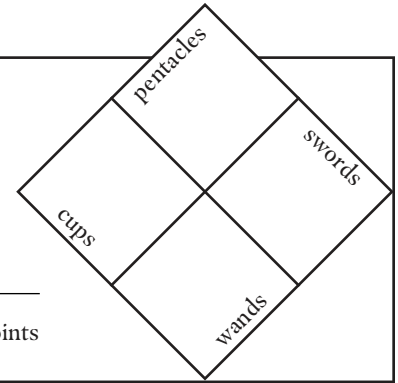


THE FOOL



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

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 👑→👑👑 Ψ

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 👑 1Ψ

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 👑 2Ψ

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 👑 1Ψ

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 👑→👑 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, 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 👑 1Ψ

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 👑 2Ψ

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 👑 Ψ

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 👑 Ψ

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 👑 1Ψ

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



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 _____.