

Water

Approach: Adapt, survey, charm, shift, exchange

Narrative Descriptions: Act efficiently, flexibly, or gregariously

The Water Ring represents an adaptable, powerful, and perceptive personality. The approach is balanced and reversible, as the character works to achieve results without overextending themselves or underperforming. A character with a high Water Ring value is naturally affable, physically flexible, observant, and easygoing.

GENERAL EXAMPLES OF ✨ (CORE P. 328)

- ✨ : If You failed, determine the easiest way to accomplish the task you were attempting (skill and approach).
- ✨+ : Remove 1 strife you gained from this check per ✨ spent this way.
- ✨ ✨ : Provide assistance (See Core Rulebook page 26) to the next character attempting a check to accomplish something similar.
- ✨ : Remove 2 strife from yourself.
- ✨+ : Perform the task efficiently, completing it more quickly or saving supplies. Extra Y 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 (See page 267) or a mundane object nearby.



INITIATIVE CHECK ✨ (CORE P. 329)

- ✨ : On an Initiative check, assess the qualities of all terrain in the scene (See page 267).

CONFLICT AND MARTIAL SKILLS ✨ (CORE P. 328)

- ✨ : Remove 1 fatigue.
- ✨+ : During an Attack action check, ignore 1 point of target's physical resistance per Y spent this way.
- ✨ ✨ : Move 1 range band.

OTHER SKILL EXAMPLES OF ✨ (CORE P. 328)

- Artisan ✨ : Add a kept  set to an Y 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 Y 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 CHECK EXAMPLES OF ✨ (CORE P. 328)

- ✨+ : Remove 1 strife or fatigue per ✨ spent this way.
- ✨ ✨ : Make a new friend while undertaking your downtime activity.

OPPORTUNITY IN NEGOTIATIONS (COURTS OF STONE P. 132)

- ✨ ✨ : You break the tension with a well-timed joke or clever comment; you may ask one personal question of a character in the scene with a different social objective. The question must be unrelated to the subject of the negotiations. If the character answers honestly, they gain 1 momentum point toward their current objective and may ask You a personal question in turn. If they do, you gain 1 momentum point toward Your current objective.

OPPORTUNITY IN ROMANCE (COURTS OF STONE P. 132)

- ✨ ✨ : Your interaction is pleasant enough that your intended, not You, suggests another meeting within the next day or two. They offer You several options for the next time You and they spend personal time together; choose whichever You like the best, and don't be late.

OPPORTUNITY IN ESPIONAGE (COURTS OF STONE P. 133)

- ✨ : You observe a clue or hint that indicates to You that information about your target or goal might also be found elsewhere. The GM reveals another viable avenue for espionage on the same subject, unrelated to your current operation.

OPPORTUNITY IN THE SHADOWLANDS (SHADOWLANDS P. 107)

- ✨ ✨+ : By luck or careful scavenging, you are able to find a useful item not yet corrupted by the Shadowlands. Such items have a maximum rarity of 3, plus 1 for each additional ✨ ✨ spent. The GM should modify this depending on the exact nature of the item as well.

OPPORTUNITY AGAINST TAINTED THREATS (SHADOWLANDS P. 131)

- ✨ : You adapt Yourself to better fight the corrupted power before you, once before the end of current the game session. You may either reduce the TN of a check to resist a Tainted power (such as a maho technique) assailing you by 1 or increase the TN of another character's check to target or affect You with such a power by 1.3.

OPPORTUNITY WHILE TAINTED (SHADOWLANDS P. 131)

- ✨ ✨ : You briefly become fluid in mind or body, shaking off disorientation or even injury. You remove one of the following conditions: Dazed, Disoriented, Immobilized, Intoxicated, Lightly Wounded, or Prone.

OPPORTUNITY IN MASS BATTLES (FIELDS OF VICTORY P. 138)

- ✨+ : Choose an allied leader other than yourself. Reduce the TN of that leader's next check for a Movement action by 1 per ✨ spent this way.
- ✨ ✨ : Choose an enemy leader. That leader's cohort cannot perform Movement actions until the beginning of your next turn.

OPPORTUNITY IN CONTESTED TERRITORY (FIELDS OF VICTORY P. 139)

- ✨ ✨+ : Your charm wins over even enemies. For each ✨ ✨ spent, one hostile character within the scene becomes friendlier toward you. What exactly that means depends on context—it may defuse an imminent conflict, or encourage Your foes to try to take You alive, but it won't stop bloodshed altogether once blades have been drawn.
- ✨ ✨ : With cunning, you flow smoothly from one conclusion to the next; you learn of one key feature, fortification, or terrain quality present in the surrounding area, and whether or not enemies have passed through recently.



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

STANCE EFFECT: During your turn, you may perform one additional action that does not require a check. This action cannot share a type with another action You perform this turn.