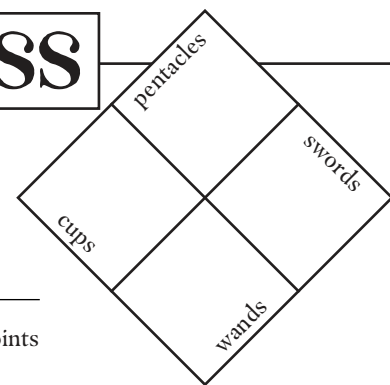


THE HIGH PRIESTESS



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

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..

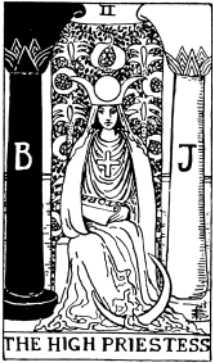
TWO PILLARS Ψ
 After any Test of Cups or Swords is read as a success, gain one bonus Psyche or make the Hero Ready in the suit of the Test.

<i>Held Secret:</i>	<i>Target:</i>
_____	_____
_____	_____
_____	_____

<i>Held Secret:</i>	<i>Target:</i>
_____	_____
_____	_____
_____	_____

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



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 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 _____.

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.