

**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
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Change Skin

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

All the time

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Wield Ability

You may use the ability of one of your allies.

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Take it on Yourself

You make 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.

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Heroic Effort

You may ignore the effects of combat if you lose.

Usable Once

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Warrior

You get two hands to chose from in a combat.

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Balance the Scale

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

Usable Once

**The
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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 consuler 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.

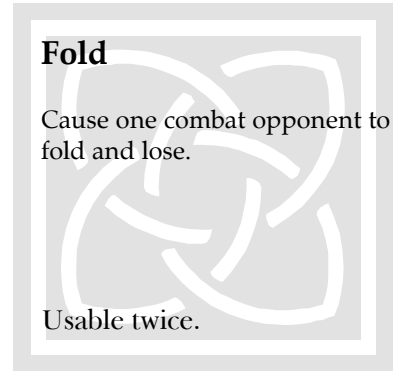


The Greater Trumps Special Ability

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

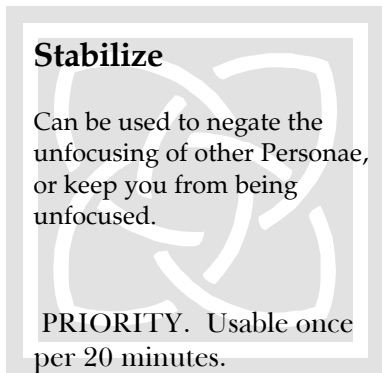


The Greater Trumps Special Ability

Stabilize

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

PRIORITY. Usable once per 20 minutes.

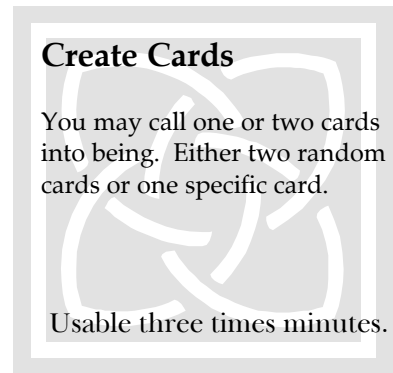


The Greater Trumps Special Ability

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.

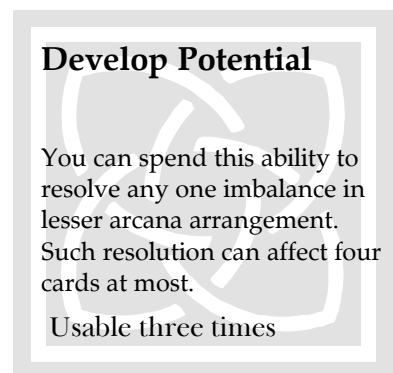


The Greater Trumps Special Ability

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).

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