
Casting the Tarot

You have the ability to use the Tarot to cast someone's fortune. You did not always have this ability – it developed during your long captivity. You aren't sure whether Ursula did something to you, or whether this is innate magic power that has bloomed under the ocean, where magic develops much more substantially than on land. Regardless of its origin however, this ability is incredibly useful. It is certainly part of why Ursula hasn't gotten rid of you yet.

The Tarot is a powerful aid for gathering information, but it is difficult to use without the target's permission. For castings that take less than a few hours to perform, you *must* have the target's permission and cooperation. The quickest casting is a 3 card cast, and is your standard casting.

How to cast someone's Tarot:

1. Acquire verbal permission from the target to read their fortune.
2. Find a quiet place where you won't be disturbed (or overheard), and settle on the floor or at a table with your target.
3. A good caster always knows his target. Roleplay at least 1 minute of discussion with the target to learn about their past, and what they wish to learn about their future. At the end of this time, have the target tell you their "Tarot" Score. (The other two necessary cards are listed in the "Casting the Tarot" notebook.)
4. Cast the Tarot:
 - (a) Verify which 2 other cards you need. (Refer to the triggers in the "Casting the Tarot" notebook). Your goal is to get all 3 necessary cards in your "Reading Hand." If at any point that you realize that the current distribution of cards makes this impossible, you may restart the mechanic from step (b).
 - (b) Shuffle the Tarot deck twice thoroughly.
 - (c) Deal out 7 cards. This is your "Working Hand".
 - (d) Set aside 1 card from your "Working Hand" to keep. This is your "Reading Hand".
 - (e) Repeat steps (c) and (d) twice more, so that you have 3 cards total in your "Reading Hand". You will have 1 card left unrevealed.
 - (f) If you have succeeded in collecting the necessary cards, open the associated page of the "Casting the Tarot" notebook and **read out loud** what is written on the page. You must deliver this information honestly to your target.
 - (g) If you have not achieved the correct "Reading Hand", you *may* start over from step (b). There is no penalty for failure, and no obligation to continue.
5. Pick up the cards, the reading is now complete. You may wish to roleplay giving advice in an attempt to draw additional information out of your target, as the tarot is often cryptic.

You cannot read your own Tarot in game because you already read it pre-game. The spirits were unusually helpful this time, and gave you some useful information about your readings at the ball:

- The people with the Devil in their draw are all current or former Assassins.
- The people with the Magician in their draw are all current, former, or potential Magicians.
- Those with The Lovers in their draw are in a secret relationship with someone.

As a seer, you have an uncanny ability to observe someone and figure out what they desperately need to know. You may observe a character for 30 seconds without talking to them, and then you may reveal to them what question the tarot can answer for them. Use this ability to encourage people to get their tarot read.

1. Badge number 481 needs to know what danger the banquet holds.
2. Badge number 531 needs to know the immediate danger facing his family.
3. Badge number 580 needs to know the danger right under her nose.
4. Badge number 598 needs to know the immediate danger lurking for his lover.
5. Badge number 237 needs to know to safeguard her power.
6. Badge number 312 needs to know how best to exact revenge.
7. Badge number 270 needs to know a secret about her mother.
8. Badge number 386 needs to know about the immediate dangers to Atlantica.
9. Badge number 143 needs to know where the greatest opportunity for growth is.
10. Badge number 615 needs to know where the flaw in his plan lies.
11. Badge number 397 needs to know how to save Pacifica.
12. Badge number 271 needs to know why the treaty might fail.
13. Badge number 347 needs to know how best to influence the treaty.
14. Badge number 276 needs to know who not to trust.