

Sight and its Discontents

Sight, the basic ability that a practitioner unlocks once awakening. Sight has many usages, with each individual's sight being slightly different; some may see connections, others harm, others chemical composition, spirits, so on and so forth. Due to this, sight can be a difficult ability to aptly describe and convey information with. For instance, if a player's sight notices variable differences in moisture due to being an Elementalist that focuses on water, while interesting it may be difficult to describe certain concepts via pure narrative. Below is a suggested solution to bridging the narrative mechanical gap that exists with sight.

Before mechanics are spoken of the main thing a GM and Player should do is come up with the purely narrative details for their sight. A good way to do so is to follow the **Style Guide** below, which keeps track of the players Sight and the features under others Sight. Most of the information below is for GM usage of sight but the theme listed in the guide along with the practice will shape how the player is seen under sight as well as how they will see the world through sight. Certainly there are other influences such as what is said during the awakening, but the idea is this is where the concept is centralized, until sight grows and evolves along with the practitioner.

Style Guide

Type	Innocent/Aware/Practitioner/Other [Fae, Goblin, Ghoul etc]
Connections	Number and Quality of connections
Visual Features	Noteworthy features, such as mask used in awakening, implement, etc
Practice	Main Practice or none. Field, Row, Column stated
Themes	Keywords that other people can invoke when visualizing the character

Example Guide

Ramona 'Water Witch' Fowler

Type	Practitioner
Connections	Few but strong connections to innocent and Patron
Visual Features	Form is fluid with the notable features being the blue gems for eyes and the liquid crown floating above her head.
Practice	Elemental (Visceral x Conjure)
Themes	Water, Flowing, Blue, Pressure, Vastness, Cold, or Motion

Sight at base level does a few things for the player, first things first the GM will describe the scene using the themes, as above, decided via the player and GM through the awakening ritual. After the description the player will have a series of questions that they may ask, some may be unavailable or require spending scraps of knowledge or intel to gain information of the scene. Specialized questions may exist for specialized sight and for practiced sight.

As an action, whatever that looks like in the system or style of game that is being run, the player chooses one of the questions below and it is asked. Either through narrative timing or through action economy, the player may ask an additional question. Importantly, the question is chosen when sight is used, as this may help guide the GM with an adequate description, either in or out of character. While a player may use Sight for prolonged periods of time and ask every question in their repertoire, it is important to recognize that after the two questions, all other questions should give diminishing returns on information, unless the player is actively doing something to further the narrative; basically don't let a player sit down and look at the magic door for 15 minutes.

General Sight

- What is being concealed?
- Are there any hidden dangers?
- What is relevant?
- What is my best way in or out?
- What is happening?
- What sort of Other is this?
- What seems to be the biggest threat?

The Questions above are general and should be something that is accessible to most if not all practitioners. These questions should be answered truthfully but something to keep in mind when answering these questions is the practitioners Field, Row, and Column, giving less information possibly nothing if outside of the players expertise. While the questions must be answered truthfully that does not mean all information must be given to the player, spending scraps of knowledge, or other resources may cause more information to be revealed to be more pointed or reveal something that otherwise wouldnt be revealed.

Spirit Sight

- What kind of Spirit is this?
- What is the Spirit's name or title?
- What does the Spirit think of me?

Connection Sight

- What is the Quality of the Connections or specific Connections?
- How many connections are there and What do they connect to?
- Am I familiar with any of these Connections?

Water Sight

- Where is all the moisture concentrated?
- What do differences in moisture represent, in this situation?
- How does the ebb and flow of the moisture relate to the larger task at hand?

Material Sight

- What is the composition of the item I am looking at?
- Should an item of this chemical composition be here?
- Are there any obvious vulnerabilities due to composition?

Above are several examples of supplemental Questions that a player may have due to differing sight. Furthermore, Some of the questions provided may replace the general questions. These questions are created via Player and GM figuring out what the most thematic elements to sight may be and what questions while helpful feel the most appropriate for the character.

Water Witch Sight

- What is being concealed?
- Are there any hidden dangers?
- What seems vulnerable to me?
- Where is all the moisture concentrated?
- What do differences in moisture represent, in this situation?
- How does the ebb and flow of the moisture relate to the larger task at hand?
- Is the moisture connected to any previous times I've used sight?

Training Sight

As a downtime action a player may choose to train their Sight. Doing so allows one of three things: Adding an additional question that can be asked, adding an asterisk to one of the questions, treating that question as if low level Clues was used in conjunction with sight, or remove a question from their sight, permanently, but when using sight the next time become able to ask an additional question.

Training is available as long as the GM wants it to be. It is recommended that training be accessible only once an arc or plot beat in order to avoid lists of questions that grow too large. Overall, this should only be an option if the narrative is continuing and not stalling.