I am keenly aware that the gift of prescience is not everyone's cup of tea and, if played wrong, can open the door to all kinds of problems. Which is why I leave the IF, the WHAT and the HOW entirely to the other party. Thus I turn to the other player(s) for the 'instructions' ;) If they prefer Fakhri not poke into the recent happenings in this manner, I respect that choice and simply turn it into a series of fruitless attempts or meaningless dreams.

***

The IF [consent]: His gift is finicky as hell and he has little control over it. He might not see anything at all. He also can't always tell if it's from the past, present, or the future. There are, however, circumstances that are more likely to trigger these visions. It should also be noted that, while Fakhri has theories on his talent - and read many scholar's research - he's not entirely certain if this is how it all works for him. As the player behind, I can tell you this list applies to him ¬‿¬

1. Residual psychic/spiritual energy | This is what hauntings are all about. When a place or an object retains some emotional or spiritual 'memories' of what transpired there. Fakhri may involuntarily act as a magnet for these energies, which then manifest in his sleep when his mental defenses are lowered. He very seldom reacts to positive energies, unless they go into euphoria. **Hatred, grief, distress and fear** are all sadly more prone to imprint on him.

2. Psychometry/tactile precognition | The ability to receive vivid premonition upon contact with a person or object, if said person or object is also a repository of strong residual psychic energies.

3. Claircognizance |The ability of "clear knowing," where one receives information or knowledge without a logical explanation or prior learning. Some may think of it as heightened intuition, but it goes above it. In the case of Fakhri, I link it to a (un)happy marriage between his Mesmer skills(GW2)/AST skills (FFXIV) and the psychic mess that he is. It's also how he can detect if illusion magic is at play, relying on intuition rather than any skill he'd have studied and mastered.

4. Empath vs Clairsentient | Empaths might not know the cause of other people's emotions. For instance, they might feel their friend's sorrow, but unless the friend explains the emotion's source, they won't necessarily guess correctly. In contrast, a clairsentient person wouldn't need an explanation. Thus, for the sake of clarity, **Fakhri is ONLY an empath**. That being said, it is possible for his clairvoyance or Mesmer/AST skills to kick in to fill in the blank, if one of the above conditions are fulfilled.

5. Targeted | Disregarding all of the above, and because Fakhri is already 'receptive' to psychic energies, he can be targeted by someone or something sending him a signal. Or he could intercept such a signal involuntarily.

6. Diviner's Sage |First, a bit of OOC info: Salvia is a very real plant that produces visual hallucinogenic effects similar to narcotics such as LSD. It originates from Mexico's tropical or subtropical forests. The plant produces very little viable seeds thus making it rare (which is why those grown in facilities are likely hybrids) and it has been used for centuries for spiritual divination, shamanism, and medical practices. Because the plant has not been well-studied in high-quality clinical research, little is known about its toxicology, adverse effects, or safety over long-term consumption. However, there's no evidence so far of overdose and doesn't create a high addiction. Its effects are quick and short-lived.

Now the IC bit. Since triggering visions on a whim would clearly make this skill overpowered, I placed a lot of limitations on it. For starters, the restricted amount of places the plant can grow (tropical climate), the fact it doesn't reproduce easily (thus limiting its availability) all make for a rather pricey drug. It also isn't legal everywhere irl, thus I locked it behind shady dealers and black market for the purpose of RP. To add to this, I made any vision Fakhri may have with it to

be extremely potent and thus, possibly traumatic for him. It takes a heavy toll on his mental and, by extension, physical health. If Fakhri mentioned to your character that he can trigger a vision using this drug, then be ready to have a very compelling story to persuade him to go that path. And many gold coins.

The WHAT: Granted IF he sees anything, what does he see? It can be anything from a scene, to an object, to something so cryptic it leaves him with more questions than answers. It can also be abstract, yet he can name the exact emotions he felt and understand they were not his. Or maybe it was only sounds, or words spoken. Many write me a small story, a blurb of a dream, and I extrapolate on it, using that text as reference.

The HOW: There are many ways for his visions to manifest. Sometimes he's inside the skull of the person, sees and feels what they see and feel, as if he was them. This can lead to a skewed perception, especially if the person is experiencing intense fear or pain. Sometimes he's outside, looking upon a scene from afar, or above, like a ghost who has invited themselves in. At other times, he's inside the skin of a witness, which could be a person or an animal, and thus his perspective can also be skewed. Last but not least, sometimes he can't see the whole scene at all, his vision focused on an object or a place, like zooming on something with the camera and being unable to zoom out to see the whole.

***

Now, despite all those limitations I placed on his gift, there's also outside forces at play. Namely, it's not because he has a vision that people will believe him. Unless repeatedly proven that those visions hold value, most people will be inclined to dismiss them entirely. There are people in the world who would pay the man handsomely for his services, but not everyone knows that. Hopefully this is enough to dismiss any worries there could be about a gift that, truthfully, could be overpowered in the wrong hands. In essence, his gift is at the mercy of other players. Use it - and Fakhri - as a tool to further your own plot or personal RP.

For your convenience, I made a little template, which acts as a summary of the above, with some questions you can ask yourself in regard to the vision Fakhri might have. The HOW section can be left entirely to my discretion if you prefer. As long as I have consent and the WHAT, I can roll with it.

IF | Does he have a vision at all? y/n

WHAT | What does he see? A scene, a person, an object, or something cryptic.
| If relevant, describe the scene (location, time of day or night, inside or outside, etc.)
| Or, describe the person(s) (Race, gender, general look, clothing, demeanor, voice or scent. Details of importance)
| Is there anything else his senses can pick up? A sound, something spoken, a smell, or merely emotions.
| Is it possible for him to determine if it’s from the past, the present or the future.

HOW | How does the vision manifest? 1st person, 3rd person, witness (person or animal), zoomed-in
| Is there anything that could distort his perception of those events? IE, Traumatic event, intense fear or pain.
| Alternatively, the limitation could be physical. IE, something blocking the view, haze or smoke.
| How keenly does he experience the vision? Hazy and dreamlike, mimicking real life, or exceedingly vivid.

EXTRA - Rune casting

In the context of casting runes for a client, Fakhri's skills can be triggered, or not at all. The act of casting runes is first and foremost a tool for introspection and doesn't require 'magic' to work. It merely opens our mind to other possibilities, or makes us reflect on their message. As the player behind, I cast runes each week yet I'm in no way religious nor believe in the supernatural. It's a tool amongst many others to make me reflect on aspects of my life and how I can better myself. And it can simply be that if your character decides to pay for one of Fakhri's rune readings.

BUT, yes, his gift of clairvoyance can kick in. I just need prior information to relay it through him, in his own words.

Alternatively, he can totally BULLSHIT about it. He has a mix of skills that makes him highly observant and able to read people fairly easily, both their emotions and body language (he's an empath, a con-artist and an illusionist).