

POWER

PERSPECTIVE

TOUCHSTONE

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You are in charge. You tell the Kingdom what to do.

If you don't think your character is in charge anymore, it's time to change your Role

When you're in a scene...

You can use your *authority* to make the Kingdom do something to another character (throw them in jail, give them a raise, etc.). You must describe how you make it happen. Threaten or reward other characters to make them do what you want.

When the Crossroad is resolved...

Power decides what the Kingdom does.

You understand the Kingdom, both its merits and flaws. You can foresee the consequences of decisions the Kingdom makes.

If you don't think your character understands the Kingdom anymore, it's time to change your Role.

When you're in a scene...

You *predict* the consequences of the Crossroad. Pick either Yes or No, then describe something that will happen if the Kingdom makes that choice ("Will the Kingdom go to war? If Yes, we will suffer huge losses"). Make predictions about the Kingdom, not specific characters.

Complicate the Crossroad by predicting problems we didn't expect. Pressure other characters by predicting things they would want to stop.

You reflect the desires of the people of the Kingdom. You show us what they want and how they feel.

If you don't think the people of the Kingdom feel the same way you do, it's time to change your Role.

When you're in a scene...

You decide what the people of the Kingdom feel. As soon as we see your character react or express an opinion we know that's the *attitude* of the people too. You can instantly change the nature of the Kingdom.

On your turn...

In addition to your normal check at the end of your scene, you can opt to check Crisis if you think the Kingdom is in trouble or erase a Crisis check if things are calming down. You could even check Crisis twice.

CHALLENGE a character to stop something they do or establish.

OVERTHROW a character to take their Role for yourself.

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