

ESTE'S GUIDE TO DIVINE MAGIC



General Magic Info

One good guideline for magic, however, is that accomplishing something through the use of magic should rarely be as easy as accomplishing the same task by using the skill designed for it. Magic can be a generalist skill, but it shouldn't be a way to master everything.

Magic is more taxing than other activities in one other respect. **When your character casts a spell that requires a check (whether or not the check succeeds), they suffer 2 strain after resolving the check.** This limit keeps magic-using characters from using magic indiscriminately. Note that magic-using characters only suffer strain when they need to make a check to cast a spell, so minor and narrative spell effects do not impose this penalty.

Generally, magic also has unique requirements for use. The character may have to make certain gestures, say specific words, or just spend a few precious moments focusing on the spell. If your character can't do that, casting the spell becomes harder. See **Table III.2-3: Penalties When Casting Spells**, on the previous page, for some conditions that may make it harder for a character to cast a spell.

Magic can also be risky, and casting it can come with consequences. **Table III.2-4: Spending ☞ and ☞ on Magic Skill Checks** lays out some of the consequences, and the ☞ and ☞ needed to trigger them. You may note that the consequences tend to be worse than the consequences characters normally suffer for ☞ and ☞. We did that deliberately, as a balance for magic's power and flexibility. After all, with great power comes the occasional risk of turning yourself into a toad.

TABLE III.2-3: PENALTIES WHEN CASTING SPELLS

CONDITION	PENALTY
The character does not have at least one free hand.	+ ■
The character is gagged, silenced, or otherwise unable to speak.	+ ■ ■
The character is wearing heavy armor that might hamper their gestures (armor with +2 soak or more), or carrying a shield. This could also include other restrictive outfits, at your discretion.	+ ■
The character is in circumstances that interfere with their ability to concentrate, such as trying to cast while swimming or hanging from a rope, being buffeted by a sandstorm, or casting a spell that doesn't target the person they're fighting in hand-to-hand combat.	Upgrade the difficulty once (or more at your GM's discretion).

TABLE III.2-4: SPENDING ☞ AND ☞ ON MAGIC SKILL CHECKS

COST	RESULT OPTIONS
☞ or ☞	The magical energies exhaust the character, and they suffer 2 strain or 1 wound (controlling player's choice). This character and all allied spellcasters in the encounter add ■ to any attempts to cast spells until the end of the controlling player's next turn.
☞ ☞ or ☞	The spell doesn't take effect until the start of the next round, or after a minute in narrative gameplay. If the character is using a magical item, it becomes damaged one step (see Table I.5-4: Repairing Gear , on page 89). Until the end of the encounter, enemy spellcasters add ■ when casting a spell that targets this character.
☞ ☞ or ☞	The spell is slightly more powerful than expected. One character of the GM's choice is targeted or otherwise affected by the spell as well. All other spellcasters and creatures attuned to magical energies within a day's travel become aware of the character (and depending on their disposition, may be very interested in finding them and doing them harm).
☞	The character overexerts themselves or loses their magical connection and is unable to cast spells for the rest of the encounter or scene. The GM picks the target of the character's spell. If the caster is an NPC, the controlling player picks the target of the spell instead.
☞ ☞	The character completely lose control of their magical energies or draws the ire of their deity, suffering one Critical Injury (at the GM's discretion, this may instead take the form of some of terrible or hilarious misfortune, such as temporarily being turned into a small woodland creature, being struck by lightning on a clear day, swapping bodies with someone else in the encounter for the remainder of the day, or summoning an avatar of divine or infernal wrath). If the character is using a magical item, it is completely destroyed.

ATTACK

Attack is for when the caster wishes to do any amount of damage to a target. The Attack spell requires a target at Short range. Not "within" or "at least", specifically at Short range and follows all the normal rules for a combat check. This means mechanics such as Defense and ranks in the Adversary talent apply.

Many spell customizations add an Item Quality to the attack such as Blast or Auto-fire. These qualities must be triggered with the appropriate amount of **A** and follow the normal rules for that quality just as if they were qualities on a normal weapon.

Increase Range: All Attack spells can have their range extended by one range band by increasing the difficulty of the attack by ♦ per additional range band.

Close Combat: All Attack spells can be used at Engaged range by increasing the difficulty of the attack by ♦.

DIVINE

SMITE

Difficulty: ♦

Qualities: None

Additional Effects: None

The sky opens and a single column of light shines on to the target, racking them with pain.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡.

SPHERE OF DESTRUCTION

Difficulty: ♦♦

Qualities: Blast

Additional Effects: Blast

When the spell is cast, a sphere appears on the target and expands to consume everything it can.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. This attack also has a Blast rating equal to the caster's Divine Knowledge skill.

CHAINS OF SIN

Difficulty: ♦♦

Qualities: Ensnare

Additional Effects: Ice

White glowing chains appear around the legs of the target, squeezing and restricting them.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. This attack also has an Ensnare rating equal to the caster's Divine Knowledge skill.

RIGHTEOUS SWORD

Difficulty: ♦♦

Qualities: Vicious

Additional Effects: Deadly

A flaming sword appears in the hand of the caster and swings an arc of fire toward the target.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. This attack also gains a Critical Rating of 2 and has a Vicious rating equal to the caster's Divine Knowledge skill.

THE CALL OF THOR

Difficulty: ♦♦

Qualities: Auto-fire, Stun

Additional Effects: Lightning

Bolts of lightning strike from the sky (or ceiling if inside) to the target.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. This attack also has a Stun rating is equal to the character's Knowledge skill. If the caster wishes to use the Auto-fire quality of this attack the difficulty must be increased by ♦ per the rules of Auto-fire.

WRATH

Difficulty: ♦♦

Additional Effects: Holy/Unholy

The caster calls down (or up) the wrath of their deity to smite the target with divine power.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. If the target represents the antithesis of the caster's deity (determined by GM) then the target will suffer 1 additional damage for each ⚡.

AXE OF PERUN

Difficulty: ♦♦♦

Qualities: Sunder, Pierce

Additional Effects: Poison

Hundreds of tiny, razor thin tendrils of crackling energy shoot from the caster's fingertips.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. This attack also has a Pierce rating equal to the caster's Divine Knowledge skill.

VENGEANCE OF MJOLNIR

Difficulty: ♦♦♦

Additional Effects: Empowered

A visage of a giant blacksmith's hammer appears in front of the target. The hammer swings at them, leaving a trail of lighting in the air.

If the spell is successful, the target is hit for damage equal to twice the caster's spell skill base characteristic plus 1 for each ⚡.

BASMU'S STRIKE

Difficulty: ◆◆◆

Additional Effects: Poison

Ephemeral snakes shoot from the palm of the caster and strike at the target.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ✨. If the attack deals damage, the target must immediately make a **Hard (◆◆◆) Resilience check** or suffer wounds equal to the caster's Divine Knowledge skill ranks, and strain equal to the caster's Divine Knowledge skill ranks. This counts as a poison.

THE HANDS OF HEL

Difficulty: ◆◆◆

Qualities: Burn, Ensnare

Additional Effects: Fire, Ice

Fiery hands reach from ground to grab the target, burning and holding them in place.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ✨. This attack also has Ensnare and Burn ratings equal to the caster's Divine Knowledge skill.

TABLE III.2—5: MAGIC ATTACK ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Blast: The attack gains the Blast quality with a rating equal to your character's ranks in Knowledge.	+◆
Close Combat: May select a target engaged with your character.	+◆
Deadly: The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the character's ranks in Knowledge.	+◆
Fire: The attack gains the Burn quality with a rating equal to your character's ranks in Knowledge.	+◆
Holy/Unholy (Divine Only): When dealing damage to a target that the GM determines is the antithesis of the character's faith or deity (such as a priest of a god of life attacking an undead zombie), each ✨ deals +2 damage, instead of +1.	+◆
Ice: The attack gains the Ensnare quality with a rating equal to the character's ranks in Knowledge.	+◆
Impact: The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in Knowledge.	+◆
Lightning: The attack gains the Stun quality with a rating equal to the character's ranks in Knowledge. The attack also gains the Auto-fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.)	+◆
Manipulative (Arcana Only): If the attack hits, you may spend A to move the target up to one range band in any direction.	+◆
Non-Lethal (Primal Only): The attack gains the Stun Damage quality.	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Destructive: The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the character's ranks in Knowledge.	+◆◆
Empowered: The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.	+◆◆
Poisonous: If the attack deals damage, the target must immediately make a Hard (◆◆◆) Resilience check or suffer wounds equal to the character's ranks in Knowledge, and strain equal to the character's ranks in Knowledge. This counts as a poison.	+◆◆

AUGMENT

The Augment spell is for when the caster wishes to improve a target. When casting the Augment spell, a magic user chooses a target which is either themselves or someone else at Engaged range. The spell will last until the end of the caster *next* turn. This means the spell lasts for at least two turns if the caster does nothing extra. However, if they perform the Concentration maneuver before their next turn ends then the effect is extended until the end of their next turn after performing the maneuver. Only Divine or Primal casters are able cast the Augment spell. Lastly, a character can only be affected by one Augment spell at a time.

Increase Range: All Augment spells can have their range extended by one range band by increasing the difficulty of the spell by ♦ per additional range band.

Additional Target: Increase the difficulty of the spell by ♦♦. The spell then affects one additional target within range of the spell. In addition, you may spend Ⓐ to affect one additional target per Ⓐ spent.

DIVINE

BLESS

Difficulty: ♦♦

Additional Effects: None

The caster chants a tiny blessing, beseeching their deity or power to aid the target.

If the spell is successful, the target adds ♦ to all skill checks they make.

BLESSING OF AIR

Difficulty: ♦♦♦

Additional Effects: Divine Health

The skin of the target takes on a slight golden hue, shimmering slightly in direct light. Physical blows to the target find they require more force to cause harm.

If the spell is successful, the target adds ♦ to all skill checks they make. Additionally, the target increases their wound threshold by an amount equal to the caster's Divine Knowledge skill.

BOOTS OF MERCURY

Difficulty: ♦♦♦

Additional Effects: Haste

Tiny wings appear on the feet of the target and they feel a lightness in their body pushing them to run as much as they can.

If the spell is successful, the target adds ♦ to all skill checks they make. Additionally, the target may perform a second maneuver without suffering strain, but is still limited to two maneuvers per turn.

CLOAK OF HERMES

Difficulty: ♦♦♦

Additional Effects: Swift

An ephemeral cloak envelopes the target and they feel lighter and faster.

If the spell is successful, the target adds ♦ to all skill checks they make. Additionally, the target ignores the effects of difficult terrain and cannot be immobilized.

TABLE III.2—6: AUGMENT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Divine Health (Divine Only): The target increases their wound threshold by a value equal to the character's ranks in Knowledge for the duration of the spell.	+ ♦
Haste: Targets affected by the spell can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).	+ ♦
Primal Fury (Primal Only): The target adds damage equal to the character's ranks in Knowledge to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3.	+ ♦
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Swift: Targets affected by the spell ignore the effects of difficult terrain and cannot be immobilized.	+ ♦
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend Ⓐ to affect one additional target within range of the spell (and may trigger this multiple times, spending Ⓐ each time).	+ ♦♦

BARRIER

The Barrier spell is for when the caster wishes to protect themselves or friends from physical or magical harm. When casting the Barrier spell, a magic user chooses a target which is either themselves or someone else at Engaged range. The spell will last until the end of the caster *next* turn. This means the spell lasts for at least two turns if the caster does nothing extra. However, if they perform the Concentration maneuver before their next turn ends then the effect is extended until the end of their next turn after performing the maneuver. Only Arcana or Divine casters are able cast the Barrier spell.

Increase Range: All Barrier spells can have their range extended by one range band by increasing the difficulty of the spell by ♦ per additional range band.

Additional Target: Increase the difficulty of the spell by ♦. The spell then affects one additional target within range of the spell. In addition, you may spend A to affect one additional target per A spent.

DIVINE

CHANT OF THE NINE HANDS SEAL

Difficulty: ♦

Additional Effects: None

The caster melodically chants the nine sacred syllables while performing the nine sacred hand forms. The target then becomes protected by the Guardian of the North.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ⚡ beyond the first ⚡ they further reduce the damage by one.

THE EMBRACE OF DURGA

Difficulty: ♦♦♦

Additional Effects: Add Defense

A shimmering, translucent eight armed figure appears and embraces the target, blocking and absorbing incoming attacks.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ⚡ beyond the first ⚡ they further reduce the damage by one. Additionally, the target gains ranged and melee defense equal to the caster's ranks in their Divine Knowledge skill.

CROWN OF SOTERIA

Difficulty: ♦♦♦

Additional Effects: Empowered

A crown of laurel appears on the head of the target. This divine marking informs all minor spirits and gods that the target must be protected.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ⚡ they further reduce the damage by one.

CIRCLE OF SALT

Difficulty: ♦♦♦

Additional Effects: Sanctuary

A swirling ring of consecrated salt surrounds the target protecting them from unholy abominations.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ⚡ they further reduce the damage by one. Additionally, opponents that the GM determines are the antithesis of the character's deity or power automatically disengage from the target and may not engage while the spell is active.

TABLE III.2-7: BARRIER ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend A to affect one additional target within range of the spell (and may trigger this multiple times, spending A each time).	+ ♦
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Add Defense: Each affected target gains ranged and melee defense equal to your ranks in Knowledge.	+ ♦ ♦
Empowered: The barrier reduces damage equal to the number of uncanceled ⚡ instead of the normal effect.	+ ♦ ♦
Reflection (Arcana Only): If an opponent makes a magic attack against an affected target and generates ⚡ ⚡ ⚡ or ⚡ on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.	+ ♦ ♦
Sanctuary (Divine Only): Opponents the GM determines are the antithesis of the character's faith or deity automatically disengage from affected targets, and may not engage them for the duration of the spell.	+ ♦ ♦

CURSE

The Curse spell is for when the caster wishes to cause a target general harm, but not directly damage them. When casting the Curse spell, a magic user chooses a target at Short or Engaged range. The spell will last until the end of the caster *next* turn. This means the spell lasts for at least two turns if the caster does nothing extra. However, if they perform the Concentration maneuver before their next turn ends then the effect is extended until the end of their next turn after performing the maneuver. Only Arcana or Divine casters are able cast the Curse spell.

Increase Range: All Curse spells can have their range extended by one range band by increasing the difficulty of the attack by ♦ per additional range band.

Additional Target: Increase the difficulty of the spell by ♦. The spell then affects one additional target within range of the spell. In addition, you may spend ⚡ to affect one additional target per ⚡ spent.

DIVINE

LOCUSTS

Difficulty: ♦♦

Additional Effects: None

Locusts swarm around the target, distracting them from any task they attempt.

If the spell is successful, the target removes ♦ from all skill checks they make.

THE CHAIN OF ZEUS

Difficulty: ♦♦♦

Additional Effects: Enervate

The target feels as if they have been chained to a rock and their liver is being eaten by a bird.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, if the target suffers strain for any reason, they suffer 1 additional strain.

VENGEANCE OF THE FURIES

Difficulty: ♦♦♦

Additional Effects: Misfortune

The target is suddenly struck by deep feelings of guilt and remorse induced by a song that only they can hear.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, after the target makes a check you may change one ■ to a face displaying ✖.

PAIN OF BABALŪ-AYE

Difficulty: ♦♦♦♦

Additional Effects: Despair

The target's develops painful sores over all of their skin and inside their mouth.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, the target's strain and wound thresholds are reduced by an amount equal to the caster's Divine Knowledge skill. This spell customization cannot use the Additional Target effect.

CADEUCUS OF IRIS

Difficulty: ♦♦♦♦♦

Additional Effects: Paralyzed

Two spectral winged snakes burst from the ground, writhing and entangling themselves together around the target.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, the target is staggered (cannot perform actions) for the duration of the spell. This spell customization cannot use the Additional Target modification.

DRAIN TONALI

Difficulty: ♦♦♦♦

Additional Effects: Enervate, Despair

The target feels the heat of their body get pulled out through their chest causing them to feel tired and weak.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, the target's strain and wound thresholds are reduced by an amount equal to the caster's Divine Knowledge skill and if the target suffers strain for any reason, they suffer 1 additional strain. This spell customization cannot use the Additional Target effect.

TABLE III.2—9: CURSE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Enervate: If a target suffers strain for any reason, they suffer 1 additional strain.	+ ♦
Misfortune: After the target makes a check, you may change one ■ to a face displaying a ✖.	+ ♦
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚡ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚡ each time).	+ ♦♦
Despair (Divine Only): The target's strain and wound thresholds are reduced by an amount equal to the character's ranks in Knowledge. This effect may not be combined with the additional target effect.	+ ♦♦
Doom (Arcana Only): After a target makes a check, you may change any one die in the pool not displaying a ☉ or ☿ to a different face.	+ ♦♦
Paralyzed: The target is staggered for the duration of the spell. This affect may not be combined with the additional target effect.	+ ♦♦♦♦

HEAL

The Heal spell is for when the caster wishes to mend or repair physical damage or heal injuries and illness on a living creature. When casting the Heal spell, a magic user chooses a target which is either themselves or someone else at Engaged range that has not exceeded their wound or strain thresholds and is not incapacitated by some other means. Only Divine and Primal casters are able to cast the Heal spell.

Increase Range: All Curse spells can have their range extended by one range band by increasing the difficulty of the attack by ♦ per additional range band.

Additional Target: Increase the difficulty of the spell by ♦. The spell then affects one additional target within range of the spell. In addition, you may spend ▲ to affect one additional target per ▲ spent.

DIVINE AND PRIMAL

LAY ON HANDS

Difficulty: ♦

Additional Effects: None

Soft golden light radiates from the caster's hands toward the target causing minor bleeding to stop and bruises to fade away.

If the spell is successful, the target heals 1 wound per uncanceled ✨, and may heal 1 strain per ▲ spent.

FOUNTAIN OF GLANIS

Difficulty: ♦♦

Additional Effects: Restoration

Swirling and shining water flows from the caster's hands into the wounds of the target.

If the spell is successful, the target heals 1 wound per uncanceled ✨, and may heal 1 strain per ▲ spent. Additionally, the caster may select one ongoing status effect the target is suffering. That effect ends.

NECTAR OF DHANVANTARI

Difficulty: ♦♦♦

Additional Effects: Heal Critical

The target tastes sweetness in the back of their mouth and a warmth flows through their body. Open wounds, broken bones, and other injuries become healed.

If the spell is successful, the target heals 1 wound per uncanceled ✨, and may heal 1 strain per ▲ spent. Additionally, the caster may select one Critical Injury the target is suffering and that Critical Injury is healed.

BANE OF MORPHEUS

Difficulty: ♦♦♦

Additional Effects: Revive Incapacitated

The caster brushes sand from the eyes of the target.

If the spell is successful, the target heals 1 wound per uncanceled ✨, and may heal 1 strain per ▲ spent. Additionally, the caster may select a target that is incapacitated. If the target was incapacitated due to exceeded wound or strain thresholds and no longer are after the effects of this spell, then the target is no longer incapacitated.

SPIRIT'S STRIVE

Difficulty: ♦♦♦♦

Additional Effects: Resurrection

Using a chant that sounds very much like stereo instructions, the recently deceased is compelled back to life.

The caster selects a target who has died during the current encounter. If the spell is successful, the target is restored to life with wounds equal to their wound threshold. If the spell is not successful, no other characters may attempt to use the Heal spell to resurrect the target again.

TABLE III.2-11: HEAL ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ▲ to affect one additional target within range of the spell (and may trigger this multiple times, spending ▲ each time).	+ ♦
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Restoration: Select one ongoing status effect the target is suffering. This status effect immediately ends.	+ ♦
Heal Critical: Select one Critical Injury the target is suffering. If the spell is successful, the Critical Injury is also healed.	+ ♦♦
Revive Incapacitated: The character may select targets who are incapacitated.	+ ♦♦
Resurrection: The character may select a target who has died during this encounter. If the check is successful, the target is restored to life, suffering wounds equal to their wound threshold. If the check fails, no characters may attempt to resurrect the target again.	+ ♦♦♦♦

MOVE

Concentration: Yes

Skills: Arcana, Divine

Move spells are used to displace an object or character from one place to another. This can take the form of wind, mental force, ghostly hands, or whatever fits your setting. Do note that the Move spell cannot be used to cause damage. The Attack spell is for that purpose.

NARRATIVE ENCOUNTER USE

Using the Move spell in a narrative encounter can allow the character to move several small objects at once, manipulate a complex mechanism, or instantly retrieve an object across a room. If a character wants to attempt something such as picking a lock or manip-

ulating some other unseen object it is recommended to establish a base difficulty of doing it with mundane tools and then increasing that difficulty at least once.

STRUCTURED ENCOUNTER USE

Select a target of silhouette 0 or 1 up to Short range (may target self). The default difficulty is **Easy** (◆). If successful you may move the target in one direction toward or away from your character up to one range band per uncanceled ✨.

Before making a Move check, choose any number of additional from the Move Additional Effects table. These effects are added to the check.

MOVE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend A to affect one additional target within range of the spell (and may trigger this multiple times, spending A each time).	+ ◆
Range: Increase the range in which your character can select targets of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Size: Increase the silhouette your character may target. This may be added multiple times, increasing the silhouette by one each time.	+ ◆
Levitate: While your character maintains concentration on this spell the target hovers up to one foot (~30cm) off the ground.	+ ◆
Adversary: May select an unwilling or secured target. The check is upgraded for every rank the target has in Athletics (or an appropriate amount if the target doesn't have any skills such as an object (GM determines)).	+ ◆◆
Teleport: The target does not move through the path from start to finish, but instead instantly appears up to the moving range ignoring all objects in the way. If this would cause the target to appear inside of another object or being then they instead appear on the side of the obstruction closest to their starting location.	+ ◆◆

PREDICT

PREDICT

Skills: Arcana, Divine

"Prediction," "prophecy," and "foresight" refer to the ability to see the future (or at least a possible future). Prophecy plays a role in many stories, especially myths and legends of old. Usually, a prophecy doesn't let one see the entire future. Instead, it lets the person ask one or two questions and get answers about events to come.

When your character uses a Predict spell narratively, its difficulty usually depends on how far into the future they want to look. If it's within the next day or so, then you can start with a difficulty of **Average** (◆◆). Looking a month ahead may increase the difficulty to **Hard** (◆◆◆), a year may be **Daunting** (◆◆◆◆), and anything beyond that may be **Formidable** (◆◆◆◆◆). A significant number of ☼ or a ☼ may make a prophecy especially inscrutable or vague.

PREDICT

Concentration: No

Skills: Arcana, Divine

This is using magic to attempt to predict the future. The character makes an Arcana or Divine skill check, then asks one question about events that will unfold within the next 24 hours. The default difficulty of the check is **Average** (◆◆). If the check is successful, your GM must provide the character with a truthful answer, but that answer could be one that can be interpreted multiple ways or is somewhat enigmatic. Whether the check succeeds or fails, the character may not make another predict check to ask about the same events for the remainder of the session.

Before making a predict check, choose any number of additional effects listed on **Table III.1–2: Predict Additional Effects**. These effects are added to the check.

TABLE III.1–2: PREDICT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Quicksilver Reflexes: Instead of asking a question about events, the character adds ☼☼ to the results of any checks they make to determine Initiative during the next structured encounter they participate in.	–
Scry: Instead of asking a question about events, the character may learn the location of one silhouette 0 item within long range. They must know what item they are looking for before they cast the spell, and the spell does not reveal how to get through any obstacles such as locked doors, hidden passages, or traps.	+◆
Empowered: The character may ask a question about events that will unfold within the next month.	+◆
Additional Questions: The character may ask one additional question about events. In addition, after casting the spell, you may spend ♠♠ to ask another additional question about events (and may trigger this multiple times, spending ♠♠ each time).	+◆
Flash of Precognition: In addition to asking a question, once before the end of the current encounter, the character may add ☼ to the results of one of their checks. In addition, once before the end of the current encounter, the character may add ✕ to the results of a check targeting them. In addition, after the character casts the spell, you may spend ♠♠♠ to add ☼☼ to the results of one of their checks, and add ✕✕ to the results of a check targeting them, instead of this effect's normal benefits.	+◆◆
Cheat Death: In addition to asking a question, the character foresees a possible doom for themselves in the next 24 hours. Once before the end of the current session, when the character would otherwise be incapacitated or killed, you may spend a Story Point to have them suffer wounds and strain until they reach (but do not exceed) their wound and strain thresholds instead. Their survival should be described narratively, taking into account that they "saw" their potential death coming.	+◆◆