

An asset by Samuel Rondón
for the *Ironsworn* role-playing game system
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RITUAL



HYDROKINESIS

- When you manipulate a pool of water (such as changing its flow, form it into shapes, freeze it, alter its color or opacity, or turning it into a whirlpool that inflicts 2 harm), roll +wits. On a strong hit, take both. On a weak hit, take one.
 - Take +2 momentum.
 - Add +1 on your next move (not a progress move).
- As above, and you may also *Enter the Fray* +wits by creating a sphere of fog. If you are in combat within it, you may thicken it for a brief time when making any physical move. If you do, reroll any dice, but count a weak hit as a miss.
- When you perform this ritual, add +1 and take +1 momentum on a hit.

**IRONSWORN
SYSTEM**



RITUAL