

POWER

PERSPECTIVE

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You have authority over the Kingdom. You decide what the Kingdom does about the Crossroad.

When you order the Kingdom to do something, the Kingdom does it. Describe what you do to make it happen.

You can throw someone in jail, give them a raise, etc. Another player's main or minor character does not have to obey you, but you can order the Kingdom to punish or reward them.

You understand the Kingdom, both its merits and flaws. You can see the truth, whether or not anyone else believes you.

You can predict the consequences of the Crossroad. As soon as your character thinks or says what will happen if we choose one of the paths, it's true.

Make as many predictions as you want. They can be good or bad for the Kingdom, as you wish. If the Crossroad decision seems too obvious, use your predictions to make things more interesting.

Don't predict what happens to particular characters or things that would be decided by other Roles (like what the people feel or what Power decides).

You show us what the people of the Kingdom want and feel.

When your character expresses an attitude, the people of the Kingdom automatically feel the same way.

After you show how you feel, you can describe seeing other people in the Kingdom showing or acting on those same feelings.

If you show you prefer one of the choices facing the Kingdom, write your character's name on that side of the Crossroad as a reminder that this is what the people want.

Your character does not have to convince the people or even talk to them. As a player, you are deciding what people in the Kingdom feel and showing us through your character.

When you are in a scene or reaction, any main character can:

CHANGE to another Role if yours doesn't fit you anymore.

FIGHT-OR-FIX something you want to defeat, fix, or prevent.

OVERTHROW to take away Power's authority or prove Touchstone or Perspective wrong. You take that Role for yourself.

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