

## Partial Success

- **Success with Personal Cost:** the Observer assigns 1 Stress or Trauma, or places you in a position where you'll surely receive one if luck does not favour you. You may even lose something important to you in the moment. You otherwise achieve what you set out to do.
- **A Delayed Response:** the Observer carries on as if no roll occurred. You did succeed, but in a subtle, imperceptible way and one that will have unintended consequences.
- **Stunned to Inaction:** Every character nearby must take a moment to process what happened. You did not succeed as intended, but what happened may be useful later. If your goal was to seize attention or to actually stun a character, the opposite happens: they are too wrapped in their own space to notice or care.
- **A Whirlwind of Hazy Confusion:** While you succeeded, the result catches every character nearby off-guard and they will assume you failed the action. You know you made your explosive elixir perfectly fine, but everyone may assume you're set to murder them, or they laugh your ego away.
- **All On Guard:** While you succeeded, every character nearby becomes defensive and wary. People may question if they were just told a truth or a convenient lie, or maybe they go to check the cookie-jar you swear you didn't raid.

## Breakthrough Success

- **A Wound Soothed:** You immediately recover one Stress or Trauma, or receive the reagents to do just that. If you gain reagents, you may use a Close the Wounds Downtime Action without a roll. The Observer determines which is most appropriate and engaging for the situation.
- **Demons to Rest:** The world around you seems that much brighter and safer. While there is no clear benefit, the mood and landscape has changed for the better. Describe this change to the Observer. Good fortune may be around the corner, after all.
- **Roused to Action:** Inspiration strikes the party as they rush to congratulate you. For the next roll only, the player who takes that roll may add a +1 modifier in addition to other modifiers. You may add this +1 to the Promise of Home Move.

- **Walk With Wayward Gods:** Besides your regular success, a flash of divine inspiration strikes you. A patron god may speak to you directly, or a spirit may grant you a token of ethereal approval. Describe its effects to the Observer. The Observer must approve the effect, and may suggest an alternative if the effect is inappropriate for any reason.
- **Home on the Horizon:** Your ideals of a new home flood into your mind and renew your spirit and body, and swell you with radical ideas and grand dreams. You may recover 2 Stress or 1 Stress and Trauma. Describe to the Observer how this looks. You may only take this action after succeeding a Promise of Home roll.

## Downtime Action - Flood of Recollection

- **Matters of Perspective:** The character gains insight from reconstructing the event from another perspective. The Observer notes what another character may have been feeling in that scenario. If the insight helps the character gain closure over any Stress or Trauma from the event, recover one Stress. The Observer must agree this closure was beneficial.
- **Sift the Wreckage:** A character may either seclude themselves or go to a place of respite and rethink to how they lost their original home. You may expand on how you lost your home, and the Observer may offer their thoughts as well. You can choose to agree or disagree with it. Once you expand on your loss, the Observer gives you insight into your current situation.
- **In Spite of Your Shadow:** The Observer takes a short role of your character's probable fears and doubts, and speaks a line or two about their perspective. This may or may not be true to what your character fears or is doubting. What the Observer notes must be insightful, but not actively malicious. The Observer should also take pains to avoid striking the players' real-world fears and doubts if possible.
- **For Want of A Nail:** The Observer describes the factors that lead up to the event in question. Your character notices something either out of place or a factor that could have changed the outcome. You must expand on this and describe it to the Observer. The Observer, if they agree, must then tell you how this gives you insight to the problem.