

# DIVINER

*Citizens & Unaffiliated*

## BACKGROUND

Runic magic is also known as arcane magic, meaning “known or knowable only to the initiate; secret, obscure, or mysterious.” It is a form of scholarly magic and, although anyone can conceivably use it, they must first dedicate themselves to in-depth study and training. The Silver God first developed and taught this form of magic; it is rumored that the runes represent a kind of “language of the Gods,” and that the Silver God uses them to write in its journal, thereby preventing prying eyes from deciphering its secrets.

For the purposes of divination, runes have traditionally been carved or painted onto panther’s eye gemstones—their flat shape and hardness, not to mention their magical association with dreams, meditation, and prophecy, have always appealed to diviners. It is believed that the Gods themselves guide the hand of the diviner when drawing and laying the runes, although it is the diviner’s responsibility to interpret the cast correctly.

## MECHANICS

This profession is founded on a game-specific system. As a diviner, you will use an in-game prop—a set of rune-inscribed panther’s eye gems—in an attempt to pose and answer questions and/or make predictions about people, occurrences, and so on. You will have access to a series of limited-use skills that can be applied between games; once per event, you can also apply the use of an in-game reading to potentially influence future plot developments. Note that the profession is fairly complex, as diviners are responsible for interpreting runic spreads on their own—correct interpretations are not guaranteed.

## PROGRESSION

Level	Requirement	Time	Skills
Novice	<b>1</b> reading per <i>Between-Game Profession Action</i> over the course of <b>2</b> <b><i>Between-Game Profession Actions</i></b> .	2 events	<i>One-rune cast (1)</i>
J Journeyman	<b>2</b> readings per <i>Between-Game Profession Action</i> , over the course of <b>2</b> <b><i>Between-Game Profession Actions</i></b> . At least half of these must be three-rune casts.	+2 events	<i>Three-rune cast (1)</i>
Master	<b>3</b> readings per event or <i>Between-Game Profession Action</i> , over the course of <b>2 events or Between-Game Profession Actions</b> . At least 2 of these must be five-rune casts.	+2 events	<i>Five-rune cast (2)</i>
Grandmaster			<i>Truth-questing cast (3), See the Future (0)</i>

*Note:* More information about divination's system and its skills is made available once you select the profession.