

**The
Greater
Trumps
Special
Ability**

Switch Sides

You may change sides in a combat, if you act before it is resolved.

Usable once per combat.

**The
Greater
Trumps
Special
Ability**

Change Skin

Your cards (lesser arcana from packet) are whatever suit you say they are.

All the time

**The
Greater
Trumps
Special
Ability**

Wield Ability

You may use the ability of one of your allies.

**The
Greater
Trumps
Special
Ability**

Take it on Yourself

You may take another's negative combat outcome, special ability effect, or Reversal upon yourself. You cannot use this ability to un-Reverse yourself, nor can you take another's Reversal on if you are reversed

Usable at any time.

**The
Greater
Trumps
Special
Ability**

Heroic Effort

You may ignore the effects of combat if you lose.

Usable Once

**The
Greater
Trumps
Special
Ability**

Warrior

You get two hands to choose from in a combat.

**The
Greater
Trumps
Special
Ability**

Balance the Scale

Force an equal redistribution of lesser arcana between the members of any group of Personae (not including yourself)

Usable Once

**The
Greater
Trumps
Special
Ability**

Equalize Combats

May balance an unequal combat by changing the sides or causing one or more Personae to step aside, or by fighting himself. Must be declared before combat is resolved.

PRIORITY Usable four times.

**The
Greater
Trumps
Special
Ability**

**Manipulate the
Elements**

You may change the suit on 1 or 2 lesser arcana.

Usable four time times.

**The
Greater
Trumps
Special
Ability**

Force the Balance

Redistribute lesser arcana cards between any two Personae (not including yourself).

PRIORITY Usable Once times.

**The
Greater
Trumps
Special
Ability**

Deceive

Make another Persona believe a simple statement for 15 minutes.

Usable three times

**The
Greater
Trumps
Special
Ability**

Research Resource

You may be consulted for information by another Persona. This takes 5 minutes, during which you and the consulter are inactive. See a GM for info gained.

**The
Greater
Trumps
Special
Ability**

Choice

You may choose not to be compelled or reversed. Or, you can allow another Persona not to be compelled or reversed. You must be together (not reversed) to use this ability.

Usable once per half-hour.

**The
Greater
Trumps
Special
Ability**

Intution

Gain insight into another Persona by using your intuition. You may also use this ability to gain insight into a proposed Hierarchy. See a GM to use.

Usable once/15 minutes

**The
Greater
Trumps
Special
Ability**

Escape

If both you and another Persona go inactive for 5 minutes, you may "escape" into your reversed aspect.

Usable twice.

**The
Greater
Trumps
Special
Ability**

Locked up again...

You may choose to be unfocused for half the normal time instead of any other combat penalty.

Usable at any time

**The
Greater
Trumps
Special
Ability**

Force Discard

You may force another Persona to discard two cards, either from a combat hand or from their lesser-arcana stack. In combat, they may not draw to replace them. Lesser arcana from the packet are gone and may not be recovered. Give them to the Gms

**The
Greater
Trumps
Special
Ability**

Expert Researcher

You may consult the Library without making it unusable to others; or, you may consult the Library and have it take half the normal time.

Usable three times

**The
Greater
Trumps
Special
Ability**

Sail Away....

You may gather a crew (of those around you or on your side in a combat), and sail away, thus achieving a fair escape.

Usable four times

**The
Greater
Trumps
Special
Ability**

New Treasures

If you and another Persona go on a "voyage" (inactive) for five minutes, you may "discover" new lesser arcana cards.

Once

**The
Greater
Trumps
Special
Ability**

Un-Reverse

You may un-Reverse a Persona

Usable three times.

**The
Greater
Trumps
Special
Ability**

Lurk

You may become invisible for five minutes.

Usable three times.

**The
Greater
Trumps
Special
Ability**

**Look at Another's
Hand**

You may use your powers of stealth to sneak a look at an opponent's hand.

Usable twice.

**The
Greater
Trumps
Special
Ability**

Add to Power

Add another use to another Persona's power. You must be present at the use for this to take effect.

Usable four times

**The
Greater
Trumps
Special
Ability**

Reversal

Target Persona becomes Reversed. Will not un-Reverse a Persona.

Usable twice.

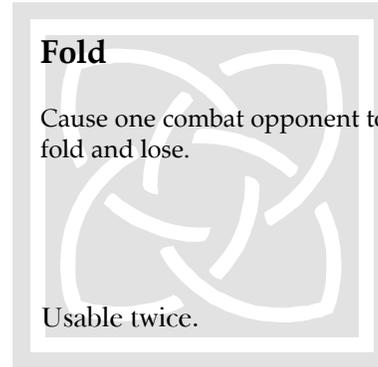


**The
Greater
Trumps
Special
Ability**

Fold

Cause one combat opponent to fold and lose.

Usable twice.



**The
Greater
Trumps
Special
Ability**

Redirect Damage

Because you are connected to anything, you can redirect combat damage to any other Persona.

Usable twice.



**The
Greater
Trumps
Special
Ability**

Call the Game

You may call the type of Poker game that is used in a combat you are in or observing. May be as simple as naming a wild card, or something complex like Lowball. Must be declared at the start of a combat.

Once per combat

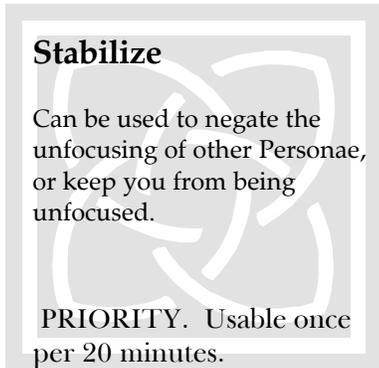


**The
Greater
Trumps
Special
Ability**

Stabilize

Can be used to negate the unfocusing of other Personae, or keep you from being unfocused.

PRIORITY. Usable once per 20 minutes.

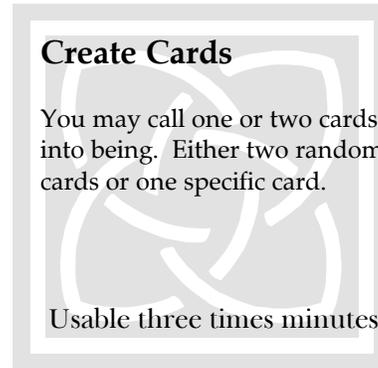


**The
Greater
Trumps
Special
Ability**

Create Cards

You may call one or two cards into being. Either two random cards or one specific card.

Usable three times minutes.



**The
Greater
Trumps
Special
Ability**

Fair Escape

You may fade into shadow, achieving a fair escape.

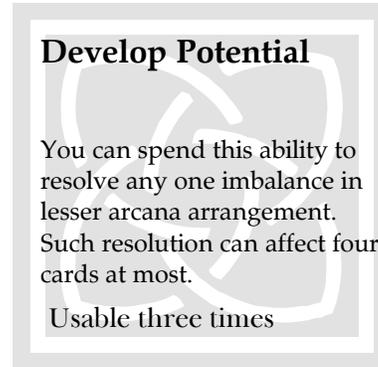


**The
Greater
Trumps
Special
Ability**

Develop Potential

You can spend this ability to resolve any one imbalance in lesser arcana arrangement. Such resolution can affect four cards at most.

Usable three times



**The
Greater
Trumps
Special
Ability**

Arbitrate

You may step into a combat that you witness and decide the outcome, including the apportionment of damage.

PRIORITY Usable four times

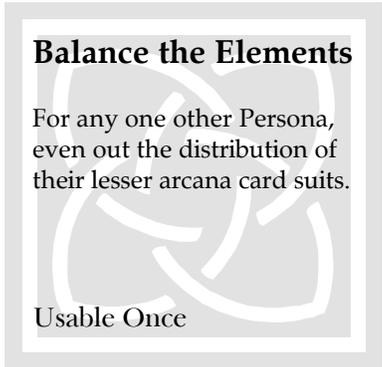


**The
Greater
Trumps
Special
Ability**

Balance the Elements

For any one other Persona, even out the distribution of their lesser arcana card suits.

Usable Once

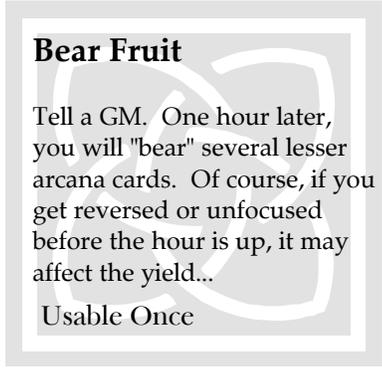


**The
Greater
Trumps
Special
Ability**

Bear Fruit

Tell a GM. One hour later, you will "bear" several lesser arcana cards. Of course, if you get reversed or unfocused before the hour is up, it may affect the yield...

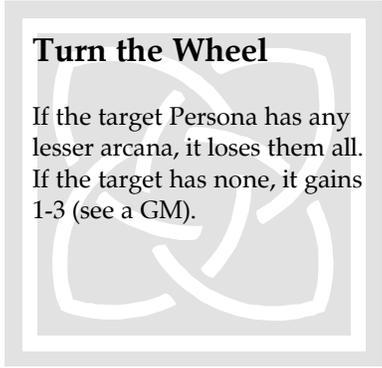
Usable Once



**The
Greater
Trumps
Special
Ability**

Turn the Wheel

If the target Persona has any lesser arcana, it loses them all. If the target has none, it gains 1-3 (see a GM).



**The
Greater
Trumps
Special
Ability**



**The
Greater
Trumps
Special
Ability**



**The
Greater
Trumps
Special
Ability**



**The
Greater
Trumps
Special
Ability**



**The
Greater
Trumps
Special
Ability**



**The
Greater
Trumps
Special
~~Ability~~**



**The
Greater
Trumps
Special
~~Ability~~**



**The
Greater
Trumps
Special
Ability**



**The
Greater
Trumps
Special
Ability**



**The
Greater
Trumps
Special
Ability**



**The
Greater
Trumps
Special
Ability**



**The
Greater
Trumps
Special
Ability**

