

Ezekiel's Tricks

As a sign of your dedication to the source, each time you cast a Divine Trick, you must discard cards from your *Hand* as a sacrifice. If, **and only if**, you have no cards in *Hand*, you may *Blind-Turn* cards instead. Alternatively, instead of shedding cards to the discard pile, you may spend one *Poker Chip* per card you would have sacrificed.

Recall Check

$$(\text{Card} + \text{Weird} + \text{Bet}) \geq (\text{Trick Power} + \text{Station Penalty} + \text{Recall Penalty})$$

Divination (2) | 1 Action | Sacrifice: 1 card from hand

Select a Trait (Blessed, Sacred, Vile, Cursed, Ancient, Magical, Other). You can identify any creature or object with that Trait within feet of you equal to your Occult Skill $\times$ 25. **If your Weird is 4 or more**, you can identify all the Traits of all creatures or objects within the same area.

Illuminate (3) | 1 Action | Sacrifice: 1 card from hand

A globe of sunlight illuminates the 25' around the occultist. The sunlight appears to emanate from the noonday sun regardless of the time of day. Although this light may be seen from a great distance, it illuminates nothing outside of its area. There is simply a clean wall of sunlight. This Trick lasts for minutes equal to your Grip in Occult. **If your Weird is 4 or more**, minutes become hours.

Palm Reading (3) | 3 Actions | Easy Art Test

Touch any target for the three Actions required to use this Trick. That target must draw cards into her *Hand* equal to your *Weal*. If their *Hand* exceeds five cards, they must discard down to five cards. **If your Weird is 4 or more**, the target does not discard down to five cards.

Sanctify (4) | 3 Actions | Sacrifice: 2 cards from hand

Touch a target. For minutes equal to your Grip in Occult, that target adds one to the value of each card she plays. **If your Weal is 4 or more**, select additional targets equal to your Verity in Occult. All targets must be touching you.

Tarot Spread (4) | 4 Actions | Easy Gambling Test

Blind-Turn three cards from your Fate Deck and place them face-up in front of you. You may use one or more of these cards to replace cards in your *Hand*, or to create a set of cards to play (pairs, triples, full house, etc.). These cards remain available for Turns equal to your Grip in Occult. **If your Weird is 4 or more**, draw five cards instead of three.

Healing Hands (5) | 7 Actions | Sacrifice: 2 cards from hand

Touch a target to heal one of the target's attributes by an amount equal to your Grip in Occult. The Dead cannot be healed. **If your Weal is 4 or more**, oh yes, they can, but the target must have been felled by an injury that occurred no more than one minute before Healing Hands is applied!

Armor of Faith (7) | 7 Actions | Sacrifice: 4 cards from hand

Select a target within line of sight. Play a card from your *Hand*. Armor of Faith absorbs damage applied against the target until it has absorbed damage equal to the card's value or for minutes equal to your Grip in Occult, whichever comes first. **If your Wile is 4 or more**, then play two cards from your *Hand* instead of one.

Bless (8) | 3 Actions | Sacrifice: 1

Anoint a single weapon with holy water. That weapon gains the Trait: Blessed for Turns equal to your Grip in Occult. All damage inflicted by the weapon, or its ammunition, is considered Blessed. Each time this Blessed weapon strikes, it inflicts +1 point of damage. If your Weird is 4 or more, this weapon inflicts +2 points of damage when it strikes.