

# DIVINATION QUICK REFERENCE

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## POWERS & PSYCHE

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POWERS WITH A SET COST:



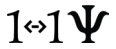
Immediate Psyche cost to use



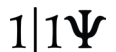
Free action; no Psyche cost to use

POWERS WITH A VARIABLE COST:

*See Power description for details*



1-to-1 (or n-to-n) basis with something else



Cost to activate | Additional cost later

CONTROL REQUIREMENTS



Must be in Control to use



Must NOT be in Control to use



Must be in **solo** Control to use (note Powers that must take solo Control from without)

POWER RESTORATION

*By default, Powers must be checked off when used and are then unavailable for use again until they are **replenished**. Exceptions are indicated with one of these icons:*



Single use per session; may not be restored



Always active, does not need to be restored

MAXIMUM AND BONUS PSYCHE

**Maximum Psyche** – The highest amount of Psyche an Aspect may have at any time.

**Bonus Psyche** – Do not count toward maximum, but must be spent first, before any non-bonus Psyche.

CO-CONTROL PSYCHE COST

An Aspect joining into Co-Control from without must pay one Psyche unless otherwise stated by a Power.

DEPLETED STATUS (NO PSYCHE REMAINING)

Lose Control immediately. May not hold Control or use Powers until at least one Psyche is restored.

EXHAUSTED (ALL ASPECTS DEPLETED)

Diviner will skip forward via an extended Downtime.

## USING XP IN A ONE-SHOT

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Campaign XP has two forms, Points and Potential. In one-shot play, all XP is considered the same regardless of whether a Power calls it XP or Potential.

- **2XP** may be exchanged to regain one Psyche
- **4XP** may be exchanged to replenish one Power

## TESTS

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ACTIVE TESTS

- Need a **high number** for success (default 6-10)
- The Hero is acting on the world
- May **change Control** and **activate Powers** freely
- Discussion around exact tactic/Skill allowed

PASSIVE TESTS

- Need a **low number** for success (default ace-5)
- The world is acting on the Hero
- **May not change Control** (including joining into Co-Control) once Test has been called
- **May not activate new Powers** unless the Power explicitly indicates (those with effects already active still apply)
- Diviner will determine Skill; not open for debate

FACTORS AFFECTING SWING

- Risk (set by Diviner, could include Injury)
- Suit Stat of Aspect in Control
- +1 if Hero trained in the Skill
- +1 if either Hero's or NPC's Vocation applies
- Applicable Conditions (Ready, Surprised, etc)
- Swing adjustments from Powers

## CRITS AND DISASTERS

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**Critical Success** – When the suit of the Future Card matches the suit of the Test. All Aspects receive 1XP.

**Disaster** – When the Future Card shows the worst possible numerical outcome (i.e., an ace on an Active Test or a 10 on a Passive Test). Particularly bad things will happen, Diviner may inflict additional Injury, etc.

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## INJURY AND HARM

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### INJURY DRAW

- Diviner assigns **severity range** based on following:
  - 1-3 = injuries from kicks, punches, grappling, etc
  - 4-6 = injuries from weapons, etc
  - 7-10 = most severe injuries, such as from a fall from a height, being struck by a vehicle, etc
- Aspect guesses **odd/even**, top card drawn
- If correct, Injury level equal to lower number
- If incorrect, Injury level equal to higher number

### ONGOING

The Diviner may mark any Injury as **ongoing** to indicate that it will continue to get worse if not treated. Until it is treated, the Diviner may add a level to the Injury periodically.

### DRAWING HARM EFFECTS

Whenever an Injury card is placed on the table, one or more Aspects will be required to draw a Harm Effect depending on if it is the first, second, third, or fourth card currently on the table:

- First card: Aspect in Control only (or both if two Aspects in Co-Control)
- Second card: AiC and the Throne opposite them (or the two Aspects sharing Co-Control)
- Third card: AiC and their two flanking Thrones (or the two Aspects sharing Co-Control and one additional Aspect of their choice)
- Fourth card: All four Aspects

### HEALING INJURY

*Injury is healed via a Healing Downtime, according to the following guidelines:*

- Must meet all requirements of a regular Downtime and **the most logical form of treatment** (i.e. self-administered first aid, visit to the ER, etc).
- When Healing Downtime ends, remove one level of Injury (or remove the ongoing status) from EACH active Injury card.
- When all levels have been removed from an Injury, the card is removed from the table. Aspects who drew a Harm Effect associated with that Injury may remove that Harm Effect.

### HARM FROM OTHER SOURCES

Aspects may be required to draw Harm Effects not connected to any Injury. In one-shot play, these Harm Effects last through the end of the game.

## PACE

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### INTERNAL TIME

- Speed of thought (minutes inside = seconds)
- No Tests
- Not a pace shift for Powers that last “until a change of pace”

### STANDARD TIME

- Default passage of time as Hero experiences it
- Tests of all types may occur
- Some Powers end when the Hero moves to a new location, as this generally reflects a new objective

### ACTION TIME

- Dangerous or heightened situations fueled by adrenaline – quick decisions, high stakes
- Diviner controls pace and may not allow shifts to Internal time
- Tests generally alternate between Active/Passive

### DOWNTIME

- At least 8 hours, 6 of which must be sleep/rest
- Each Aspect holds Control once
- No Tests, but may use Powers
- Regain one Psyche or replenish one Power at the end (no benefits if interrupted or ended early)

### HEALING DOWNTIME

- Must additionally include relevant treatment
- Each treated Injury is reduced by one level (or controlled first if ongoing)
- Injury card and all accompanying Harm Effects removed when final level removed

### INTROSPECTION

- Not used in one-shots; any Powers which last until Introspection simply last until the end of the game.

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## CONDITIONS

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### READY

- +1 to the next Test of the Ready suit or Skill

### SURPRISED

When a character is Surprised, a Test may be performed against them at a disadvantage of 2.

- If the Hero is Surprised, they may suffer a Passive Test with a -2 penalty.
- If the Hero Surprises another character, they may perform an Active Test with a +2 bonus.

A character being Surprised is the only instance during Action time when two like-type Tests may be performed immediately in a row, rather than trading off between Active and Passive.

## BONDS AND ATTACHMENT

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**NPC Card:** A player may request that an NPC card be placed on the table after any meaningful interaction with an NPC.

- Only Name and Vocation are noted initially.

**NPC Vocation bonus:** The Hero may benefit from an applicable Vocation bonus (+1) from any NPC whose card is on the table, as long as that NPC is present and willing, ready, and able to assist. Only one Vocation bonus may apply to any Test (the Hero's or that of one NPC).

**Forming Bonds:** For any NPC with a card on the table, any Aspect may form one Bond with that NPC after a meaningful interaction with them, as long as they were in Control for a meaningful portion of the interaction. Mark Bonds in the spot that aligns with the Aspect's Throne suit.

### FORMING A STANDARD ATTACHMENT

Any Aspect who has Bonds with an NPC may form a Standard Attachment once the NPC card has **at least four total Bonds** marked.

### UPGRADING TO BELOVED ATTACHMENT

A Standard Attachment may be upgraded to Beloved by any Bonded Aspect when the NPC card has **at least ten Bonds** marked.

## ATTACHMENT TYPES

In addition to being either **Standard** or **Beloved**, Attachments are additionally classified by one of the following types:

**Ally** – An NPC that shares a common goal (or set of goals) with the Hero.

**Friend** – An NPC that remains with the Hero for personal reasons such as kinship, shared passions, shared history, and other platonic forms of connection.

**Mentor** – An NPC who offers their experience, wisdom and expertise to the Hero.

**Love Interest** – An Attached NPC who loves the Hero and is loved by them in return.

**Retainer** – An Attached NPC who has agreed to work for the Hero, usually in exchange for some form of payment.

**Ward** – An NPC the Hero has decided to protect with their life.

**Follower** – An Attached NPC who believes in the Hero's cause and shares the core of their values. Such an NPC will often fight for the Hero and may attempt to live up to the values the Hero holds dear.

## ATTACHMENT BOONS

When a Standard Attachment is formed, the Diviner will assign the NPC's significator from the Figured Deck. A Boon is chosen from that court card's list and begins open.

An open Boon may be used by any Aspect as long as the NPC is present and willing, ready, and able to assist. Once the Boon is used, it is marked as blocked. Some Powers have the ability to open a blocked Boon.

## TAROT SUITS

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- **Swords** is the suit of intellect and the mind; of clarity, understanding, discernment, and strategy.
- **Wands** is the suit of energy and how we direct it; of action, charisma, willpower, and survivability.
- **Cups** is the suit of our desire for community with others; of nurturing, connection, harmony, and empathy.
- **Pentacles** is the suit of our usefulness to the world and our place within it; of material possessions, vocation, work ethic, and worth.