

# The Seer

The wind through the high grass; the buzzing of the insects in the swamps; the roar of the river in the mountains; the whistle of sandstorms in the wasteland. To you, the sounds of nature are voices, messages about what has come before – and what will happen next. As long as you listen closely and do not misinterpret the voices, you can be of great assistance to the people who look to you for prophetic guidance.

Why you were gifted with these powers, how they truly manifested, and by whom or what they were given, you can not say. But gazing into the future has advantages that no other can boast. Viewed by some as a heretic and blasphemer against the Icons; while by others as their true voice made flesh. In truth, even you don't know for sure. You are the enigmatic, strange, and mysterious Seer!



## Talents Unique to Seer Role

**Totem Maker:** You have a specific crafting ability that augments the accuracy of your visions.

**Sudden Visions:** Your visions come to you much quicker when entering your ritual or trance.

**Sub-sequence:** You can share your Flashbacks with your friends instantaneously.

## MOVE

## EMPATHY / INSTINCT

# SCRY

**Scry can be used in two distinct ways. First, you can perform a scrying ritual to discern what will happen in the near future. Second, you enter a trance state that takes you into the past, unlocking impossible memories. The ritual or trance normally requires one hour and is completed with the help of hallucinogenic plants. Use this play to determine your ability to hear the voices that speak to you and interpret them accurately. You may have one foresight AND one flashback stored at a time.**

**Failure:** Your visions are vague, and the voices hard to interpret. You obtain no useful information and may not Scry again for at least 24 hours.

**Success (Foresight):** You see visions of the future, showing a certain action, who performs it, and how they carry it out. The image rests in your subconscious mind and will manifest as a vision or voice to you directly before the action takes place in present time. You may instantly **interrupt** whatever is going on in order to influence the outcome because you know what is about to happen. Use Foresight to hinder an action of another. *(see below)*

**Success (Flashback):** You vividly remember an incident from the past and describe it for others to hear. The past event has an effect on the current situation and positively influences an upcoming action from you or someone you choose. Your ability to bestow knowledge from experiences past grants a bonus to the present act. *Not usable in combat situations without the proper talent. (see below)*

**Foresight:** One success causes the loss of **3 dice** of your choice to the affected target for their next action. For every extra success you rolled on **Scry**, add another lost die to the target's roll. If you manage to cancel their entire dice pool, not only do they automatically fail their attempted act, but they also suffer a significant complication to their action.

**Flashback:** One success grants a bonus of **3 dice of your choice** to the upcoming action. For every extra success you rolled on **Scry**, you may increase ANY die roll result by one, including changing any Skull results if you wish.

**Limitations:** You may scry multiple times per session, but you cannot **Scry** again until your prediction or memory occurs.