Divination	Divination	Divination	Divination
0 Scrying	1 Fate's Judgement	2 Know Thy Enemy	3 The Stars Align
7+ [10+] 18" [6"Aura] Last one Augment Turn	18" 7+ [10+] Hex, Missile, Instant Damage	8+ [12+] 18" [6"Aura] Last one Augment Turn	9+ [12+] 18" [6"Aura] Last one Augment Turn
The target gains Distracting and Hard Target.	The target suffers D3[D6] hits that wound automatically, with no Ward or Regeneration Saves allowed.	The target gains +2 Weapon Skill and +2 Initiative.	The target gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat and Shooting Attacks.
Divination	Divination	Divination	Divination
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4 Look to the West	5 Unerring Strike	6 Portent of Doom	A Guiding Light
4 Look to the West 9+ 18" Last one Turn Augment	5 Unerring Strike 18" 9+ [13+] Hex, Missile, Instant Damage	6 Portent of Doom 10+ 18" Last one Turn	A Guiding Light 18" Augment Last one Turn

