

THE FOOL

Prc Int Active Harm Effect

☐ ☐
☐ ☐
☐ ☐
☐ ☐

Related Injury

PSYCHE

current

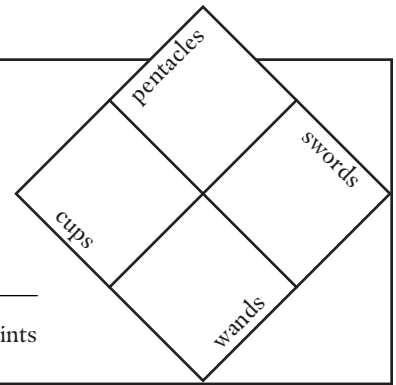
max

bonus

EXPERIENCE

potential

points

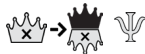


☐ WILD CARD

1|2Ψ

When a revealed Future Card would be read as a success, spend one Psyche to steal it and add it to your hand. A new card is drawn to resolve the Test in its place. Before the next Downtime, spend two additional Psyche to replace a just-revealed Future Card with the stolen one.

☐ FEARLESSNESS



Take immediate Control and, without consulting the other Aspects, do something that places the Hero in some form of danger. Gain +1 on Active Tests and suffer -1 on Passive Tests until you lose Control or the danger abates. If a Test is read as a Disaster while this Power is active, you immediately leave Control and fall into your Private Space, somehow off your Cliff's edge, ending the Power. You may not return to the Shared Space or Control the Hero until there is a change of pace or location.

☐ INNER CHAOS



You and your Companion cause a ruckus in the mind of the Hero which lasts until after the next Test. Control is frozen and may not be changed by any means until after the next Test, and the next Test performed by any Aspect suffers -2. If that Test is read as a failure, you earn 2XP.

☐ SPECTACLE



Make the Hero do something ridiculous or attention-grabbing and make an Active Test of a Skill the Diviner deems relevant. If the Test is read as a success, all NPCs watching are Surprised. If read as a failure, the Hero is Surprised. For better or worse, all nearby NPCs will turn their attention to the Hero.

☐ PROMISING STUDENT



Immediately form a bonus Bond with an NPC in your presence who has mastered a skill you wish to learn. If this enables you to form an Attachment with them and you choose to do so, make the Attachment type Mentor.

☐ EASE OF YOUTH



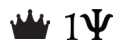
When a revealed Future Card would be read as a failure, take Control immediately and draw a new Future Card to resolve the Test in its place, substituting your Suit Stat for theirs (gain an additional +1 if you taunt or console the failed Aspect).

☐ INNOCENT FACE

1Ψ

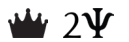
When a Passive Test of Perception, Connection, or Leadership is performed against a non-hostile NPC, gain +2. If the Test is read as a success and you weren't in Control, you may take Control.

☐ YOUTHFUL RESILIENCE



During Action time, choose any one active Injury with a current severity of three or less. Through adrenaline (or perhaps youthful foolishness) you're able to ignore this Injury until you leave Control or Action time ends.

☐ BEGINNER'S LUCK



When an Active Test is read as a failure for a Skill with no training or Vocation benefit, immediately follow with an Active Test of Fortune. If this Test is read as a success, sheer luck turns the original Test into a success. If read as a failure, you earn 2XP.

☐ COPYCAT



When another Aspect uses a Power, gain for yourself the ability to use that same Power – and become fascinated with that Aspect – until the next Downtime. You and your Companion may mimic their mannerisms, behave as you think they would, or imitate them in unseen, personal ways. *Copycat itself may not be replenished, but the copied Power may once.*

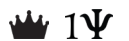
☐ COPIED POWER:

☐ DANCING ON THE CLIFF'S EDGE



At the start of any Downtime when the Hero is not Injured, announce your intention to party! Other Aspects may not take Control or use their Powers unless you allow them to do so, and no Aspects may process Harm during this Downtime (yourself included). At the end of the Downtime, you gain three bonus Psyche and 2XP. Other Aspects receive their normal Downtime benefits, but you do not.

☐ OPEN HEART



After reading an Active Test as a success against a friendly NPC with whom you have no Bonds, form a bonus Bond with that NPC. If this enables you to form an Attachment with them and you choose to do so, make the Attachment type Friend.

THE FOOL

BACKGROUND



AGENDAS

- To learn and grow
- To explore the world
- To make new friends
- To troll the haters
- To laugh and create joy

You are the Hero's sense of humor, their curiosity, their capacity for wonderment, and their desire to experience new and exciting things.

You take delight in the outside world and the many experiences it offers. You are youth incarnate; an unpredictable spirit. You thrive in many situations, relying on the self-confidence and courage such youthful spirits often possess.

YOUR NATURE (CHOOSE ONE)

As you grew, you heard so much laughter in the Outside! There were many other kids like you, and everyone was laughing. In response, you became quite:

- ☐ **Callous.** You pushed a kid down and found you could get a few laughs of your own.
- ☐ **Funny.** That laughter was the best sound ever, so you found ways to ignite it.
- ☐ **Sweet.** You found one true friend and you made each other laugh.
- ☐ **Nerdy.** You kept to your studies – the characters in your stories were your friends.
- ☐ (specify your own) _____

YOUR PRIVATE SPACE

The Outside world is full of surprises and amazements, but that world is solid and yours is not. Your Private Space reflects and symbolizes your friendships, interests and passions. What does yours consist of?

YOUR CLIFF

At the edge of your Private Space is a dangerous area. It is yours, and is created by your fears and the fears of the world. It may appear as anything, but might be something like a mountainous cliff's edge. Despite the danger of this place, you take pleasure spending time there. What is your Cliff?

YOUR COMPANION

At some point, your innocence and loyalty manifested as a companion who lives here with you in the mind, a symbol of your desire to engage with the world. What is the name and nature of your companion?

YOUR APPEARANCE

In the Outside world, you always look the same. In the realm of the mind, you look however you want and can change your appearance freely. How do you appear to your fellow Aspects most often?

YOUR SIBLINGS

Eventually, you discovered that there were others like you, and that together you pilot the life of a single person: your Hero. As you develop your Hero together, consider if any of your Aspects fit the following dynamics:

- I love to antagonize _____.
- I love to get a laugh out of _____.
- Sometimes I just ignore _____ because **they don't get me / they're obnoxious.**
- When _____ is in Control, it means that **I am / I'm not** getting what I want.
- When something interesting happens, time has taught me that _____ is usually going to be **chill / kind of an asspain** about it.
- I have to admit, I look up to _____ because _____.

THE MAGICIAN

Prc Int Active Harm Effect

☐ ☐
☐ ☐
☐ ☐
☐ ☐

Related Injury

PSYCHE

current

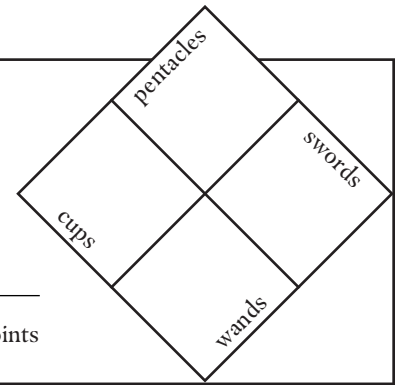
max

bonus

EXPERIENCE

potential

points



☐ QUICK THINKING

2Ψ

When the Diviner calls for a Passive Test, reframe the moment and act in anticipation of whatever caused that Test to resolve it as Active instead. The Diviner applies the same Risk, but you and other Aspects may now use Powers and change Control as with any other Active Test.

☐ INTENSE FOCUS

2Ψ

Change the suit of any just-revealed Future Card to the suit in the quadrant across from it or to your Throne suit. The Hero becomes Ready in the suit you choose.

☐ EXPERT EDGE

2Ψ

Raise or lower by one the number of a just-revealed Future Card. If the Hero was Ready, after this Test, don't remove that Ready condition.

☐ ADAPTATION

2Ψ

Make the Hero Ready in your Throne suit and one other suit of your choice.

☐ CREATIVE GENIUS

1Ψ

Gain +1 on Tests of Expression, Machination, and Craft until you lose Control or there is a change of pace or location.

☐ INTERNAL ALLIANCE

Announce an alliance over a shared goal with another Aspect (with their agreement), and immediately regain one Psyche. When the goal is achieved, you and your ally each gain up to 3XP, based on the Diviner's assessment of the difficulty of the goal. If the goal is failed utterly, you and your ally each lose one Psyche.

☐ INTENSE CHARISMA

1Ψ

At the end of an interaction with a non-hostile human NPC in which an Active Test of Connection, Leadership, or Discretion was read as a success, you may form a bonus Bond with that NPC.

☐ DECISIVE FORCE

Usurp Control from whomever currently has it. The next Active Test you make gains +1, and the next Passive Test you make suffers -1. Unused +1/-1 effects are canceled when you lose or relinquish Control.

☐ SELF-RESTRAINT

1Ψ

One other Aspect of your choosing may not take Control, and the Psyche cost of that Aspect's Powers increase by one each, until pace or location shifts or you choose to end this Power.

☐ IRON-HEARTED

2Ψ

Sever every Bond you have with an Attached NPC in your presence. If doing so brings you under the amount needed to maintain the Attachment, downgrade or remove it. Earn 1XP for each Bond you severed.

☐ THE MAGICIAN'S TOOLS

2Ψ

When an ace is revealed in a Test, add it to your hand. If you do, a new Future Card is drawn to resolve the Test in its place. Before the next Downtime, spend two Psyche to replace the just-revealed Future Card with the one in your hand.

☐ INDEPENDENT MIND

2Ψ

When you make a Test that benefits from the Hero's Vocation, draw and reveal two Future Cards. Choose which is read as the outcome, and discard the other. No other Aspects' Powers may alter these two Future Cards once revealed, but yours may.

THE MAGICIAN

BACKGROUND



AGENDAS

- To achieve greatness
- To change the world
- To pursue those goals with swift and decisive action
- To craft a plan and enact it
- To cultivate amazing abilities

You are the Hero's ambitions, their creativity, their skills and capabilities, and their ego; mighty enough to tackle the largest problems and achieve the greatest heights.

Your vision is greater than yourself; it is a vision for the world. For that reason, you act with immediacy and intention toward your goals at all times, even if it means sacrifice in the present. You are brilliant, and benefit from the decisive power that brilliance confers.

YOUR NATURE (CHOOSE ONE)

As you grew, you discovered the society of the Outside. To find the greatness for which you're destined, you cultivated:

- ☐ **Creativity.** You learned to make amazing things to demonstrate your skill and mind.
- ☐ **Ability.** You strove to be the best of those around you at the skills you chose.
- ☐ **Leadership.** You found strength leading others, bringing them around to your plans.
- ☐ **Vision.** You felt the mad idea that you could shape the world with your actions.
- ☐ (specify your own) _____

YOUR PRIVATE SPACE

The Outside world is full of goals and interests, but that world is solid and yours is not. Your Private Space reflects your friendships, interests and passions. What does yours consist of?

YOUR TABLE

Somewhere in your Private Space is a private, powerful area. It and its contents may appear as anything, but always has some form of sword, wand, cup, and pentacle, symbolizing your mastery of the elements of the world. What is your Table?

YOUR EXISTENTIAL AMBITION

Your very being is defined by what you want for yourself from the world; perhaps even something so huge, it's unattainable. What is your Existential Ambition?

YOUR APPEARANCE

In the Outside world, you always look the same. In the realm of the mind, you look however you want and can change your appearance freely. How do you appear to your fellow Aspects most often?

YOUR SIBLINGS

Eventually, you discovered that there were others like you, and that together you pilot the life of a single person: your Hero. As you develop your Hero together, consider if any of your Aspects fit the following dynamics:

- ♦ I manipulate _____ to support my vision and aid me in my ambitions.
- ♦ _____ tends to get in the way.
- ♦ The power possessed by _____ is to be **respected** / **ignored as useless**.
- ♦ When _____ is in Control, it usually means **disaster** / **success** for my plans.
- ♦ When danger pops up, I **always** / **never** trust _____ to handle it well.
- ♦ Out of all of us, I wish that _____ had **more** / **less** time in Control.
- ♦ I feel the **most** / **least** kinship with _____.

THE HIGH PRIESTESS

Prc Int Active Harm Effect

<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____

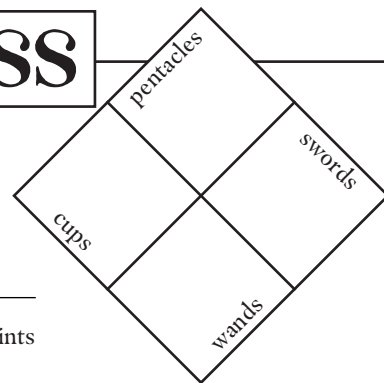
Related Injury

PSYCHE

<input type="text"/>	/	<input type="text"/>	<input type="text"/>
current		max	bonus

EXPERIENCE

potential points



☐ SHADOW SENSE

1Ψ

Learn a Secret about an NPC, object, or location in the Hero's immediate vicinity.

☐ CODE GUARDIAN

👑 Ψ

After a Test is read as a success for which you were in Control and feel you successfully upheld your Code, earn up to 3XP based on your success in doing so as determined by the Diviner.

☐ THE HAND OF LAW

1↔1Ψ

When another Aspect uses a Power, you may suspend their ability to do so by spending as many Psyche as they would have spent to activate it, minus one. That Aspect may not use that Power until after the next Downtime.

☐ UNCANNY INTUITION

2Ψ

When a Passive Test is called: if you're not in Control, take Control immediately and gain +1 on that Test. If you hold a Secret about any person, object, or location in the Hero's presence when you use this Power, gain +2 instead.

☐ SOUL SEARCH

👑 Ψ

Make an Active Test of your choice of Connection or Perception against a non-hostile NPC in the Hero's presence. The Diviner may impose Risk of up to -2 based on the NPC's mental state – the more upset, agitated, traumatized, or afraid they are, the harder the Test. If read as a success, you learn a Secret about that NPC.

☐ AVATAR OF TRUTH

👑 2Ψ

You can sense when someone is lying, including other Aspects. You “see” or “feel” the lie in a way no one else does, and the nature of this perception is up to you. You may share with other Aspects as you see fit. The effect lasts until you lose Control, or there is a change of pace or location. If any lies are detected, replenish a Power.

☐ SECRET INSIGHT

👑 1Ψ

When a Future Card is revealed in a Test against a Beloved NPC or an NPC about whom any Aspect holds a Secret, you may adjust the number on that card by one in either direction.

☐ PSYCHIC AWARENESS

👑 1Ψ

Gain +1 on Tests of Perception, Leadership, and Connection until any change of Control, pace, or location.

☐ ORACULAR VISION

2Ψ

Draw the top card of the Lesser Deck into your hand. You may reveal the card to fellow Aspects if you wish, but not to the Diviner. The next Test made will be resolved by that card, unless you spend one additional Psyche to hold it until the next Test, at which point it must be used.

☐ THE HERO'S CONSCIENCE

👑 1Ψ

When another Aspect takes an action as the Hero that would go against your Code, interrupt them and call for a vote between that action and your proposed alternative. All Aspects get one vote, except you – you get two. If you win the vote, take Control. If you lose, the other Aspect keeps Control. Those who voted on the winning side earn 1XP each.

☐ MEDITATION

👑 1Ψ

At the start of any Downtime, announce your intent to spend time in private reflection adding lessons to your Book. In place of regular end-of-Downtime benefits, replenish one Power for each Secret you currently know (up to three). The other Aspects may spend the Downtime as they wish, but you must remain in your Private Space..

☐ TWO PILLARS

Ψ

After any Test of Cups or Swords is read as a success, gain one bonus Psyche or make the Hero Ready in the suit of the Test.

Held Secret:

Target:

_____	_____
_____	_____
_____	_____

Held Secret:

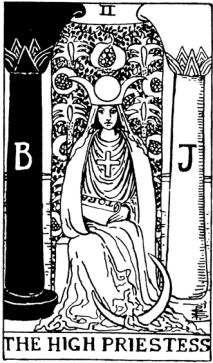
Target:

_____	_____
_____	_____
_____	_____

Max # of held Secrets = your max Psyche. A Secret loses its Power if the target learns you know it, or if it becomes generally known to the world.

THE HIGH PRIESTESS

BACKGROUND



AGENDAS

- To adopt a Code and live by it
- To learn the secrets behind the reality of the world
- To act as a just force in the universe
- To use your psychic knowledge to enact your will upon the world

You are the Hero's conscience, their intuition, and their psychic link to the secret world of cosmic law and unknown truths.

You see things the others don't, and you always have. You know in your heart the difference between right and wrong, the divine law of the Universe passed through you from the secret world beyond. You are connected to the moon, the sentinel at the gate of the secret world.

YOUR NATURE (CHOOSE ONE)

As you grew, you discovered the ways of the Outside, both the obvious and the hidden. To defend your Code, you needed tools and strengths, particularly:

- ☐ **Empathy.** You read people's hearts to know how to best help them.
- ☐ **Intuition.** You judged the actions of others to know who would cause trouble.
- ☐ **Righteous anger.** You used the fire in your heart to defend your Code with passion.
- ☐ **Patience.** You learned to lead by example, rather than to force your ethics on others.
- ☐ (specify your own) _____

You have a place you keep that knowledge; your Book. How does your Book appear?

YOUR APPEARANCE

In the Outside world, you always look the same. In the realm of the mind, you look however you want and can change your appearance freely. How do you appear to your fellow Aspects most often?

YOUR PRIVATE SPACE

The Outside world is full of secrets of all kinds, but that world is solid and yours is not. Your Private Space reflects your Code, passions and the secrets you know. What does it consist of?

YOUR CODE

In the beginning, you were given knowledge about right and wrong before you were even able to make sense of all of it. Eventually, you came to articulate your Code as:

YOUR BOOK

As your Code grew and you gained more knowledge of the world, it became important to preserve what you learned and to articulate the Code you were born with.

YOUR SIBLINGS

Eventually, you discovered that there were others like you, and that together you pilot the life of a single person: your Hero. As you develop your Hero together, consider if any of your Aspects fit the following dynamics:

- ♦ I can be honest with _____ but I keep secrets from _____.
- ♦ _____ disappoints me. When they do, I choose to **lead them** / **punish them**.
- ♦ When _____ is in Control, I fear they **will** / **will not** respect my Code.
- ♦ In a crisis, I know _____ will handle things **ethically** / **unethically**.
- ♦ I feel a desire to defend _____ from the agendas of the others.
- ♦ I must lead _____.
- ♦ I share Secrets with _____.

THE EMPRESS

Prc Int Active Harm Effect

<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____

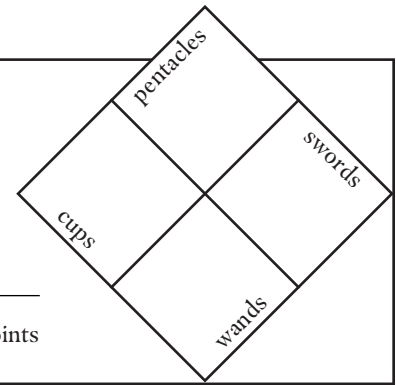
Related Injury

PSYCHE

<input type="text"/>	/	<input type="text"/>	<input type="text"/>
current		max	bonus

EXPERIENCE

potential	<input type="text"/>	<input type="text"/>	points
-----------	----------------------	----------------------	--------



☐ INVITING PRESENCE



Gain +1 on Tests of Leadership, Discretion, and Connection until any change of Control, pace, or location.

☐ SPARK OF CONNECTION



Immediately form a bonus Bond with a non-hostile NPC in the Hero's presence. If that NPC is aware of the Hero's presence, you may also make them feel attracted to the Hero in some way if the Diviner deems there's a reasonable chance they could be. Describe this attraction, and whether it's purely friendly, romantically flirtatious, or professional.

☐ INTERNAL ALIGNMENT



Announce this Power and make your case for a course of action to any two Aspects of your choosing. If both Aspects agree on your course of action, take Control immediately and the three of you earn 1XP each.

☐ GAZE OF THE EMPRESS



Make eye contact with a non-hostile human NPC and make an Active Test of Worldliness, Expression, or Force, with Risk of up to -2 based on how much the NPC trusts the Hero. If the Test is read as a success, the NPC is Surprised

☐ ENDURING FORCE



Gain +1 on all Passive Tests and ignore all your current Harm Effects and any Injuries the Hero may have or receive until any change of Control or location. New Injury cards are placed on the table as usual when incurred, but don't affect the Hero until the Power ends.

☐ FONT OF POWER



Choose two Aspects. Each gains one bonus Psyche or replenishes one Power (their choice). If neither of these Aspects are you, you also earn 2XP.

☐ CROWN OF STARS



Grant +1 to each of the Hero's next three Tests, as long as you remain out of Control. Any remaining +1 benefits are lost if you enter into Control or replenish this Power before all three have been used.

☐ UNITE IN CELEBRATION



At the start of any Downtime when the Hero is not Injured, invite any willing NPCs to unite with the Hero in friendly "celebration" appropriate to the moment, whatever that means to you. As long as at least one NPC accepts, you may spend up to six hours of the Downtime celebrating (the Hero must still get six hours rest for anyone to receive Downtime benefits). Other Aspects may not take Control or use Powers unless you allow them to do so, and none of you may process Harm. When Downtime ends, all other Aspects gain one bonus Psyche in addition to their regular benefits. For each additional Psyche you spend, you may open one blocked Boon on any Attached NPC present.

☐ LOVING NATURE



Use this Power during or immediately after an interaction with an NPC. All Aspects (including you) may form a bonus Bond with that NPC. For each other Aspect that chooses to do so, you earn 1XP. If this Power enables the Hero to form an Attachment with them and you choose to do so, make the Attachment type Love Interest or Friend.

☐ ABUNDANCE



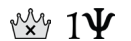
When the effects of another Aspect's Power expire, immediately replenish that Power for them by spending whatever they spent to use it, minus one.

☐ SACRED BOND



Other Aspects can't use any Powers on a single NPC of your choosing unless you allow them to, until you end the effect or there is a change of pace or location. If the chosen NPC is Attached, you may take Control immediately if you don't already hold it. If the NPC is Beloved, earn 2XP and open one of their blocked Boons.

☐ THE DIVINE FEMINE



When a Passive Test of any Skill is called, immediately take Control and gain +1 on that Test. If the Test is read as a success, you may grant a bonus Psyche to another Aspect who does not currently have one, then earn 1XP for each Aspect (including yourself) who has any amount of bonus Psyche.

THE EMPRESS

BACKGROUND



AGENDAS

- To foster love
- To promote peaceful life
- To unite your community
- To celebrate beauty and joy

You are the Hero's connection to the infinite force of Life. You are all of the pleasant things that happen when Life is allowed to flourish in balance with its world: celebration, beauty, abundance, family, and community.

You are a caregiver, a lover, and a fierce defender. You have a natural affinity for the arts and for hospitality, and enjoy using these affinities to create joy. You make life worth living for the Hero through love.

YOUR NATURE (CHOOSE ONE)

As you emerged from your Private Space, you discovered the people of the Outside and found much to love about them. You primarily bonded with them through:

- ☐ **Beauty.** You found it any form(s) you like: physical, vocal, spiritual, emotional.
- ☐ **Expression.** You learned to share love through your expressive talents.
- ☐ **Family.** You love your family and dream of carrying on that love.
- ☐ **The Wild.** You love animals and/or plants, and get along with others who do, too.
- ☐ (specify your own) _____

YOUR PRIVATE SPACE

In the beginning, your world was natural and vibrant and completely in balance. It may have taken you a long time to discover the Outside world, because your Private one was so rich and alive, in a way that no other Aspect's is. What is your Private Space like?

YOUR CELEBRATION

As you grew, you found a great source of joy in a group activity you participate in with your friends and family. What was the nature of that celebration? How does it carry over into your Private Space?

YOUR APPEARANCE

In the Outside world, you always look the same. In the realm of the mind, you look however you want and can change your appearance freely. How do you appear to your fellow Aspects most often?

YOUR SIBLINGS

Eventually, you discovered that there were others like you, and that together you pilot the life of a single person: your Hero. As you develop your Hero together, consider if any of your Aspects fit the following dynamics:

- ♦ I adore _____.
- ♦ I argue with _____.
- ♦ I always keep an eye on _____, as they **are a threat / require my defense.**
- ♦ I do not care for _____.
- ♦ _____ delights me. When they do, I reward them by _____.
- ♦ When _____ is in Control, I'm pretty sure they will **support / damage** my friendships.
- ♦ _____ respects nature, and for that, I think of them fondly.
- ♦ _____ falls in love like I do.

THE EMPEROR

Prc Int Active Harm Effect

☐ ☐
☐ ☐
☐ ☐
☐ ☐

Related Injury

PSYCHE

current

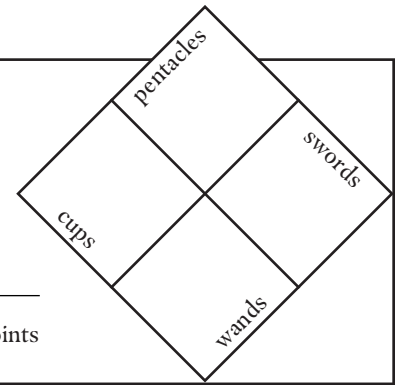
max

bonus

EXPERIENCE

potential

points



☐ COMMANDING PRESENCE



1Ψ

Gain +1 on Tests of Leadership, Worldliness, and Force until any change of Control, pace, or location.

☐ THE KING WITHIN



2Ψ

Immediately take Control, with or without consulting the other Aspects. The Hero becomes Ready in the suit of your choice.

☐ WILLPOWER



3Ψ

When a revealed Future Card would be read as a failure, take Control immediately and draw a new Future Card to resolve the Test in its place, but substituting your Suit Stat for theirs (gain an additional +1 if you taunt or console the failed Aspect).

☐ THE PRICE OF POWER



1Ψ

When a revealed Future Card would be read as a failure, discard it and draw a new one to resolve the Test in its place. When the Test is complete, all other Aspects each draw a Harm Effect.

☐ SHOW OF RESPECT



2Ψ

Demand a brief show of respect or unity from the other three Aspects: they salute you, kneel before you, a high-five, a brief toast, etc. This demand takes place solely in the Shared Space of the Hero's mind. Any Aspects who fulfill the demand to your satisfaction earn one bonus Psyche.

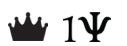
☐ CONQUERING FORCE



2Ψ

All Tests of your Skills within your Throne Suit that are read as successes automatically become crits. This effect lasts until you lose Control or there is a change of pace or location.

☐ DEFENDER



1Ψ

During Action time, if you read a Test as a success in which you protect an NPC from physical harm, earn 2XP or form a bonus Bond with them.

☐ IMPERIAL ARROGANCE



1Ψ

Announce this Power when an Active Test is called, and draw two Future Cards, applying the same Swing to each. If either is read as a failure, the entire Test is read as a failure. If both are read as successes, you succeed as normal (and crit if both cards crit), and you earn 2XP and replenish one Power.

☐ APPOINTMENT



1Ψ

Take Control from whomever has it and give it to one other Aspect (not yourself), who must wear your Crown until after the next Test. If the next Test after doing so is read as a success and you are still not in Control, gain one bonus Psyche.

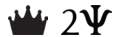
☐ AGONY OF THE THRONE



2Ψ

Use this Power when the Hero suffers an Injury. If you're not already in Control, take Control immediately. You draw a single Harm Effect for the Injury, but no other Aspect does even if they otherwise would have been required to.

☐ EXPERT COMMAND



2Ψ

When an Attached NPC is with the Hero, draw a random Boon for that NPC (above and beyond any they already have). This NPC keeps the Boon until the Hero and the NPC part ways for more than 24 hours or the Hero's next Downtime, after which point, you discard it. If the Boon is blocked when you discard it, earn 2XP.

☐ THE DIVINE MASCULINE



1Ψ

When an Active Test of any Skill is called, gain +1 on that Test. If the Test is read as a success, earn 1XP for each point of Risk the Diviner applied to the Test.

THE EMPEROR



AGENDAS

- To defend your community
- To defend the Hero directly
- To punish or reform your foes
- To leave a legacy after your ideals
- To wield power

You are the Hero's power. You are the teeth and nails and bones that keep the Hero safe and able to defend those they love from danger.

At your best, you are a guardian, a defender, and a protector tasked with leading others in harmony (whether they desire it or not). At your worst, you are a nightmare for your foes. You are destined to rule, but the question is: will you be a just defender or a ruthless king?

YOUR NATURE (CHOOSE ONE)

As you grew, you discovered the people of the Outside and found much to distrust and admire about them. You made yourself safe and strong through:

- ☐ **Discipline.** You train yourself physically. Your body is your best weapon.
- ☐ **Ability.** You learned difficult skills to defend yourself when the time comes.
- ☐ **Force.** You learned to hit first and hit hardest. You learned to ignore pain.
- ☐ **Guardianship.** You learned to stand up for those who deserve it.
- ☐ (specify your own) _____

YOUR PRIVATE SPACE

Unlike your siblings, your Private Space grew citizens quickly as you grew, drawn from your impressions of people you met in the Outside. Your view of the world, your interests, and your nature define the lives of these citizens. What is your Private Space like?

YOUR THRONE AND CROWN

Your first memory is of the uncomfortable but impressive chair, your Throne, and of the heavy Crown weighing down your head. You were born with the burden of these discomforts. They represent your responsibility and power, and they may take any form you wish. How do your Throne and Crown appear?

YOUR APPEARANCE

In the Outside world, you always look the same. In the realm of the mind, you look however you want and can change your appearance freely. How do you appear to your fellow Aspects most often?

YOUR SIBLINGS

Eventually, you discovered that there were others like you, and that together you pilot the life of a single person: your Hero. As you develop your Hero together, consider if any of your Aspects fit the following dynamics:

- ♦ I must **protect / restrict** _____.
- ♦ I must keep an eye on _____, as they may prove to be **a useful pawn in / a threat to** my agenda and interests.
- ♦ _____ **annoys / amuses** me.
- ♦ When _____ is in Control, I worry their weakness leaves us open to threat.
- ♦ Out of all of us, _____ is the only one with power to rival my own.
- ♦ _____ has power worth cultivating, but doesn't **know it / care**.

THE HIEROPHANT

Prc Int Active Harm Effect

<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____

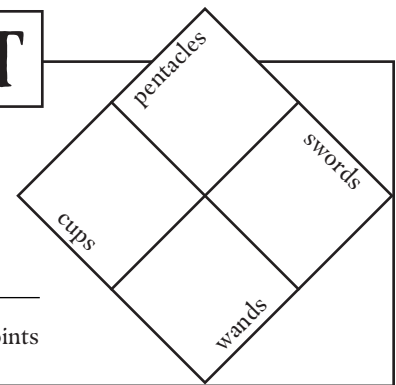
Related Injury

PSYCHE

<input type="text"/>	/	<input type="text"/>	<input type="text"/>
current		max	bonus

EXPERIENCE

potential	<input type="text"/>	<input type="text"/>	points
-----------	----------------------	----------------------	--------



☐ DIVINE BLESSINGS

2Ψ

Grant a Blessing to a friendly NPC in the Hero's presence, which will last until the Hero's next Downtime. While in the presence of a Blessed NPC, gain +1 on Passive Tests. A Test may only benefit from one Blessing, regardless of the number of Blessed NPCs in your presence. An NPC may have one Blessing at a time, and you may only have three blessed NPCs at a time (if creating a fourth, you must choose one other Blessing to remove).

☐ COUNCIL OF THE MIND

👑 3Ψ

Invite two other willing Aspects to join you in a state of Co-Control at no cost. Once Control is established this way, the Hero becomes Ready in the Throne Suit of any Aspect in Control (your choice).

☐ HAND OF THE HIEROPHANT

1Ψ

When the Diviner applies Risk during Action time, raise or lower that Risk by 1.

☐ CROSSED KEYS

🔑 2Ψ

For every 3 Potential you have accumulated and not yet converted to Points, replenish one Power (max two).

☐ PERSONAL ARTIFACT

👑 1Ψ

Imbue an object the Hero can touch with a Power from any currently-unplayed Aspect sheet. At any future point while the Hero is holding the chosen object, you may use that Power (paying its costs and following its Control restrictions). An imbued Power is used and may be replenished as normal but may not be upgraded. You may not have more than one personal artifact at any one time. The Power is lost if the artifact is destroyed. You may choose to end this Power at any time, returning the artifact to its mundane state. Once lost or ended, a Power may not be imbued again on future personal artifacts.

☐ SPREAD THE MESSAGE

👑 1Ψ

When interacting with a non-hostile NPC, make an Active Test of Discretion, Leadership, Connection, or Worldliness to bring the NPC closer to the values of your Institution. If the Test is read as a success, form a bonus Bond with that NPC and gain 2XP.

☐ INSPIRATIONAL FIGURE

👑 2Ψ

When an Attached NPC is interacting with the Hero outside of Action time, draw a random Boon for that NPC (above and beyond any they already have). At the end of the interaction you may choose to replace one of their existing Boons with this one, or simply discard it. On the next Test against that NPC, gain +1.

☐ WELL OF SPIRIT

2Ψ

When a just-revealed Future Card would be read as a failure, instruct the Diviner to shuffle that card back into the Deck and then draw a new Future Card to see if your faith is rewarded. The new card resolves the Test, and may not be altered in any way by anyone (though any already-active adjustments stand as usual).

☐ BUILDER OF INSTITUTIONS

👑 Ψ

After a Test is read as a success for which you were in Control and feel you successfully advanced the causes or met the needs of your Institution, earn up to 3XP based on your success in doing so as determined by the Diviner.

☐ COHESION

👑 1Ψ

When an Active Test is called and the Hero is accompanied by an Attached NPC who is willing, ready, and able to offer assistance toward the task at hand, gain +1 on the Test (+2 if the Attachment is Beloved), in addition to any Boons you may also be able to access from this NPC.

☐ MELLIFLUOUS VOICE

👑 1Ψ

Gain +1 on Tests of Leadership, Connection, and Discretion until you lose Control or there is a change of pace or location.

☐ CALL FOR MEDIATION

Ψ

When another Aspect takes an action as the Hero that would go against your Institution's orders or principles, interrupt them and call for a vote between that action and your proposed alternative. All Aspects get one vote, except for one third-party Aspect of your choosing who gets two. If you win the vote, you or the Aspect you chose take Control (or you both take Co-Control for no cost). If you lose, the other Aspect keeps Control. Those who voted on the winning side earn 2XP each.

THE HIEROPHANT

BACKGROUND



AGENDAS

- To serve your Institution
- To consider how you may use your Institution to do the most good
- To become wise
- To use your wisdom to lead your people

You are the Hero's desire to serve. You gain satisfaction from the knowledge that you are a part of something that creates good for the world and preserves knowledge for future generations.

Your influence causes the Hero to think outside themselves and their pain. You achieve strength through learning, wisdom, and by investing your energy in your community and your world.

YOUR NATURE (CHOOSE ONE)

As you emerged from your Private Space, you discovered the people of the Outside and considered how you would best serve them:

- ☐ **Sacrifice.** You are willing to give your time and strength to your community.
- ☐ **Command.** You must lead through the force of your words, and sometimes more.
- ☐ **Evangelism.** You have a truth in your heart you feel compelled to share.
- ☐ **Mentorship.** You teach and guide others with patience and thoughtfulness.
- ☐ (specify your own) _____

☐ **A Mission.** A group of like-minded people organized around a mission.

☐ **A Community.** A group of folks organized around shared experience.

☐ (specify your own) _____

YOUR APPEARANCE

In the Outside world, you always look the same. In the realm of the mind, you look however you want and can change your appearance freely. How do you appear to your fellow Aspects most often?

YOUR PRIVATE SPACE

The Outside is full of people to serve and knowledge to find, but your Private Space reflects your ideals, passions, and the world you know. What does it consist of?

YOUR SYMBOL

At some point, you began to see an image over and over, and knew that it was a message from the world or from the divine; a calling to serve. What was your Symbol?

INSTITUTIONAL IDEAL (CHOOSE ONE)

As you grew, your path led you to an Ideal that you knew was right for you. Part of your life is finding or serving an Institution that shares that Ideal:

- ☐ **A School.** Learning is the infinite miracle. To pass on knowledge is divine.
- ☐ **A Faith.** You knew your miracle could only come from God or gods.

YOUR SIBLINGS

Eventually, you discovered that there were others like you, and that together you pilot the life of a single person: your Hero. As you develop your Hero together, consider if any of your Aspects fit the following dynamics:

- ♦ _____ isn't perfect, but I enjoy them because _____.
- ♦ I admire _____.
- ♦ When _____ is in Control, I worry they will act contrary to my Institution.
- ♦ _____ is an instrument of powerful cosmic forces, even if they don't know it.
- ♦ _____ can be taught, but only through **sacrifice / pain / patience** / _____.
- ♦ _____ only thinks of themselves.