

THE EMPRESS

Prc Int Active Harm Effect

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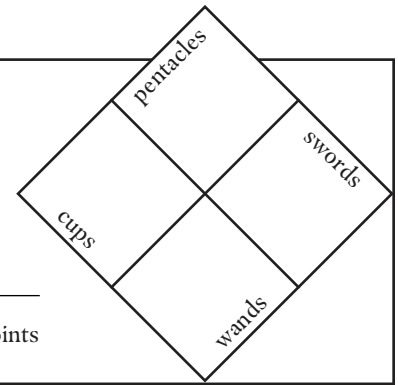
Related Injury

PSYCHE

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

EXPERIENCE

potential	<input type="text"/>	<input type="text"/>	points
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INVITING PRESENCE  1Ψ

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

SPARK OF CONNECTION  1Ψ

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  1Ψ

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  3Ψ

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  2Ψ

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  2Ψ

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  1Ψ

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  2Ψ

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  1↔1Ψ

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  2Ψ

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 FEMININE  1Ψ

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



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.