

THE EMPEROR

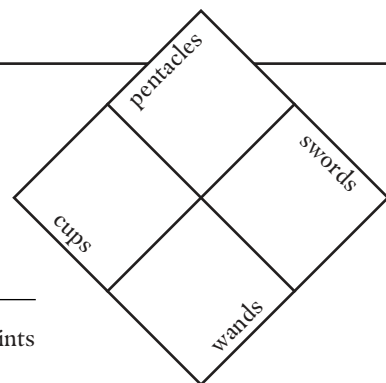
Prc	Int	Active Harm Effect	Related Injury
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
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PSYCHE

<input type="text"/>	/	<input type="text"/>	<input type="text"/>
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**.