot use the rules for Parrying while enraged.

An Enraged character may make a **TN 3 Meditation (Void) check** as a Support action to remove the Enraged condition. Otherwise, the condition is removed at the end of the scene.

Exhausted

After an Exhausted character performs a check the character gains 1 Strife and 1 Fatigue.

After sleeping for six or more hours.

Immobilised

While Immobilized, a character cannot perform Movement actions or otherwise reposition them self during their turn, and they cannot select a different stance during their turn.

At the end of their turn, if the character did not perform a Movement, they remove the Immobilized condition.

Incapacitated

While Incapacitated, a character cannot perform actions that require checks and cannot defend against damage. If an Incapacitated character suffers a critical strike, they suffer the Unconscious condition in addition to any other effects.

The character's wounds are reduced to a value lower than or equal to their resilience.

Intoxicated

While Intoxicated, a character doubles all strife they suffer and doubles all strife they remove.

At the end of each scene, an Intoxicated character may attempt to sober up by making a **TN 3 Fitness (Water) check**; if the character succeeds, remove the Intoxicated condition. A downtime scene spent resting also removes the Intoxicated condition automatically.

Prone

The character is flat on the ground, a character may voluntarily become Prone as a Movement action. A Prone character can move a maximum of 1 range band during their turn. At the GM's discretion, a Prone character is harder to spot at a distance or hit with ranged attack checks (increasing relevant TNs by 1). A Prone character cannot perform actions that require checks.

At the end of their turn, if the characer did not perform a Movement action, they may remove the Prone condition by standing up.

Silenced

The Silenced character increases the TN of their Intrigue action checks, and checks to activate Invocations, Maho and Shuji by 3

At the end of the character's turn, if they did not perform an Intrigue action or make a check requiring speech, remove this condition

Unconscious

An Unconscious character cannot move, perform actions, or otherwise significantly act upon the physical world. An Unconscious character can still make checks to resist effects, but they cannot generally make checks that represent any agency on their part. Increase the severity of any critical strike the character suffers by 10.

Any character at range 0–1 of an Unconscious character may make a TN 3 Medicine (Fire) check as a Support action to remove the Unconscious condition. Characters also generally awaken from Unconsciousness after several hours. If a character is Unconscious but not Incapacitated (such as if they are asleep rather than having been knocked out), they can defend against damage as normal, and generally wake up if they suffer harm, hear a loud noise, or otherwise experience something that would normally wake someone.

ANY

✤: If you failed, determine the easiest way to accomplish the task you were attempting (skill and approach).

✤+: Remove 1 ◉ you gained from this check per ✤ spent this way.

✤ ✤: Provide assistance (Core p26) to the next character to attempt a check to accomplish something similar.

GENERAL

✤: Learn another character in the scene's demeanor (if an NPC) and current ◉.

✤+: Act subtly to attract minimal attention in your efforts. Extra ✤ makes the attempt even subtler.

✤ ✤: 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.

MARTIAL OR CONFLICT

✤: Add a kept ■ set to an ✤ result to your next Martial skill check.

✤+: During a Movement action check, up to 1 range band of any distance you move per ✤ spent this way may be along a vertical surface.

✤ ✤: Increase the TN of the next Martial Arts [Ranged] check targeting you before the start of your next turn by 2.

INITIATIVE

✤: On an Initiative check, assess one foe's weakness. Learn one of their disadvantages of that foe's choice.

OTHER SKILLS

Artisan ✤: If you succeed, add the Resplendent or Subtle quality to an item that you are refining.

Scholar ✤: Learn a something about a character who created or used the item you are studying (such as one of their advantages or disadvantages of the GM's choice that affected their creation or use of the item).

Social ✤: Learn if the honor, glory, or status attribute of a character in the scene is higher, lower, or equal to yours.

Trade ✤: Convince a buyer to pay an additional 10% for an item you are selling.

DOWNTIME

✤+: Learn a detail about one person in your company (such as an advantage or disadvantage of their choice) per ✤ spent this way. You can learn only one detail about each person this way in a single downtime scene.

✤ ✤: Perform your downtime activity without letting one or more others of your choice know that you did.

INVOCATION

✤ ✤+ Choose one additional target per ✤✤ spent this way.

✤+ Treat the maximum range of this technique as 1 higher per ✤ spent this way.

✤ Reduce the TN of the next Movement action check you make by 1. This effect persists until the end of your next turn.

✤ ✤+ If this technique can target characters other than you, choose additional target per ✤✤ spent this way.

✤ ✤+ If this technique targets all characters in an area, choose 1 character in range to exclude as a target per ✤ ✤ spent this way.

�֍ EARTH ⛰

ANY

�֍: If you failed, determine the easiest way to accomplish the task you were attempting (skill and approach).

�֍+: Remove 1 ᘯ you gained from this check per ✖ spent this way.

✖ ✖: Provide assistance (Core p26) to the next character to attempt a check to accomplish something similar.

GENERAL

✖: Reassure another character in the scene with your presence, allowing them to remove 2 ᘯ.

✖+: Act carefully to minimize consequences of failure or other dangers that could arise from the task. Extra ✖ makes the attempt even safer.

✖ ✖: 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.

MARTIAL OR CONFLICT

✖: During a Movement action, ignore one terrain quality (Core p267) of your choice.

✖+: Reduce the severity of the next critical strike you suffer before the start of your next turn by 1 per ✖ spent this way.

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

INITIATIVE

✖: On an Initiative check, choose another character's disadvantage you know. They do not apply that disadvantage to their checks this scene.

OTHER SKILLS

Artisan ✖: If you succeed, add the Durable quality to an item that you are restoring.

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

Social ✖: Increase the TN of the next Social check another character makes before the end of the scene by 1.

Trade ✖: Reduce the TN of the next check another character makes with the same skill before the end of the scene by 1.

DOWNTIME

✖+: Another character in your company may remove 1 ᘯ or fatigue per ✖ spent this way.

✖ ✖: Memorize a small but vital detail from to your activity; you can recall it later without a check.

INVOCATION

✖ Increase your physical resistance by 1. This effect persists until the end of the beginning of your next turn.

✖+ If this technique can target characters other than you, choose additional target per ✖ spent this way.

✖+ Treat the maximum range of this technique as 1 higher per ✖ spent this way.

✖ This effect inflicts physical damage instead of supernatural damage.

✖ The damage inflicted by this technique has the Sacred quality (Core p241).

ANY

✳: If you failed, determine the easiest way to accomplish the task you were attempting (skill and approach).

✳+: Remove 1 🌀 you gained from this check per ✳ spent this way.

✳ ✳: Provide assistance (Core p26) to the next character to attempt a check to accomplish something similar.

GENERAL

✳: Inflame another character in the scene with your presence, causing them to receive 2 🌀.

✳+: Perform the task in a flashy way, drawing attention to yourself. Extra ✳ attracts even more notice.

✳ ✳: 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.

MARTIAL OR CONFLICT

✳: 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.

✳+: 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.

✳ ✳: Other characters must receive 2 🌀 to choose you as the target of their Attack and Scheme actions until the start of your next turn.

INITIATIVE

✳: On an Initiative check, use your focus instead of your vigilance for your initiative when surprised.

OTHER SKILLS

Artisan ✳: If you succeed, make one additional copy of the item you are creating.

Scholar ✳: Extrapolate the motivations or desires of another character in the scene or wider situation.

Social ✳: Reduce the TN of the next Social check another character makes before the end of the scene by 1.

Trade ✳: Unusual inspiration strikes; add a kept ■ set to an ✳ result to the next check you make with another skill.

DOWNTIME

✳+: Assist one other character per ✳ spent this way with their next downtime activity check this session.

✳ ✳: Energize another character in your company with your efforts; they may perform 1 additional downtime action this downtime (to a maximum of 2).

INVOCATIONS

✳+ Treat the maximum range of this technique as 1 higher per ✳ spent this way.

✳+ If this technique can target characters other than you, choose additional target per ✳ spent this way.

✳ Reduce the TN of the next Attack action check you make by 1. This effect persists until the end of your next turn.

✳+ Increase the TN of checks to resist this effect by 1 per ✳ spent this way.

✳ ✳+ One target per ✳✳ spent this way must resist with a TN 3 Fitness check (Air 4, Water 1) or suffer the Burning condition.

ANY
❇: If you failed, determine the easiest way to accomplish the task you were attempting (skill and approach).

❇+: Remove 1 ꩜ you gained from this check per ❇ spent this way.

❇ ❇: Provide assistance (Core p26) to the next character to attempt a check to accomplish something similar.

GENERAL
❇: Remove 2 ꩜ from yourself.

❇+: Perform the task efficiently, completing it more quickly or saving supplies. Extra ❇ further reduces the time or materials expended.

❇ ❇: 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 (Core p267) or a mundane object nearby.

MARTIAL AND CONFLICT
❇: Remove 1 fatigue.

❇+: During an Attack action check, ignore 1 point of target's physical resistance per ❇ spent this way.

❇ ❇: Move 1 range band.

INITIATIVE
❇: On an Initiative check, assess the qualities of all terrain in the scene (Core p267).

OTHER SKILLS
Artisan ❇: Add a kept ■ set to an ❇ result to the next Artisan skill check you make before the end of the game session.

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

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

Trade ❇: Convince a seller to give you an additional 10% discount for an item you are buying.

DOWNTIME
❇+: Remove 1 ꩜ or fatigue per ❇ spent this way.

❇ ❇: Make a new friend while undertaking your downtime activity.

INVOCATIONS
❇ Increase your supernatural resistance by 1 until the end of your next turn.

❇+ If this technique can target characters other than you, choose additional target per ❇ spent this way.

❇ ❇+ Treat the maximum or minimum range of this technique as 1 higher or lower per ❇❇ spent this way.

❇ ❇ Remove 1 fatigue from the target or yourself.

❇ Reduce the TN of the next Support action check you make by 1. This effect persists until the end of your next turn.

ANY

✿: If you failed, determine the easiest way to accomplish the task you were attempting (skill and approach).

✿+: Remove 1 ⟳ you gained from this check per ✿ spent this way.

✿ ✿: Provide assistance (Core p26) to the next character to attempt a check to accomplish something similar.

GENERAL

✿: Choose a ring other than Void. Reduce the TN of your next check by 1 if it uses that ring.

✿+: 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.

✿ ✿: 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.

MARTIAL AND CONFLICT

✿: During the next Attack action check you make before the end of your next turn, ignore one terrain quality (Core p267) of your choice.

✿+: During a Support action check, increase your Initiative value by 1 per ✿ spent this way.

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

INITIATIVE

✿: On an Initiative check, sense if there is an Otherworldly being in the scene.

OTHER SKILLS

Artisan ✿: Reduce the TN of the next check you make using the item you are attuning yourself to by 1.

Scholar ✿: Intuit whether you can learn anything of value from your current course of inquiry.

Social ✿: Discern the objective of another character in the scene.

Trade ✿: Reduce any effect you have on your environment (and physical traces of your efforts) to a minimum.

DOWNTIME

✿+: Reserve 1 dropped die from your check, to a maximum of your ranks in the skill you used. Add that die to your next check with the same skill as a kept die instead of rolling it.

✿ ✿: Have a brief premonition of a possible future event while undertaking your downtime activity.