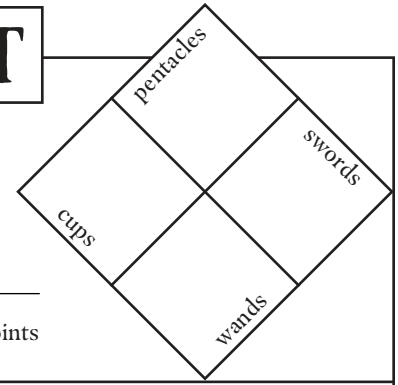


THE HIEROPHANT



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

PSYCHE

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

EXPERIENCE

potential 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



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 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:

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?

- ♦ _____ 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.

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.