

# Scrying

When you perform the ritual of prophecy, say whose future you wish to scry and offer up something linked to them, roll.

- On a 10+, the player of the subject will ask you 3 questions, tell them what you see.
- On a 7-9, you ask the subject 3 questions, and they will tell you what you see.

If you act to bring the Prophecy to pass, you have Advantage. If you act to stop the Prophecy, you have Disadvantage.

- Who do I see my subject with?
- What do I see my subject doing?
- What is my subject feeling?
- What danger, challenge, or misery do I see my subject facing?
- What fortune do I see my subject enjoying?

[moves](#), [chosen](#), [advanced](#)

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Last update: **2020/06/02 02:04**

