## COMMANDER

ALSO: Prince, Queen, Shōgun





- Is battle something you seek, or something you strive to avoid?
- Are there any sacrifices you would never be willing to make to achieve victory?
- How do you manifest your abilities? Are they visibly supernatural?



- · Permanently increase your maximum Hit Points by 5.
- Gain the ability to equip martial melee weapons and martial ranged weapons.

## COMMANDER SKILLS

**BISHOP'S EDICT** (+5)

During a conflict, you may use an action and spend 10 Mind Points to choose one option: all MP costs are doubled; or all sources of damage deal [SL × 3] extra damage. The chosen effect lasts until the start of your next turn.

CHARGING CAVALRY

(+5)

During a conflict, you may use an action and spend 10 MP to choose one ally that can hear you. That ally may immediately perform a free attack with a weapon they have equipped (or with a basic attack if they are an NPC). They gain a bonus equal to [SL3] to the Accuracy Check, but treat their **High Roll (HR)** as 0 when calculating damage.

CRUSHING CHARIOT

After you use Bishop's Edict, Charging Cavalry or King's Castle, you may choose another Player Character that can hear you who has yet to take a turn during this round. That character may take their turn immediately after yours during this round.

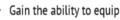
KING'S CASTLE (+4)

During a conflict, you may use an action and spend 10 Mind Points to choose one option: no creature can recover Hit Points or Mind Points; or all effects that restore Mind Points restore [SL × 5] additional Mind Points. The chosen effect lasts until the start of your next turn.

**QUEEN'S GAMBIT** (+6)

During a conflict, you may use an action to perform a free attack with a weapon you have equipped, treating your High Roll (HR) as 0 when calculating damage. After the attack is resolved, choose one option: one ally who is able to hear you recovers [5 + (SL × 5) Hit Points; or you may immediately use a Skill you acquired among Bishop's Edict, Charging Cavalry or King's Castle for free (spending the appropriate MP).

141



CHAPTER

Seth Grant (Order #42938048)