

THE MAGICIAN

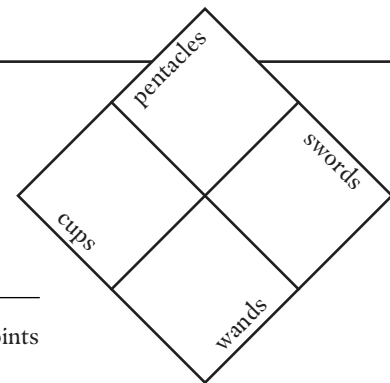
Prc	Int	Active Harm Effect	Related Injury
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PSYCHE

<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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QUICK THINKING 👑 2Ψ

When the Diviner calls for a Passive Test, reframe the moment and act in anticipation of whatever caused that Test to resolve it as Active instead. The Diviner applies the same Risk, but you and other Aspects may now use Powers and change Control as with any other Active Test.

INTENSE FOCUS 2Ψ

Change the suit of any just-revealed Future Card to the suit in the quadrant across from it or to your Throne suit. The Hero becomes Ready in the suit you choose.

EXPERT EDGE 2Ψ

Raise or lower by one the number of a just-revealed Future Card. If the Hero was Ready, after this Test, don't remove that Ready condition.

ADAPTATION 2Ψ

Make the Hero Ready in your Throne suit and one other suit of your choice.

CREATIVE GENIUS 👑 1Ψ

Gain +1 on Tests of Expression, Machination, and Craft until you lose Control or there is a change of pace or location.

INTERNAL ALLIANCE ♋

Announce an alliance over a shared goal with another Aspect (with their agreement), and immediately regain one Psyche. When the goal is achieved, you and your ally each gain up to 3XP, based on the Diviner's assessment of the difficulty of the goal. If the goal is failed utterly, you and your ally each lose one Psyche.

INTENSE CHARISMA 👑 1Ψ

At the end of an interaction with a non-hostile human NPC in which an Active Test of Connection, Leadership, or Discretion was read as a success, you may form a bonus Bond with that NPC.

DECISIVE FORCE 👑 ♋

Usurp Control from whomever currently has it. The next Active Test you make gains +1, and the next Passive Test you make suffers -1. Unused +1/-1 effects are canceled when you lose or relinquish Control.

SELF-RESTRAINT 👑 1Ψ

One other Aspect of your choosing may not take Control, and the Psyche cost of that Aspect's Powers increase by one each, until pace or location shifts or you choose to end this Power.

IRON-HEARTED 👑 2Ψ

Sever every Bond you have with an Attached NPC in your presence. If doing so brings you under the amount needed to maintain the Attachment, downgrade or remove it. Earn 1XP for each Bond you severed.

THE MAGICIAN'S TOOLS ♋ | 2Ψ

When an ace is revealed in a Test, add it to your hand. If you do, a new Future Card is drawn to resolve the Test in its place. Before the next Downtime, spend two Psyche to replace the just-revealed Future Card with the one in your hand.

INDEPENDENT MIND 👑 2Ψ

When you make a Test that benefits from the Hero's Vocation, draw and reveal two Future Cards. Choose which is read as the outcome, and discard the other. No other Aspects' Powers may alter these two Future Cards once revealed, but yours may.

THE MAGICIAN



AGENDAS

- To achieve greatness
- To change the world
- To pursue those goals with swift and decisive action
- To craft a plan and enact it
- To cultivate amazing abilities

You are the Hero's ambitions, their creativity, their skills and capabilities, and their ego; mighty enough to tackle the largest problems and achieve the greatest heights.

Your vision is greater than yourself; it is a vision for the world. For that reason, you act with immediacy and intention toward your goals at all times, even if it means sacrifice in the present. You are brilliant, and benefit from the decisive power that brilliance confers.

YOUR NATURE (CHOOSE ONE)

As you grew, you discovered the society of the Outside. To find the greatness for which you're destined, you cultivated:

- Creativity.** You learned to make amazing things to demonstrate your skill and mind.
- Ability.** You strove to be the best of those around you at the skills you chose.
- Leadership.** You found strength leading others, bringing them around to your plans.
- Vision.** You felt the mad idea that you could shape the world with your actions.
- (specify your own) _____

YOUR PRIVATE SPACE

The Outside world is full of goals and interests, but that world is solid and yours is not. Your Private Space reflects your friendships, interests and passions. What does yours consist of?

YOUR TABLE

Somewhere in your Private Space is a private, powerful area. It and its contents may appear as anything, but always has some form of sword, wand, cup, and pentacle, symbolizing your mastery of the elements of the world. What is your Table?

YOUR EXISTENTIAL AMBITION

Your very being is defined by what you want for yourself from the world; perhaps even something so huge, it's unattainable. What is your Existential Ambition?

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 manipulate _____ to support my vision and aid me in my ambitions.
- ♦ _____ tends to get in the way.
- ♦ The power possessed by _____ is to be **respected / ignored as useless.**
- ♦ When _____ is in Control, it usually means **disaster / success** for my plans.
- ♦ When danger pops up, I **always / never** trust _____ to handle it well.
- ♦ Out of all of us, I wish that _____ had **more / less** time in Control.
- ♦ I feel the **most / least** kinship with _____.