



# REFERENCE DECK

**KULT**  
◊ divinity lost ◊

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♦ DIVINITY LOST ♦

The *Reference Deck* for *KULT: Divinity Lost* consists of 55 cards, detailing weaponry, gear, and the Basic Moves, in multiple copies.



The deck can be used by players and gamemasters alike, for quick and easy access to the most fundamental parts of the game.



The weapon cards show the complete profile of every firearm or close combat attack in the game, eliminating the need to reference the *Core Rules*. The Basic Moves cards present how and when the Moves are used, and show the potential outcomes of rolling the dice.



**Box Art** Bastien Lecouffe-Deharme

## Unarmed

**Distance:** arm

### Attacks:

- ◆ Punch, kick, and tear [1]
- ◆ Lock [0] [you are in control of the target until they break free]
- ◆ Shift [0] [you create distance between yourself and the target through a throw, body check, or push]
- ◆ Disarm [0] [you remove an object your opponent held in their hand]
- ◆ Excessive force [2] [focus entirely on killing your target, disregarding your own safety]



## *Edged Weapons*

**Examples:** knife, stiletto, dagger.

**Distance:** arm

**Attacks:**

- ◆ Cut, slice, and stab [2]
- ◆ Edge at the throat [0] [you are in control of the target until they break free]



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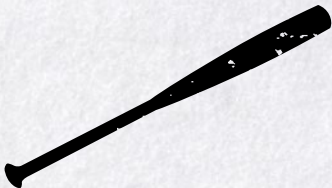
## Crushing Weapons

**Examples:** baseball bat, hammer, crowbar.

**Distance:** arm

### Attacks:

- ◆ Pummel, maul, and crush [2]
- ◆ Knock down [1] [the target falls to the ground]
- ◆ Knock out [1] [target is knocked out; PCs must successfully **Endure Injury** to avoid getting *knocked out*]





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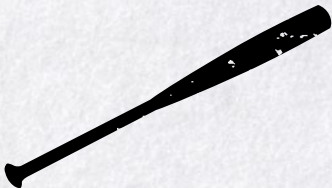
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## Chopping Weapons

**Examples:** machete, axe, sword.

**Distance:** arm

**Attacks:**

- ◆ Hack, slash, and chop [2]
- ◆ Momentum [1] [may hit one additional target]



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## Handgun

**Examples:** Beretta M92FS, Colt M1911A1, CZ P-10 C, FN Five seven, Glock 19, Glock 23, H&K USP45, H&K VP9, S&W Model 10, S&W MP40 Shield, SIG-Sauer P226, Walther P99.

**Distance:** arm/room

### Attacks:

- ◆ Combat shooting [2] [-1 Ammo]
- ◆ Overkill [3] [-2 Ammo]
- ◆ Multiple targets [2] [hit up to one additional target] [-3 Ammo]

**Ammo:** ○○○○



## *Magnum Handgun*

**Examples:** Colt Python, FA Model 83, IMI Desert Eagle, Ruger GP100, Ruger New Model Super Blackhawk, Ruger Super Redhawk, S&W M586, S&W Model S&W500, Taurus Raging Bull.

**Distance:** arm/room

### **Attacks:**

- ◆ Combat shooting [3] [-1 Ammo]
- ◆ Overkill [4] [-3 Ammo]

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## Rifle

**Examples:** Various hunting rifles, marksman rifles (like FN SCAR-H, Mk 14 EBR, SVD, etc.), and sniper rifles (like AI Arctic Warfare, H&K PSG-1, McMillan TAC-338, etc.).

**Distance:** room/field/horizon

**Attacks:**

◆ Aim & fire [3] [-1 Ammo]

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## Assault Rifle

**Examples:** AK-47/AKM/AK-103, Colt M4A1, FAMAS, FN SCAR-L, H&K G36, HK416, IWI Tavor TAR-21, QBZ-95-1, SA80, Steyr AUG.

**Distance:** room/field

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- ◆ Controlled fire [3] [-1 Ammo]
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## Combat Shotgun

**Examples:** Benelli M3 Super 90, Franchi SPAS-12, Mossberg 500, Remington M870, Saiga-12, Winchester M1300.

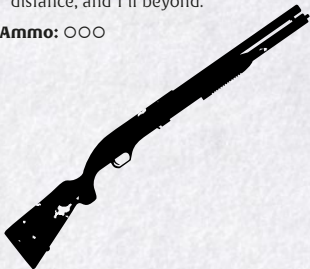
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\* Base Harm is 3 against target(s) at Room distance, and 1 if beyond.

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## *Submachine Gun (SMG)*

**Examples:** FN P90, Glock 18, H&K MP5, H&K MP7, H&K UMP45, IMI Uzi, Ingram MAC-10, KRISS Vector, Skorpion vz.61, Steyr AUG A3 Para XS.

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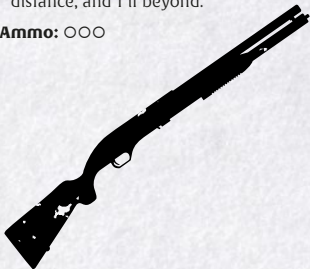
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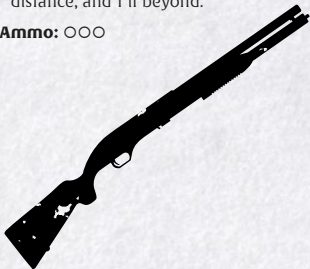
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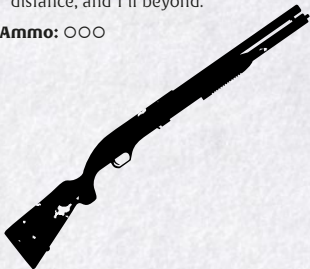
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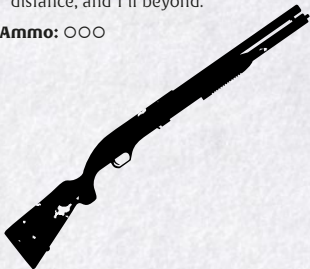
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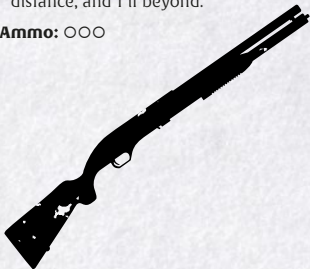
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## Machine Gun

**Examples:** FN MAG, M249, M60, MG5, RPK-74.

**Distance:** room/field

**Attacks:**

- ◆ Burst fire [3] [-1 Ammo]
- ◆ Sustained fire [3] [hit up to three additional targets] [-3 Ammo]

**Ammo:** ○○○○○○



## *Explosives*

**Examples:** Hand grenade, demolition charge, bomb.

**Distance:** room/field

**Attacks:**

- ◆ Detonation [4] [hits several targets]  
[-1 Ammo]

**Ammo:** ○



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## *First Aid Kit*

---

The PC can stabilize **Wounds**. If the **Wound** is **Critical** (or if circumstances otherwise suggest it), the PC rolls **Act Under Pressure**.



## Stun Gun (Taser)

Stun guns of the self-defense kind might require the attacker to physically touch her victim, while those used by law enforcement can eject electrodes up to a few meters distance. The latter kind requires recharging before repeat use.

**Distance:** arm/room

- ◆ Shock [1] [NPC target is *neutralized*, PC target **Endures Injury** and is knocked out on a (-9)]



## *First Aid Kit*

---

The PC can stabilize **Wounds**. If the **Wound** is **Critical** (or if circumstances otherwise suggest it), the PC rolls **Act Under Pressure**.



## Stun Gun (Taser)

Stun guns of the self-defense kind might require the attacker to physically touch her victim, while those used by law enforcement can eject electrodes up to a few meters distance. The latter kind requires recharging before repeat use.

**Distance:** arm/room

- ◆ **Shock [1]** [NPC target is *neutralized*, PC target **Endures Injury** and is knocked out on a (-9)]



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## • See Through the Illusion

When you suffer shock, injuries, or distort your perception through drugs or rituals, **roll +Soul** to **See Through the Illusion**:

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**(15+)** You perceive things as they truly are.

---

**(10–14)** You see Reality, but you also affect the Illusion. The GM chooses one:

---

- ◆ Something senses you.
  - ◆ The Illusions tears around you.
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**(–9)** The GM explains what you see and makes a Move.

---

## • Helping or Hindering

---

*When you help or hinder another player character's Move, explain how before their roll and **roll +Attribute**, where the Attribute is the same as the other player is rolling:*

- (15+) You may modify the subsequent roll by +2/-2.
- (10-14) You may modify the subsequent roll by +1/-1.
- (-9) Your interference has unintended consequences. The GM makes a Move.



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## • Investigate

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When you investigate something, **roll +Reason**. On a success, you uncover all direct leads and may ask questions to get additional information:

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**(15+)** You may ask two questions.

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**(10-14)** You may ask one question. The information comes at a cost, determined by the GM, such as requiring someone or something for the answer, exposing yourself to danger, or needing to expend extra time or resources. Will you do what it takes?

---

**(-9)** You may get some information anyway, but you pay a price for it. You may expose yourself to dangers or costs. The GM makes a Move.

---

*Continued on reverse.*

### *Questions:*

- ◆ How can I find out more about what I'm investigating?
- ◆ What is my gut feel about what I'm investigating?
- ◆ Is there anything weird about what I'm investigating?

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## • Observe a Situation

When you observe a situation, **roll +Perception**. On a success you may ask the GM questions about the current situation. When you act on these answers, gain +1 to your rolls:

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### *Questions:*

- ◆ What is my best way through this?
- ◆ What currently poses the biggest threat?
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## • Influence Other (NPC)

*When you influence an NPC through negotiation, argument, or from a position of power, **roll +Charisma**:*

**(15+)** She does what you ask

**(10-14)** She does what you ask, but the GM chooses one:

- ◆ She demands better compensation.
- ◆ Complications will arise at a future time.
- ◆ She gives in for the moment, but will change her mind and regret it later.

**(-9)** Your attempt has unintended repercussions. The GM makes a Move.

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## • Influence Other (PC)

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When you influence another PC, **roll +Charisma**:

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**(15+)** Both options below.

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**(10-14)** Choose one option below.

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**(-9)** The character gets +1 *on her next roll* against you. The GM makes a Move.

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### *Options:*

- ◇ She's motivated to do what you ask, and receives +1 *for her next roll*, if she does it.
- ◇ She's worried of the consequences if she doesn't do what you ask, and gets -1 **Stability** if she doesn't do it.

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## • Engage in Combat

When you engage an able opponent in combat, explain how and **roll +Violence**:

- (15+) You inflict damage to your opponent and avoid counterattacks.
- (10–14) You inflict damage, but at a cost. The GM chooses one:
  - ◆ You're subjected to a counterattack.
  - ◆ You do less damage than intended.
  - ◆ You lose something important.
  - ◆ You expend all your ammo.
  - ◆ You're beset by a new threat.
  - ◆ You'll be in trouble later on.
- (–9) Your attack doesn't go as anticipated. You might be subjected to bad luck, miss your target, or pay a high price for your assault. The GM makes a Move.

## • Act Under Pressure

*When you do something risky, under time pressure, or try to avoid danger, the GM will explain what the consequence for failure is and you **roll +Coolness**:*

**(15+)** You do what you intended.

**(10-14)** You do it, but hesitate, are delayed, or must deal with a complication – the GM reveals an unexpected outcome, a high price, or a difficult choice.

**(-9)** There are serious consequences, you make a mistake, or you're exposed to the danger. The GM makes a Move.



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## • Read a Person

When you read a person, **roll +Intuition**.

On a success, you can ask the GM/player questions about their character any time during this scene, while in conversation with their character:

---

**(15+)** You may ask two questions.

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**(10–14)** You may ask one question.

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**(–9)** You accidentally reveal your own intentions to the person you're trying to read. Tell the GM/player what these intentions are. The GM makes a Move.

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### *Questions:*

- ◆ Are you lying?
- ◆ How do you feel right now?
- ◆ What are you about to do?
- ◆ What do you wish I would do?
- ◆ How could I get you to [...]?

## Relation Moves

These Moves are applicable to **Relations** at strength 1 or 2.

**Wish no harm:** If you intend on *harming or killing your Relation* – whether directly or indirectly – you must **Keep it Together** with the influence being an unwillingness to cause injury. In case of *success with complications (10–14)*, in addition to the normal outcome you also get a **–Relation** modifier to your damage-inflicting Move. In case of *failure (–9)*, in addition to the normal outcome when missing your roll, you cannot bring yourself to harm your **Relation**.

**Regain Stability:** In a scene where you *experience closeness, assurance, and affirmation from a Relation*, your **Stability** is improved a number of steps equal to the strength of the **Relation** value.

**Lose Stability:** *If a Relation of yours is seriously injured*, your **Stability** is decreased a number of steps equal to the strength of the **Relation** value. Double that number if the **Relation** dies.



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## • Keep it Together

When you exercise self-control to keep from succumbing to stress, traumatic experiences, psychic influence, or supernatural forces, **roll +Willpower**:

**(15+)** You grit your teeth and stay the course.

**(10–14)** The effort to resist instills a condition, which remains with you until you have had time to recuperate. You get –1 in situations where this condition would be a hindrance to you.

Choose one:

- ◆ You become angry (–1 **Stability**).
- ◆ You become sad (–1 **Stability**).
- ◆ You become scared (–1 **Stability**).
- ◆ You become guilt-ridden (–1 **Stability**).
- ◆ You become obsessed (+1 **Relation** to whatever caused the condition).

*Continued on reverse.*

◆ You become distracted (-2 in situations where the condition limits you).

---

◆ You will be haunted by the experience at a later time.

---

(-9) The strain is too much for your mind to handle. The GM chooses your reaction: cower powerless in the threat's presence, panic with no control of your actions, suffer emotional trauma (-2 **Stability**), or suffer life-changing trauma (-4 **Stability**).

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## • Avoid Harm

---

When you *dodge, parry, or block Harm*, **roll +Reflexes**:

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**(15+)** You emerge completely unharmed.

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**(10–14)** You avoid the worst of it, but the GM decides if you end up in a bad spot, lose something, or partially sustain **Harm**.

---

**(–9)** You were too slow to react or you made a bad judgment call. Perhaps you didn't avoid any **Harm** at all, or you ended up in an even worse spot than before. The GM makes a Move.

---

## • Endure Injury

When enduring an injury, **roll +Fortitude –Harm**. If you are wearing armor, add its rating to the roll:

**(15+)** You ride out the pain and keep going.

**(10–14)** You are still standing, but the GM picks one condition:

- ◆ The injury throws you off balance.
- ◆ You lose something.
- ◆ You receive a **Serious Wound**.

**(–9)** The injury is overwhelming. You choose if you:

- ◆ Are knocked out (the GM may also choose to inflict a **Serious Wound**).
- ◆ Receive a **Critical Wound**, but may continue to act (if you already have a **Critical Wound**, you may not choose this option again).
- ◆ Die.

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