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

