

## The Augur (with Flavivirus's modifications)

### Names:

Dwarf: Antero, Erik, Frieda, Gerina, Gustav, Leila, Linda, Wilhelm

Elf: Aleister, Cassandra, Cornelius, Evangeline, Marsilio, Sybil

Human: Edgar, Grigori, Irene, Marie, Pamela, Robert, Ursula, William

### Look:

Wise Eyes, Piercing Eyes or Crystal Lensed Glasses

Tied-up Hair, Curly Hair or A Wide Brimmed Hat

Fancy Clothes, Plain Clothes or Worn Clothes

Thin Body, Plump Body or Bent Body

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### Stats:

Damage: d6

Max HP 8+Constitution

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### Alignment:

Good: Prevent a calamity from coming to pass.

Lawful: Work to bring a prophecy to pass.

Neutral: Discover something hidden or forgotten.

Chaotic: Work to avert what has been ordained by fate.

Evil: Engineer a calamity upon someone or something.

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### Race:

#### Dwarf:

Your people are precise in their craft. When you use Cast Fortune, you may choose whether to treat your result as odd or even. This doesn't affect the actual degree of success though.

#### Elf:

Your people are famed for their detailed prophecies. When you use True Divination, the GM will also provide you with a vague suggestion. Acting accordingly will somehow benefit you later in your efforts related to the subject of your divination.

#### Human:

Your people are flexible and quick to adapt, and so are your divinations. When you use Speed Divination, you always gain 1 extra hold.

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#### Bonds:

My divinations have shown that \_\_\_\_\_ has a great destiny ahead of them.

\_\_\_\_\_ thinks me a charlatan, I'll show them.

\_\_\_\_\_ has entrusted me with their troubles, I shall try to advise them as I can.

My divinations have uncovered something about \_\_\_\_\_ that they'd rather keep secret.

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#### Starting Moves

##### Cast Fortune (Wis):

When you spend ten or so minutes to cast a fortune for someone, roll +Wis. They don't have to be present, but you need something that belongs to them. On a 10+ hold 3. On a 7-9 hold 1. On a miss the GM holds 1.

- On an even result, the target has bad fortune and the hold may be spent 1-for-1 to warn them of, prevent, or ensure, some calamity or danger.
- On an odd result, the target has good fortune and the hold may be spent 1-for-1 to help them gain from it or to prevent them from benefiting from a lucky break.

##### Speed Divination (Wis):

When you take a few heartbeats to hastily read omens in the environment, roll +Wis. On a 10+ hold 3 and you may ask the GM a single question about the current situation to which they will answer honestly. On a 7-9 hold 1 and you may still ask the GM a question. On a 6- you may ask the GM one question, but their answer can be as vague and misleading as they wish, as long as it's not an outright lie. You may spend hold 1-for-1 to:

- Take +1 forward when acting on the answers you gained
- Ask the GM an extra question

##### True Divination (Wis):

When you spend an hour or so performing a thorough divination about something, roll +Wis. The GM will tell you the results of your divination. You can Spout Lore and Discern Realities about your visions as if you were there.

- On a 10+ you gain a detailed vision of the subject.
- On a 7-9 your vision is vague or murky.
- On a miss the results of your divination are contradictory or completely nonsensical.

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##### Death Move (optional):

##### The Final Fortune:

You foresaw this moment long ago, the moment of your death is at hand. As your end approaches, the veil before your mind's eye parts completely and you finally see everything that makes the universe tick. You have enough time during these final moments of clarity to reveal a great truth or prophecy to your allies, set in motion a chain of events that can greatly alter the world or unflinching perform a single task with complete perfection.

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Gear:

Your load is 10+Str.

You start with:

- A hardy traveler's outfit (1 armor, 1 weight)
- A wooden box of fortunetelling supplies wrapped in a velvet tablecloth (1 weight)
- Dungeon rations (5 uses, 1 weight)

Choose your armament:

- A cruel haruspex's dagger (Hand, Precise, Messy, 1 weight)
- A solid pendulum on a chain (Close, Forceful, 1 weight)

Choose two:

- Adventuring gear (5 uses, 1 weight) and Dungeon rations (5 uses, 1 weight)
- Bandages (3 uses, 0 weight), Poultices and herbs (2 uses, 1 weight) and a dose of Antitoxin (0 weight)
- A bag of books (5 uses, 2 weight) and some Halfling pipeleaf (6 uses, 0 weight)
- 2 Healing potions (0 weight)

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Advanced Moves

2-5

A Fool and His Money (Wis):

When you use divination to cheat at games of chance, roll +Wis. On a 10+ choose 3, on a 7-9 choose 2, on a 6- choose 1.

- You win more than you lose.
- You don't rouse anyone's ire during the game.
- You gain a useful new contact during the game.
- You learn something interesting and useful during the game.

Apothecary:

When you have time, materials and a safe space you can create any item from the following list.

- Antitoxin (Cures one poison)

- Bandages (3 uses, slow, heals 4 HP, 0 weight)
- Common remedy (Slow, Cures a common disease, chosen at the time of creation)
- Painkillers (+2 armor forward or +1 forward when Defying Danger to resist pain, whichever happens first)
- Poultices and herbs (2 uses, slow, heals 7 HP, 1 weight)

#### Butterfly Effect (Wis):

When you attempt to cause a chain reaction to make something to happen in the immediate area, roll +Wis. On a 10+, the chain of events goes off without a hitch. On a 7-9, the chain of events goes spectacularly awry, but ends up benefiting you anyways. The GM will tell you how. On a miss, the chain of events goes spectacularly awry and you end up in some kind of danger.

#### Combat Insight:

When you spend hold from Speed Divination, add the following to your list of options.

- Take +1d4 damage forward when acting on the answers you gained.
- Take +1 armor forward when acting on the answers you gained.
- As a substitute for the hold from the Defend move.

#### Counsel:

When another PC comes to you for guidance on how to reach a goal or avoid a doom, they take +1 forward when acting on your advice. Mark experience if your advice ensured the goal was reached or the doom averted.

#### Danger Sense:

You're never caught by surprise. When something dangerous happens, you are the first to act. Your GM might ask you what kind of omen clued you in.

#### Doomsayer:

When you Parley, you can always use prophecies of impending doom, real or imagined, as leverage.

#### Feng Shui:

When you make a significant alteration to your immediate environment to improve your fortune, hold 1d4. You may spend this hold 1-for-1 as a substitute for Speed Divination hold, but when you leave the affected area, you lose all hold.

#### Fortune Favors the Bold:

When you do something completely reckless, hold 1d4. You may spend this hold 1-for-1 as a substitute for Speed Divination hold, but you can only spend it on getting out of whatever trouble you got yourself into. When the situation is resolved, you lose all hold.

#### Hedge Magician:

Choose one move from the class list of a magic using class. Alternatively, choose one move from any other class list as if you were one level lower.

Timely Advice:

When you use the knowledge gained from Speed Divination to provide advice to an ally, you may spend your hold to give the benefits to them instead of yourself.

6-10

Adept:

Requires: Hedge Magician

Choose one move from the class list of a magic using class. Alternatively, choose one move from any other class list as if you were one level lower.

Certain Insight:

When you use Speed Divination, you gain one extra hold, even if you rolled a 6-. In addition, if you roll a 12+, you know the exact thing you need to do to succeed, whatever you do next, it works perfectly.

Chaos Theory:

Requires: Butterfly Effect

Butterfly Effect is no longer restricted to the immediate area.

Good Vibes:

Requires: Feng Shui

You keep your hold when you leave the area you adjusted with Feng Shui.

I Can Read You Like a Book:

While you fully focus on predicting the actions of a single opponent, you can spend your hold from Speed Divination 1-for-1 to negate any move your chosen opponent makes as it's made, but can no longer spend Speed Divination hold on acting against other opponents. This effect lasts until you dismiss it or until something causes you to lose your focus.

Lingering Fortune:

Requires: Fortune Favors the Bold

You keep your hold when the consequences of your recklessness are resolved and can then use the remaining hold freely.

Malpractice:

Requires: Apothecary

When you use apothecary, you may reverse the effects of any item you can create to make a similar number of poison doses (touch, dangerous) or alchemical flasks (thrown, near, touch, dangerous) instead. You can also ignore the dangerous tag on the items you created yourself.

Master Diviner:

When you use True Divination and roll a 6-, you still gain a vision, but the GM may make it as vague and misleading as he likes, as long as it has at least a grain of truth to it.

True Seer:

When you spend hold from Speed Divination, add the following to your list of options.

- See all things as they truly are while acting on the answers you gained

Witch's Brew:

Requires: Apothecary

You can add the following items to the list of items you can create with the Apothecary move. If you choose to create a magic potion or a dose of elixir the GM may choose to assign some drawbacks from the list.

Additional items

- A dose of elixir (Cures any single health problem, chosen when created, even old age)
- A healing potion (Heals 10 HP or cures one debility, chosen when consumed)
- A magic potion, describe it's effect

Drawbacks

- It'll take a long time to brew.
- You'll need rare ingredients or equipment.
- You'll need to research, locate or learn the recipe.
- There are bizarre side effects.
- The item is volatile.
- The item takes a while to take effect.
- The best you can manage is a weaker version.

Obsolete old versions of some moves, don't use:

#### ~~A Fool and His Money (Wis):~~

~~When you use divination to cheat at games of chance, roll +Wis.~~

- ~~• On a 10+ you win big and nobody is any wiser.~~
- ~~• On a 7-9 you still win, but your opponents will refuse to play against you and your unnatural "luck" in the future.~~
- ~~• On a 6 your opponents accuse you of cheating, with or without proof.~~

#### ~~Feng Shui:~~

~~When you intentionally make a significant alteration to your immediate environment to improve your fortune, hold 1d4. You may add your hold 1 for 1 to any roll you or your allies make. When you leave the affected area, you lose all hold.~~

#### ~~Fortune Favours the Bold:~~

~~When you do something completely reckless, hold 1d4. You may add your hold 1 for 1 to any roll you or your allies make to get you out of whatever mess you got yourself into. Once the situation has been resolved, you lose all hold.~~

#### ~~I Can Read You Like a Book:~~

~~While you focus on predicting the actions of a single opponent, take +1 ongoing to all rolls and deal +1d4 damage ongoing when you act against that opponent, but take -1 ongoing to all rolls and deal -1d4 damage ongoing when doing anything else. This effect lasts until you dismiss it or until something causes you to lose your focus.~~

#### ~~Master Diviner:~~

~~You take +1 to Spout Lore or Discern Realities about your visions.~~

#### ~~Apothecary (Int):~~

~~When you strengthen a healing item with other ingredients, roll +Int. On a 10+ choose one benefit OR two benefits and one drawback. On a 7-9 choose a benefit; the GM chooses a drawback. On a miss it goes spectacularly wrong, the GM will tell you how.~~

~~Benefits:~~

- ~~• An extra +5 HP healed.~~
- ~~• +2 Armor forward.~~
- ~~• Cures the target of one poison, debility or disease, chosen now.~~

~~Drawbacks:~~

- ~~• It will take a long time to brew.~~
- ~~• You need rare ingredients or equipment.~~
- ~~• There are bizarre side effects.~~
- ~~• The new item is volatile.~~

~~Witch's Brew:~~

~~Requires: Apothecary~~

~~Replace the list of benefits in Apothecary with the following:~~

- ~~• Some kind of magical effect; describe it. The GM may add another drawback.~~
- ~~• An extra +10 HP healed.~~
- ~~• Cure the target of up to two poisons, debilities or diseases, chosen now.~~
- ~~• +3 Armor forward.~~

~~Improvised Mixture:~~

~~Requires: Apothecary~~

~~You can perform the Apothecary move with any ingredients, not just healing items.~~