This is shadow of the mundane world you may be quite familiar with hides many dangers. Vampires hunger for the blood of men in every shadow. Werewolves clash at the outskirts of civilisation over inscrutable tribal rites, while in their ivory towers mages commit unspeakable acts of hubris. The dead walk among the living, while the unborn lash out in loneliness and rage. All around you are predators, living nightmares and broken men-who some say are mere puppets dancing on strings held by the secret masters of the world, broken cogs in an unfeeling god-machine and mere morsels before the Abyss' jaws.

And yet, even in this brave New World of Darkness™, there is a *Light.* A force of friendship, and love and effort to help the world selflessly-perhaps not an absolute axis for all that is good, but if it were a person none would doubt that it's certainly making a sincere effort to reach that ideal. Though the night is dark and full of terrors, that same force of hope and virtue has touched you, and made of you a Prince or Princess. A member of the Nobility.

Yours is the power to transform into a perfected magical self, gifted with all manner of mystical powers. Yours is a legacy first pioneered by the shining Kingdoms of times past, led by the Radiant Queens.

The forces of *Darkness* are your principle foes, shapeshifting monsters and subtle corruptions alike. The Darkness itself is the Light's opposite: A force of banal corruption, the demise of hope, the absence of all belief things can get better. It festers among acts of cruelty and suffering. Scholars have debated on whether it is a truly alien being feeding on humanity's cruelties for sustenance, or something that arises from mankind's own sins. Whatever the case, one event is certain: While the Kingdoms had rallied and driven back the Darkness countless times, their own dogma blinded them to its festering corruption. First the seeds of Taint it sowed in civilisation blossomed until the Darkness could break over the Kingdoms like a tidal wave, their armies routing and the cities falling. Then it sent its most terrible servants to construct a mirror reflecting the Light of the world within the Dreamlands, tricking the reincarnated Nobility into a trap of wondrous illusions-and leaving the few new Princess and Princesses bereft of their legacy.

It was not sorcery or dark magic that freed them, but the simple hope of mankind. On July 1967, a man walked on the moon-and the hope released by this single event let out a flash that made every trapped soul aware of their jail. The Radiant Queens cast down their jailors, and shattered their prison's machinery. And though your coming threatens to upset all manner of power blocs in the supernatural community, this is one more testament to the undying power that is

PRINCESS THE HOPEFUL

You have 1000 Choice Points (CP) to light up the night with. You may start in any city on Earth, and roll either 1d8+10 or 3d8+15 for age; as a matter of interest instead of a new member of the Nobility you may be a reincarnated soul from the distant and ambiguous era of the Kingdoms. And you may be whichever gender you prefer.

Callings

Champion: In the Kingdoms, your kind were the dragon slayers, the knights and the liberators of slaves. You enjoy physical accomplishment for its own sake, and like the ancient conception of a hero believe in a proactive approach to saving the world with your own two hands. Yet you are no simple-minded brute, and you defend the weak as keenly as any Princess. You're simply one to cut the Gordian knot instead of puzzling over it. As such, you regain magic whenever you protect the innocent or perform a task for someone physically incapable, overwhelmed or lacking the time and/or resources they need to.

Grace: In ages past, you were the fair maidens (and youthful men) portrayed in song and art as a symbol of harmony through stability. You were teachers, lawmakers and judges that looked upon all the flaws of society, and confront them with your people skills. You are no cruel tyrant-you wish only to show that while there is pain in the present, there is also a golden light that could shine throughout all humanity if they only lived up to their own virtues. Outspoken and emotional even for the Nobility, Graces can sometimes be intrusive or presumptuous when seen to offer unsolicited advice-yet will suffer through any embarrassment to help, when they genuinely enjoy being around other people. They regain magic when they convince people to act on their virtuous impulses, bring them closer to their fellow man and fulfil a leading role in society.

Mender: Though all the Nobility feel the pain of others, you are among those whose first impulse is to treat it. You would have been among the sages and physicians of the Kingdoms, studying the human condition on levels unplumbed by modern science. A good Mender is always looking around to see how this bleak world can be treated, and is a natural caretaker for others. You take responsibility for those around you quickly and can display great maturity, though this can slip into over-protectiveness or a great sense of helplessness when you lose a patient. But with great strength of character, your abiding respect for life can be turned into an iron resolve. Thus, you regain magic whenever you provide consolation, comfort and aid. This extends even to building or repairing machines to help people.

Seeker: Among the detectives, scientists and scholars of the Kingdoms there were those who chased the universal human desire to know. In your dreams, the Kingdom is filled with colleges where the secrets of the universe are revealed, and in your nightmares you see academies burned to ash and webs of lies strangling mankind. Yours are a varied bunch, ranging from journalists who ferret out crime from your community to the scientist-heroes of the pulp era. Whether you stand vigil over forbidden knowledge or seek out criminality, all Seekers share the common goal of unearthing hidden secrets to make the world a better place. As such you regain magic when you uncover new facts or information, and when you teach someone something they do not already know.

Troubadour: Your kind were the greatest bards, storytellers and chanters-the masters of divine instruments who carried the wisdom of ages in grand halls and shady groves. It is your calling to give shape to what people can't or won't express, through the medium of song or painting or performance to crystallize the inner beauty that most never know they had. While some would call you airheaded for

concentrating on visualizing a statue or reviewing the form of a plot, you are also vibrant and never shy about baring your soul. Though your art consumes you and while lost in a world of symbols you risk overlooking the more mundane ailments of those around you, it is your effort that inspires or consoles those with no other avenue to express the pain they endure. It is when others exult and are energized by your works that you regain magic.

Courts

Once, the five Radiant Queens governed their Kingdoms in the name of the Light. Though dead now and unable to exert their full might as living beings, their minds and souls live on in the Dreamlands to preserve their wisdom and share guidance with those who aligned with their ideals. If you wish, you may accept a position in a Queen's court, a bond of both personal loyalty but also mystical affinity that can offer new capabilities to your magic thematic with their own vision of a better world. Each court is also, in a sense, quite literal for though dead the Queens' citizens live on in the kingdoms as well-still largely loyal to a fault.

And if you really wish, you may align with the Twilight Queens. The Queens (or former Queens) of kingdoms (or what's left of them) whose ideals are considered incompatible with the Radiant that preside over the majority of Nobility for one simple reason: Their disregard for the lives of the innocent. Like the Radiant Queens, each offers their own guidance and unique to their champions yet cannot or will not exert their power more directly upon the world.

All perks in this section are discounted to the relevant Queen, but none are mutually exclusive; even the Radiant Queens' own courtiers have sometimes been tempted by the power offered by the Twilight courts, not helped by how the least of their powers may be accessed even by Princesses not aligned with their cause.

Clubs: The Queen of Clubs has no palace, wears no crown and sits on bare soil. Her court travels at a slow walking pace through the forests of Wen-Mung, and her people are at complete harmony with nature. Patient, warm and kind, she likes to break down tough problems into minor but easily solved issues. Despite their humble lifestyles, her people are renowned as good neighbours even among the other Kingdoms for their generous exports of wood and quietude. **If you believe in self-discovery and mutual understanding as a force for bringing people together in harmony, you will always be welcome in the court of Clubs.**

Diamonds: In a frigid archipelago dwells a society that has replaced virtually all occupations with automatons, allowing it to focus on philosophy, the arts and science. In her palatal skyscraper, it's Queen of Diamonds strikes an imposing, sleek figure who addresses her subjects dispassionately and at length. However in private, she is a much bubblier (and shorter) figure perpetually excited about her latest discoveries. **If you believe that clear and careful thought will lead us to a better tomorrow, you'll find similar minds in the court of Diamonds.**

Hearts: The Queen of Hearts is regal, dignified, just and most of all-utterly and totally sincere. Behind her formality, she greatly cherishes her marriage to a young Prince that has been utterly faithful through every reincarnation since they first fell in love. Even the farmland of her kingdom is ornately built and polished, and it's hierarchy defines social roles clearly while retaining much social mobility and a strict emphasis on duty. The intensity of the kingdom's social graces can be overwhelming to outsiders, but is utterly sincere in welcoming them. **If you believe that your calling is to build and lead communities into the Light, you have a place in the court of Hearts.**

Spades: Once a rebel in life, the Queen of Knaves has a breezy, roundabout approach to problem solving that justifies her youthful confidence. The Confederacy of Four Winds is by far the most casual kingdom, boasting intense haggling and a great emphasis on reputation. Somehow this eclectic settlement of tricksters, scoundrels and merchants boasts just as much harmony as any other Radiant Kingdom despite having little bureaucratic organisation. **If you believe that the woes of the world are best solved by thinking outside the box, you'll fit in at the court of Spades.**

Swords: The jungles of Aztallan are dotted with pyramids built by the hardy, straightforward folk within to conquer it's dangers. Meritocracy and self-sufficiency are highly respected here, and much of the kingdom's government is decentralised. Atop the mightiest one, the powerfully built Queen of Swords rules with the unpolished but supremely competent and disciplined honesty of someone who prefers to solve problems with her own hands. **If you believe that passion above all will win the day, you can stand proud among the court of Swords.**

Tears: The Queen of Tears is a pale shell of the woman she once was. Her kingdom preserved in an extradimensional bubble deep within the Darkness, though the depths formed by her ever-flowing tears provide adequate mundane sustenance it is only by stalling Light from the world that it can hold off the Darkness closing in on it. Many of its ordinary citizens and Princesses alike are preserved as unusually mobile ghosts, and under the veneer of righteous hegemony it's scholars fret over how the once stalwart ideals championed by the kingdom itself in distant times would condemn the highhanded, parasitic edifice it has become. **The Queen of Tears would state that if you believe in protecting your people no matter the cost, you should bring them to Alhambra where they will be safe. Yet remember that of all the Queens only the Lady of Alhambra rules a kingdom that survives to this day, and sincerely wishes to annex much of the modern world under the belief it would be better under her rule. She asks, and offers in terms of that kingdom's support, more than any other Queen.**

Storms: In the last days of the old Kingdom, the Queen of Storms transcended her mortal flesh through sheer rage while locked in battle with the Darkness. Since then she has been an unceasing storm raging in the heart of the Dark World with enough fury to warm it's dark heart. As bolts of thunder split mountains and clouds billow with the wrathful souls of millions who have died in her crusade, the Queen also fights as the hate in all human hearts against all the malice of the Darkness in the world. **If you believe that destroying the Darkness matters more than helping the world, you are a good soldier for the army of Storms.**

Mirrors: The Queen of Mirrors was once a lovely Hierophant-Queen, who was but a child when the Fall occurred. With all the terror of a child and the foresight of one who could foresee all future tragedies, she fled in the night leaving her kingdom to be slaughtered. None know how what seems to be the Queen of Mirrors (though she wears other forms, now) sustains herself in the mortal world, offering the grand destiny of being her True Heir to new Princesses and making right all wrongs. It's a shame the solipsism and vanity her Charms induce have thus far revealed all of them to be failures. **If you believe you are the most important and special person in the world, and a utopia is just going to happen because you're**

around then consider applying to be the Queen of Mirrors' latest attempt at an heir.

Dethroned: They tell you they're sorry it ended like this. You tell yourself you deserve it. You are among the Dethroned, one of the Nobility first lost to a catatonic state then rebuilding yourself into a grotesque, gigantic horror vaguely resembling your old self by turning to the Darkness in your despair. You literally feed on misery to sustain your powers.

You are constantly suffering, and unable to feel any positive emotion. At least, by your own effort. You are blessed, and cursed more than other Dethroned with somewhat more awareness than most but you still feel unfathomably burdened by the weight of your failures, moreso than any living human with depression. You cannot fix this condition on your own, for what hope is there when you cannot even feel genuine love?

But if your friends can reawaken the Light in you before defeating your pain-wracked form then just once death shall not count as the end to your chain, and you may spend the rest of this jump's duration in your newly reincarnated life.

Even if this transpires, it seems the Darkness is reluctant to let go it's hold on your soul. For if you wish you may retain your powers and form as a Dethroned beyond this world, as a transformation and a mark of your soul being forever tainted by the absence of all hope.

Independent (Drop-In): Oh, how curious! For one reason or another, you seem to be unaligned to any Queen. Or perhaps aligned to a Queen or King not listed above? Whatever your story, as long as you fight for the hopes and dreams of the innocent you'll be welcome among the rest of the Nobility.

Perks

Discounted perks are 50% off. Discounted 100 CP perks become free. You have two perklines discounted to you: One based on your Calling and one based on which Court (or none) you ally with at the start of the jump.

General:

Royal Tongue (Free): As one of the Nobility, you are inherently capable of speaking the Royal Tongue. Among the densest languages there are, it conveys meaning not just by words but tone and the placement of stresses, to the point where it has over a thousand words for “friend”, “lover” and “brother” or “sister”. If transcribed literally into English, a simple sentence from it like “thank you for helping” would resemble two paragraphs of flowery purple prose about the inherent virtue of teamwork-and when spoken it sounds like someone singing in an unknown melodic language that nevertheless communicates the emotional intent behind it across language barriers. More usefully for Princesses, when you declare your intent to use a Charm and broadcast the qualia, experience and feeling of your intentions all powers of the Nobility are enhanced by this language’s inherently magical properties.

Tomoyo’s Touch (50 CP): Many Charms of the Nobility conjure implements, weapons or armour collectively called Regalia. You has a special gift for modifying them with your inherent transformative powers, though you must still generally focus on transforming one at a time with this alone. You are similarly gifted with modifying created magical constructs of all kinds.

IAJUTSU KENSAI! (50 CP): She who strikes first, strikes last! You’d expect magical girls to have an elaborate song and dance routine before unveiling their powers, but you have learned to use your Transformation itself as a weapon. When you spring into reaction, the conflux of forces that create your transformation let you simultaneously manifest a weapon to strike at your foes. Other transformations you develop also gain this trait, whether through another summoned weapon, mutation or a special technique that lets you strike at your foe at the moment of activation.

Chorus of Light (100 CP): Through training and a close connection with your *Nakama,* your fellow Princesses who support you outside of your duties as well as during them, you’ve learned to reinforce each other’s magic as well as your vocals. All magical effects reliant on the spoken word gain a minor boost when others you share a close bond with add harmonise their efforts with your own, but those channelled by singing benefit the most. For the Light takes as much joy in music as men do.

Called to Act (100/300 CP): A second Calling has blossomed in your heart, allowing you another avenue of specialities from it as well as the ability to recover *Wisps,* the currency of mystical energy provided by the Light, from pursuing it. Though know that you shall be held to the oaths of it just as keenly. While such things are not uncommon among Princesses, you are no more skilled than you were in your basic Calling for 100 CP. But if you pay 300 CP instead, you may also purchase that Calling’s perks as if they were discounted.

This option can only be taken once.

Sympathetic Ear (100 CP): Whether your family included a politician or a cult leader, you've received professional training in making friends and influencing people. Even if you're not the sort to use words to bend others to your will, you're socially adept enough to play a crowd like a fiddle, alienating and isolating your social rivals.

White Rabbit Carer (200 CP): With an especially close connection to the Dreamlands, you've become adept at both accessing and harnessing dreams. You sleep near instantly at will, and through surreal omens like those leading Princesses to the crawlspaces providing access to the Dreamlands of this world are made adept at navigating planes of existence connected to the human subconsciousness of all kinds like the most skilled lucid dreamers. Moreover, if you seek them out you can witness prophecies related to your life, surroundings, a task at hand or the world at large through the strange portents that seem always just around another corner when you're actively looking for them.

Inner Light (200 CP): While many are told to follow their heart, yours in particular guides you in the way of the Light. Born with the nobility that attuned yourself to the Light, your intuitive heroism grants you greater power in the Light and other powers that draw on truly selfless, benevolent passion than many of those freshly initiated in them. So close are you that you have an innate sense for those who are talking to, seeing through deceptions and predicting the genuine reactions and feelings of others simply by going with what's in your own heart.

Anonymous Veiling (200 CP): Your transformed self is so different from your mundane self that most seem to find it hard to tell the difference. Information about whichever identity you consider to be truer to who you really are is harder to find, and observers seem almost supernaturally impaired in making the connection between your transformed state and it. Such effects apply to all similar secret identities, unless you actively make a point of revealing one, and quickly restore themselves if you actively conceal yourself again with a new identity.

Circle of Friendship (200 CP): Beyond the superficiality of working a room into a storm, you seem blessed with cultivating close relationships with your friends and family, and in addressing the everyday problems they face. Siblings grow closer, sullen elderly relatives lighten up and best of all spending time with your family always nourishes any powers based on positive emotions you have, including your Noble ones from here. In times of crisis, your family tends to cooperate seamlessly as a well-oiled machine against any threat to it.

Queenly Regard (300 CP): For all that they live up to the values they espouse, the Queens are as human as anyone, and have their favourites. While all Princesses are welcome to attend court, you in particular have a history including such an especially close relationship with the Queen of the Court you've started with here that you are nurtured and taken care as much as you are encouraged to be the lynchpin of their successes. Expect to have followers sent to protect you, daily access to your Queen's council and extensive private tutoring in your Queen's Invocation. Even if you leave their Court due to being called by other ideals, your personal bonds will likely endure-and fortune seems to quickly ingratiate yourself to other Queens you

dedicate yourself to, to a similar degree. In future worlds, principles and authority figures of a primarily benevolent bent all seem to be similarly charmed by you.

Lux Aeterna (600 CP): The battle between hope and despair is neverending, and come what may should you survive it here you'll be able to continue mastering the power of Light and aiding others with it. But sensing your interdimensional nature, the Light learns of lands beyond this world of darkness where it's nurturing touch could do much good. With your investment here you may become a beacon for the Light, radiating it into new worlds for others to harness. A novice Prince or Princess could merely cover a county in the Light, but as you grow in power with the Light and similar fonts of positive emotion you may cast a greater light around you. One with the power of a King or Queen could cast the Light over an entire Earth-sized planet. Any who are amenable to the Light's values may become new Nobility and seek justice on their own terms in the world-although, as the Light's partner in this you may also direct it to Enlighten specific individuals, though you yourself will have little influence over what Calling they rise to. The Light knows to do no harm above all though, and should you deem it necessary in a new world you may rescind all effects propagated by this perk-save selectively those affecting you alone.

Last but not least, for the gift of bearing the Light to other worlds you gain three blessings. The first, that anywhere you settle in and put a modicum of effort into loving, caring for and generally maintaining or refurbishing in accord with the Light's values will gradually become a Blessed Place: A land of outstanding beauty in which aesthetic, intellectual or moral excellence (depending on the location's function) is supported. Some locations may be easier to do this in than others; most prisons may require significant improvements to life quality, while a hospital will qualify simply by you administrating or working in it. Beings touched by the Light feel their sorrows fade away in that location, and based on the location's function certain positive aspirations and efforts affiliated with it will be bolstered with subtle but profound inspirations-while opposing negative ones blunted in effort. The duration of your stay and the magnitude, necessary risks to self and consistency of the good deeds within will determine the length and intensity of this spread; just arriving you may cover only a small, well-cared for room but in months a hospital that routinely saves the lives of patients requiring critical surgery could beautify an entire city.

The second is simply a plethora of Wisps shared with you by the Light that shall grow as you master it's principles; a novice Princess would have the total amount of Wisps as five or six of her peers.

As for the third, while any Queen worthy of her crown would win her power from the adoration of her people the intensity of the Light shining through you allows you to develop a unique Avatar charm based on your understanding and values of the Light's principles rather than the example blazed by a Queen. Even if you lack the usual mastery of such charms' users, you may pay the usual costs to undergo a second transformation that grants a great power for the short while representing the fulfilment of your beliefs and ideals. Great changes in character by yourself or significant alterations in perspective may alter this transformation's aesthetics and powers too. While this power is commensurate with those of the other Queens', as it is not filtered through their specialities it does not apply the Invocation restrictions their does.

Champion

Gordian Knot (200 CP): Not for you are the flowery speeches and posturing of many other Callings. Though Champions seem simple minded to some, you know the value of fulfilling your duty by the most direct means possible. When you're faced with a problem, your gut quickly breaks down for you who's the best guy to punch or who needs to be hauled out of a well right now-bypassing much of the logical thought process that can leave others paralysed to give you a hint at the most direct solution you can do with your own two hands. Even if the problem is as abstract as your little sister being sad, you'll intuitively know what to buy her or surprise her with to cheer her up. Above all, your instincts are near-infallible about who needs to be protected and who needs help to do something they can't on their own in accord with your oaths.

Fighting Fit (400 CP): When Champions dream, they dream of grand victories: Mountains knocked down, rivers wrestled from their paths and wicked armies defeated singlehandedly. How you've treated your body might not match those aspirations yet, but you're certainly making an effort. Somehow, your physique has been honed as if you had been training for a cross-terrain marathon and a stint in the army simultaneously. If that isn't enough, you can reinforce your physical actions with the Light to fight harder, better, faster, stronger in short bursts if you've ever needed to ram the monster under the bed's head through solid concrete or pick a lock blind. Even when you aren't doing it deliberately, when you spring into action sudden reverses of fortune and twists of fate make your efforts dramatically superior-as if you were living through an action movie. If it's implausible for you to shimmy up a wall by your fingertips, you can do it with enough parkour. If you're outnumbered and outgunned, you still have a chance to win a gunfight with the six-shooter in your pocket. And throwing a knife over your shoulder could see it ricochet unerringly into an unseen gunman with enough force to knock him off his feet. All of this just happens more and more as your mastery of the Light heightens, and surges drastically when you spring into action specifically to help or protect someone else.

Starlight Breaker Fist (600 CP): There's nothing more frustrating than a Darkspawn with wings who can fly out of punching distance, except an enemy Twilight Princess who can deftly close in on you faster than you can ready your favourite blasting spells. Through a magical breakthrough, you've learned to overcome both hurdles. By channelling the Light, you can project your melee and unarmed attacks as far as your casual magical ones that deal damage through energy blasts, elemental beams and other directed, self-emitted evocations can reach. It will take as much effort as launching regular Levinbolts, but with this the Light can lend you magical force as well as range when it comes to taking the fight beyond your reach. Moreover, said magical attacks can in turn be channelled into melee and unarmed attacks to put the hurt on someone who thinks you're too hemmed in to cast your special beam attack. This doesn't really work for complex spells without a *lot* of experimentation in putting sympathetic magic into your fist or something, but you'll be able to safely knee someone while simultaneously concentrating the force of a fireball into that strike.

Grace

Please Talk To Me (200 CP): In trying to be there for everyone, in trying to be a shoulder for everyone to cry on, Graces risk coming across as brownnosing busybodies. There's something about you though, that makes people feel good about opening up to you about their troubles. You're not necessarily the most authoritative person or the prettiest one, but even if you aren't the grandest orator or the best people person you're incredibly easy to get along with, and to make people feel good about telling you their stories. And once they've done this, they're keen to take any advice you have to give-if only on the basis that some of it comes from things they already knew about themselves, but never had the chance to examine until now.

Princess Administrator (400 CP): The Graces were the lawmakers and teachers of old, but where they couldn't be everywhere at once they had to make tools instead. Some of that ancient wisdom is yours now, for you are especially good at creating Bequests: Items of power sought through dreams which if found can be transposed into a suitable vessel near your sleeping body to bestow the power of one of your Charms into a real object. Not only can you perform this with less effort of will than most Princesses, but you're also able to embark on dream quests for any other supernatural powers in your possession to endow in physical vessels. Be warned: More complex powers will be harder to find, you'll still need to channel the Light to make the transfer and powers found in the more familiar portions of your headspace (the Crawlspace, for local Princesses) may be lost from you in the binding and you may not grant power-granting powers unless it is to a being who can already innately generate and wield the Light. Beyond that, feel free to shower your friends with widgets that let them turn into dragons or conjure magic swords.

Never Alone (600 CP): With time and effort in nurturing others, some Princesses find that fate and time will twist to ensure that when they need help most, their allies will arrive just in time to support them. You however must be something special, because some great blessing makes your whole life work like this-at least, when in your heart you desire the aid of your friends. When you make bonds with and support others, even without the typical effort of sending forth a call for aid your allies will come to you in the time of your need-and often turn out to be uniquely advantaged to support you. That wizard you saved from his own backfiring ritual the other week? Turns out he knows which part of the Astral Paths your friend's been abducted to. That teacher you saved from drinking himself into an early grave? He has the evidence needed to clear your friend's name in court. Never truly impossible, the coincidental entanglements this can bring about still stand at the utmost heights of possibility and fortune-at least without significant bonds and the propagation of Light, for your friends will be both have better timing and advantages the better your relationship as well as the greater the Light's presence. In a pinch, a band of angry magical girls could bust straight through the nearest wall if you were captured.

Mender

First Aid Training (200 CP): Even good intentions aren't enough to staunch a bleeding wound or deliver a tracheostomy with a nearby pen, and the first thing a lot of new Menders quickly learn is above all, to do no harm. That's why you've equipped yourself with medical knowledge (and the muscle memory to carry it out) approaching that of a combat medic. While you may not necessarily know all about

every fancy-schmancy chemical that gets used in an emergency room you do know how to set a broken arm, which sprays can revive someone ODing on the street, how to stitch up a gut wound with glue and thread and many other useful ways to keep someone alive in a combat situation long enough to drag them away for actual healing magic to fix.

Miss Fixit (400 CP): Whether it's fixing someone's broken down car or wrapping a bloody stump, it's all about helping people for a Mender. So why should you have to choose the *how* of it? Henceforth, all magic you have that repairs machines can be used to heal living things of flesh and bone equally well while all magic you can use to heal wounds can also fix broken devices or complex machinery just as well. In the case of the former, this generally manifests as spontaneously manifested gadgets that can heal somebody, while in the latter the magic simply regrows missing components or smooths over broken machinery. Either way, you'll be spending a lot less time fretting over what skillset you need to help those around you and more time actually helping. You also have a good mind for mechanics at a casual level, and could easily fix your own broken down car with the right tools as long as the engine still works.

Help The World (600 CP): True resurrection is a stupendous feat even for the Nobility, with the power needed to bring back another from death taking great concentration and leaving them at the brink of life. But if even death is not beyond the Light's power to address, what more could be done through it? When you study the woes of the world, when you engage in deep meditation upon what you have learned and focus on your own will to offer treatment to it-notionally nothing is beyond your capacity to heal. Even the Abyss were to blight a town or you turned your hand to attempting to cure your vampire friend, the Light would reveal a ritual or other procedure by which you can restore the infected or wounded to a recoverable state. Extant conditions like old age, exhaustion or even death could be treated with the right resources and a powerful enough Princess. It will take time and effort, your success is not guaranteed and truly great destruction may be logistically beyond your bound to heal. But through the kindness and devotion of supporters and fellow practitioners, you can amplify your efforts through the pulse of the Light in order to bring succour to a world that has been suffering for far too long.

Seeker

Dig Deeper (200 CP): Anyone could tell you there's more to this world than meets the eye, but it's the Seekers who are driven to turn over every stone to find out what's real. That's why despite your potentially young age, you have all the deductive practice, insight and discretion of a private eye when it comes to tracking down the truth. You also know how to word and phrase questions to get more out of people you interview, or bring round eyewitnesses into organising more of the truth from a traumatic memory. And of course, you're organised enough to put all that evidence together in a way that helps you find new leads, connect old discoveries and generally keep you on the rick track to solving your latest mystery.

A World of Impressions (400 CP): Much is concealed behind both social deceptions and actual magical illusions, and your duties give you no tolerance for either. You're an excellent reader of body language and social norms, ably reading between the

lines of things unsaid or the true attitudes of those before you. Oh, and the Light simply alerts you immediately to any lies (although this may result in…somewhat unreliable and interesting outcomes when talking to entities such as demons born of the God-Machine, who are truly flawless liars). Moreover, all but the greatest magical illusions and obfuscations stand little chance against any of your senses; even conjuring magical darkness at night would let you spot the boundary between the natural dark and the unnatural. Finally, your memory is enforced against all efforts mundane and mystical that would make you forget what you have learned-effectively a supernaturally protected eidetic memory. Knowledge may be a burden sometimes, but in your hands it can be the answer to what ails others.

Show You The Way (600 CP): The ultimate joy of the Seekers is not to hoard knowledge, but to share it for the betterment of the world. That's why you're an excellent tutor, presenter and orator: Able to keep your audience inspired and engaged over something as mundane as water reservoir statistics and break down the tedium of data into easy to grasp segments. However your true power lies in the rewards the Light grants you for enacting your role: When you expose information publicly, or educate others, all magic (including the Light's) in your grasp recuperates it's reserves within you at an accelerated rate. This effect is of course bolstered if you use said magic to inspire your audience and share your findings quicker, and once you've gotten the joy of learning going you may even safely teach others forbidden or eldritch knowledge that would normally prove harmful through them-safeguarding it in a conceptual sheathe of the Light's joy in learning. What you study isn't just easier to learn, but made safer to your students simply through twists of fate. The Nemesis Conundrum, an Abyssal intruder of pure malign mathematics, is feared by many mages, but with an enthusiastic class you could safely dissect it's theorems-and perhaps, ultimately disprove it once and for all.

Troubadour

Little (Miss) Mozart (200 CP): Every Troubadour has a way to perform, be it through music, sculpture or dramatic performance. You're no exception, but you're also something of a virtuoso when it comes to a certain art you practice. If you're an actor, you have the raw stage presence and charisma to be old school A-list material. If you're a singer, your voice is the sort that would have inspired knights in an earlier age. And if you're a painter, you have constant inspirations to make new marvels on canvas. Whatever your talent, you can inspire and channel great virtuous passion through it without losing any of the nuance, beauty or general artisanship of your work. It's not like you can sing a crowd into being better people overnight, but after a sterling performance from you some people listening might believe you could.

Enchanting Encore (400 CP): There's nothing more uplifting for a true performer than the support of the audience, and now the Light will reward you for elevating their souls to new heights. When you inspire a crowd with whatever artistic talents you possess all your magical reserves, including your Light-based ones, refill at a drastically faster rate. Passion and numbers are equally important, and while Troubadours have many Charms to enchant their allies or stall their opponents on the battlefield even a handful of Nakama guided by your art can make a great difference to you. You must be fairly nearby your audience to enjoy the benefits, but with a great enough crowd distance can be mitigated by sheer enthusiasm.

Sing Your Heart Out (600 CP): Once more, with feeling! Your performance really does shine now-literally glowing with Light when you put your heart and soul into it. Even a sufficiently dramatic unveiling of your sculpture or painting accompanied by a heartfelt speech or song about how it's merits embody the unwavering nobility of yourself and your allies can suffice, if you're not a singer or musician. All around you those sworn to your goals fight harder, perform better, recover quicker and generally work harder on top of whatever bonuses your musical Charms or other beneficial magics grant them; with a couple other Troubadours working together to bolster your performance you could amp up the benefits of this too. Last but not least, all around you the land is not just saturated with Noble magic to the point of being consecrated but the Darkness, it's taint and similar malign forces are harshly repelled as if restless spirits treading on sacred ground-save those truly obedient to your righteous cause. And this isn't taking into account that your art concentrates and amplifies the Light in its purest form, spreading forth a wave of mystical benevolent forces that continue to make everything better around the site of your performance. All the world really is a stage, and as the star of the show you'll make the night of your show one to remember.

Clubs

Inner Peace (100 CP): A real shrine maiden, are you? Or perhaps you found some other religion even before Commencement? For whatever reason you're spiritually attuned to a faith that protects you from many of everyday life's distractions, and to a lesser extent the Taint of the Darkness' malign influence. Your inner peace makes you an excellent mediator and protects you from being baited by all but the saltiest scumbags or tempted into rash decisions. You could live comfortably on rice and water for the rest of your life.

What Comes Around, Goes Around (200 CP): You have learned to work with opposing forces rather than oppose them strength for strength. At a social level, this guides you in saying the right things to restrain the reckless and calm the fearful, guiding all involved into a harmonious compromise. A palpable sense of peace hangs on you at all times, sharing your composure and contemplative serenity with those around you. At a mystic level this is even more impressive: Your spells gain passive and minor but persistent benefits. A spell to bless an ally's strength in battle may grant them greater resilience for a time as well. A forcefield to ward off an incoming bolt of energy might ricochet some of the incoming force against your opponent. While often low key and not meaningfully changing the nature of your techniques, the key to success exhibited here is the capacity to conserve and build on strengths rather than waste effort on controlling what you don't have to.

Harmony With Nature (400 CP): Legno, the principles of harmony and inner strength honed into an Invocation, does its best work with living things. Thus all your magic is empowered when you wield it to restore things to their natural state, nurture growth and prevent violence without committing violence yourself. In wild, untamed ecosystems your power is greatly strengthened, the hum of life all around you lending your mystical powers strength and complexity beyond the raw power you seem to exert-as if tuning into the inexhaustible vitality of life itself. In turn, the wilderness seems to protect you in subtle but useful ways. The weather is gentler

wherever you go, predators give you early warning on their territory and savage your foes, even the trees around you seem to enjoy rapid but subtle growth in ways that open hidden paths or obscure your pursuers.

Moreover by investing your Light into either a natural environment or an urban one you can bless them to coexist and emulate each other's strengths to improve each other. Instead of tearing out the weeds growing on a crumbling tenement, you could coax forth vines of concrete and leaves of cement to shore up the faults in the building. Instead of clearing out the dead wood in a forest, you could bring about rapid growth subsuming it into a magically created elaborate treehouse. The natural spirits bound to such locations are never harmed by this joining, instead blessed by the Light as their habitats are; indeed, if such places did not already have such a spirit your blessings would create one with an innate gratitude towards you for the gift of life. With this you can also gift animals with the fruits of civilisation and sentient beings adaptations to thrive in nature too, such as making a bear intelligent enough to politely converse or gifting a man the sight of an eagle.

All The Colours of the Wind (600 CP): In the Court of Clubs, one need not be violent, nor charismatic, nor even truly sovereign to rule. The mark of its Queen is the capacity to be all those things, yet choose to be at peace with the world instead. Something in this has inspired a breakthrough in you, and when you act as a teacher or mentor to others you quickly share with them a sense of innate wellbeing and sagacious solace from the woes of the world. Violent louts bury the hatchet and grow beyond brute force around you. Leaders of all kinds turn to cooperation instead of backbiting and deception as long as you're there to supervise the meeting. Nature itself not only undergoes prosperous growth while cleansing itself of both mundane and supernatural pollutants in a radius that grows with your stay, but actively protects those who treat it with respect; predation is part of the natural cycle of course, but showing respect to prey and never taking more than you need is the mark of a good hunter. Natural predators protect those who have so shared your teaching as if they were part of their pack, prey animals assist in daily chores so long as they are not approached with violence and even plants seem to grow in such a manner as to shelter you and your followers while providing hidden paths to ease your travel. Your blessing may be subtler than other Courts', but with patience comes a modest greatness. All actions you take to spread harmony and provide aid without violence cascades outwards, provoking further beneficial change-and often through the actions of those you helped, be they man or beast.

Diamonds

Scientific Rhetoric (100 CP): Not all debates are about winning hearts or selling others on highhanded ideals. You've received the training and educated needed to convince others, preferably those open-minded to begin with, of the truth of your words. You have a keen eye and a deft tongue for framing your scepticism to pin down where the burden of proof belongs on the fly, and an excellent academic background and memory that lets you support what you say with trustworthy citations.

And Knowing Is Half The Battle (200 CP): Force applied without foresight is meaningless, which is why you've developed a unique ability to look before you leap.

At will, all your magical abilities can project a magical holographic HUD near you conveying neatly organised and instantly scanned information regarding the parameters and data of your magical abilities-which can limited to your perception, or projected for others to share your insight as you wish. This covers all data you could have reasonably learned with several hours' study in the background, and continuously updates as you focus. A ritual to summon a demon's holographic dataslate won't tell you it's true name or the nature of it's Hell if you did not already know it for example-but it would tell you how much mouse blood you still need to spill, how long until the ritual completes, what ambient effects it has on the environment and where the weakest point of the ritual's disruption lies. Your existing powers to tell the future, see into other minds and otherwise magically gather information are also improved substantively.

Streams of Flowing Thoughts (400 CP): Acqua, the Queen of Diamonds' invocation, is deeply attuned to both water and knowledge-and through your insight into both, you may combine the two. Any abilities you have based on knowledge, understanding, perception and foresight can be combined with any abilities you have to control water to create effects greater than the sum of their parts. Your simple telepathic messages can contain elaborate memory palaces when stored in a pool of water for an ally to interpret, for example. Furthermore all your powers of the mind are strengthened when you are near or immersed in water, while all your powers of water are in turn strengthened when you are in a place of learning such as a library or university. Even your mundane learning progresses by leaps and bounds when you do it near a dynamic body of water such as the sea or a man-made water fixture such as a fountain, as if the flow of water reflects your thoughts.

Sufficiently Advanced Science (600 CP): It is the Queen of Diamonds' privilege to share the joy and aptitude for learning with those around her, so that they can build up the world of their dreams through artifice. Going a step further, you've learned a unique form of conjuration to make those dreams come one step closer. By investing additional Light into your magical abilities-including your regular Charms-you can conjure gadgets that provide supportive and supplementary magical effects. Never do these gadgets come close to overshadowing the original spell, but they can amplify and elaborate on their powers as force multipliers. A fireball for example could be intensified and charged with electric shock effects in a floating cannon. Most such gadgets run the gamut from being handheld to the size of a motorcycle, although you may conjure larger ones with corresponding larger investments of Light. More powerful spells or additional gadgets will require greater investments of Light, but as long as your reserves are sufficient no work of magic is truly beyond the enhancement of sufficiently complex technological systems-and your artifacts may even enchant magical rituals comprising multiple participants as long as you're one of them.

Hearts

Regal Bearing (100 CP): Not all Princesses are, well, Princess-like but you've risen to the challenge. You may or may not be actual distantly European royalty, but for whatever reason you carry yourself with sophistication and grace. Expect to radiate authority and poise merely by walking into a building, effortlessly snub those who

dare besmirch your (possibly nonexistent) pedigree and keep a stiff upper lip on yourself and those allied to you in times of chaos.

Everybody, All Together (200 CP): The Court of Hearts does not honour tradition blindly, as Alhambra does. Rather it does so in the earnest believe that unity through community is a greater defence against the Darkness than any one person. That's why you're a natural taskmaster, manager and actually competent leader-the kind of person who could quickly take charge of strangers in a sinking ship and get the weakest passengers out safely while keeping the healthy ones alive. Moreover those who serve under you are blessed by the Light to be better at their assigned tasks than they normally would. In weeks, a fast food restaurant outlet you managed could cook and serve with all the arete of a group of professional chefs.

Foundations Strong As Stone (400 CP): Terra, the Invocation of the Queen of Hearts, has a great affinity to natural earth and stone that you have tapped into. At your touch and the infusion of your Light, you can sculpt such substances into enchanted jewellery, gems and other items of made of jade: A substance that burns the flesh of Darkspawn. Apart from being enchanted to burn other malign forces similarly, when worn the jewels greatly increase your beauty and charisma in such a way as to make your spoken and written words supernaturally convincing even without proof. Obeying you doesn't just feel good, it feels *right* in the eyes of the law-though know that the magic expects great sensitivity and respect for others, and will deactivate should you make harmful or otherwise maliciously assertive requests. Finally, your jewels serve as an excellent focus for stone-based magics of all kinds, moving boulders with the strength you used to move pebbles.

Noblesse Oblige (600 CP): A Queen is nothing without her kingdom. It is not a privilege to rule, it is a sacred duty to ensure the wellbeing of those beneath you and fight harder, live larger, judge more wisely for the sake of all those counting on you. That's why the more people work with you, the better you are at working with them and vice versa-even to uncannily supernatural feats of coordination. Your comrades in battles start predicting each other's thoughts intuitively and covering each other before they even ask, while in a more administrative environment your trusted subordinates know what you need before you're reaching for it-and above all, the environment of your workplace becomes as harmonious as a second family where everyone pulls their weight. With enough jolly coordination, even supernatural powers can be flawlessly combined between the group members and great magical workings can benefit from the casters among your group's shared efforts even if they normally could not. And the more subordinates trust you and work for you, not only do you seem more charismatic and credible in the eyes of strangers-but all your talents and abilities increase in miniscule but permanent amounts, as if the competence of those around you was slowly rubbing off on you.

Spades

Laughter Is The Best Medicine (100 CP): Being a Princess of Spades is hard work, honest! It takes a lot of planning to organise five parties, and stamina to dance at all of them-which you definitely are up to the task for. You're the life of the party, and can chat up strangers into friends with ease. More importantly when it comes to cheering people up you have an instinctive grasp for how best to put a smile on their

faces, whether they're introverts who need a little time out (or just to be left alone with some hot chocolate) or extroverts acting out who just need to blow off some steam. The other Courts don't always see your casual style as overly dignified, but who needs dignity when you're having fun?

Rebel With A Cause (200 CP): Under all the grins and jabs, the Queen of Spades has an elegantly simple approach to problem solving: Look beyond the obvious and the assumed to uncover the real problem, and act only when you've found them. Like her, you're excellent at disguising your real motivations behind a mask of excuses, flippantness, ignorance and general tomfoolery. Fortune favours your attempts to get to the heart of the matter when you engage in unconventional tactics, through a mix of actual coincidences lining up for you to take advantage and a preternatural tendency for your foes to be so flummoxed by your chicanery they're too surprised to plan around you. Ever seen a vampire stumble from your thrown pie only to pull down the curtains and accidentally show himself to the sun?

Swift as the Wind (400 CP): A caged bird's music is never quite as sweet. Aria, the Queen of Spades' Invocation, suffuses your wind magics and similar powers to help you never be caged. All power you have over the wind, you can also use to enhance your innate range of motion magically through the power of the Light. Want to run on steps of air currents then rush across the city heights on a gust of wind? Even if you're under water, with some creative thinking a big bubble could give you quite a turn of speed-at least before it runs out. Moreover you may also use Light and wind together as a medium through which you can liberate others spiritually, physically and mentally. With a stray gust you could inspire joyous urges to break out of someone's routine, or restore hope to someone who feels bogged down by their commitments. Or you could quite literally rattle the locks keeping someone behind bars, jiggle free the cuffs keeping someone bound-and though greater security measures will be naturally trickier, with enough Light you might even be able to free a spirit from a summoning circle by huffing and buffing on it even if you're otherwise not a particularly skilled mage.

Do note this explicitly includes "releasing" an authority figure's accoutrements to teach them a lesson, like freeing their shoelaces from their shoes or liberating their belt from their pants.

Prank Queen (600 CP): The Queen of Knaves was a rebel of the Kingdom before her Coronation, and has even been known to prank her own citizens while bored or nostalgic. What her critics tend to overlook is that however chaotic her (lack of) administration seems to be, *it just works* when it comes to keeping the happy, thriving community of merchants, thieves and swindlers that is the Confederacy of the Four Winds together. And in a startling insight you've cracked…however it is the Queen of Spades does what she does. When you regularly party with, prank and otherwise convince a community to let their hair down, the quality of life and social cohesion among them-as does the sheer joy and optimism towards life you inspire. Salarymen achieve more while doing less work, merchants find themselves gifted with an infectious enthusiasm that encourages others to form better trading agreements with them-and with enough revelry, entire institutions could offer real social improvement where more conventional lobbying attempts failed. Crime-at least, the sort that isn't truly a threat to life and liberty-does not exactly disappear

with this, but rather criminals find themselves inspired to truly give back to the community and put away the hard drugs or sharp weapons (rest assured, truly irredeemable sorts will race to throw themselves into jail once you've spread enough joy to remind them what they've been missing out on). Interestingly you seem to get along famously with career criminals, desperados and general scum of the earth too. There's something about you that just…doesn't seem threatening, and that brings out the best in the lowliest of your fellow men.

Not that the few dark souls who'd actually take a swing at you would be clever to, since this also comes with the power to pump up your fortune or your foes' misfortune to short but drastic durations with the Light. Guns misfire, knives tend to fall out of pockets at inconvenient moments-even enemy Mirrors could slip on a banana peel and fall over farting once you give them a real mean look. It's nothing truly out of possibility or even the ordinary, but everywhere you go you lead a life as charmed as you are Radiant. And with enough Light on hand, you could share the good times to give all your party people one hell of a night to remember.

Swords

Do It For Love (100 CP): The Queen of Swords has only ever given one genuine order: Whatever you do, do it out of love. You have taken this order to heart, because you possess levels of empathy that defy the standard limits generally assumed for most humans. Your passion for what you do, what you want to achieve and most of all for the people you want to do it with wakes you up in the morning and puts you soundly to sleep at night, motivating you beyond your normal limits and helping you perform at your best come what may. And in listening to your own heart, you've also learned to listen to others-for you have a great sense for understanding what people mean between the lines, what they don't want to let out and when it's better to spare the ones you love your words.

Burning Passion (200 CP): Formality is a crutch. Specialisation is for insects. The Queen of Swords dislikes abstract debates on morality as much as she disdains the idea of keeping your horizons constrained, and prefers a simpler approach: If it hurts people it's wrong, and to truly be yourself you must constantly learn new things to be independent from others. That's why when you're passionate about trying something new or improving yourself, when you pour your determination and SOUL into pushing yourself beyond your limits you advance by leaps and bounds beyond your peers. Even without expert guidance (and admittedly, this WOULD be quite dangerous), you could teach yourself to paraglide with the right equipment and a truly daredevil attitude. And when you act for the sake of other people who matter to you, your competence and skill skyrockets. Even magical abilities such as Charms are subject to the furious heat of your enthusiasm, striking harder to protect your family or being mastered should you be truly consumed with childlike wonder about what they mean to you.

Overcharged Blazing Arena Firebolt (400 CP): It's no surprise that the passion of Fuoco, the Queen of Swords' Invocation, expresses itself through flame. Your compassion and love now greatly enhances all fire magic, including your Fuoco Charms, to great heights while also granting such sublime precision over them that the collateral damage they risk spreading is almost totally reduced. Instead of

throwing a fireball you could make waves of fire spill out from you-yet unerringly miss the innocent or harmlessly splash against them as warm but harmless air. The fire you spread burns perpetually as long as you invest Light to sustain it, and fire so enhanced in this manner spread bravery and daring as great as the heat it emits. Your words sound all the more inspiring when spoken amidst your blessed flames, and even your enemies are compelled to face you fair and square unless they can dampen the roaring enthusiasm for a head-on contest of worth the fire stoked by your soul inspires. And when you strike Darkspawn and other beings of evil with flame bolstered by your surging emotions, the impact of your blows surges with magical might beyond your limits.

Become the Light (600 CP): The crimson light of the Queen of Swords' avatar is yours to don at will. All enemy supernatural powers not of the Light within several metres are greatly suppressed, and potentially even nullified should the Light burn strongly enough in you to sustain it. Darkspawn and similar malign entities cower in unnatural terror before you, knowing that love burns with a flame like that of a star when you stand against them. Your light qualifies as true sunlight for all mystical purposes, making it doubly baneful to impure spirits and creatures of the night such as vampires. Uniquely you need not pay a toll in Light and will nor are you confined to the Invocation of Fuoco when wielding this power-you need only fight for something you truly, deeply believe in or in defence of what you passionately care about, and sustain that love deep within you as if fuelling a mighty engine. And conversely when using it in this manner, all powers derived from the Light or similarly grossly incandescent forces are bolstered, made powerful and amplified as much as your foes are diminished.

Tears

Heart of Flint (100 CP): It can be hard, reconciling Alhambra's lofty posturing with the suffering it inflicts on the world. But you have what it takes to endure, for the same reason the Queen of Tears can: The will to harden your heart to keep it safe, and cut down trusted allies for the sake of your kingdom's greater good. Your willpower is that of one who can siphon hope from the world so that a city full of the dead and sun-starved can endure a little longer, failing to crack under much argument and giving you nerves of steel in the direst of circumstances. Moreover you've learned to channel the indignities of your position into an aristocratically composed dignity, that can either conceal your desperation behind a veneer of cordiality or viciously mock the naïve.

Due to the Dead (200 CP): Princess or mortal alike, the dead are greatly revered in Alhambra for their wisdom, guidance and most of all how they represent better times for the kingdom. You have a bond with the dead, permitting any healing powers you have to work on any form of sentient undead with equal potency as the living-potentially even cleansing unfamiliar ailments. Your dedication has not gone unnoticed, and you find yourself getting along splendidly with ghosts and other sentient undead beings famously. Even if you aren't a close relative, something about you makes the dead trust you and enjoy your company. Just be careful, not all undead in this world are as dutiful as Alhambra's loyal dead. That mad Tremere Lich might find you charming enough not to slay on the spot, but it might be best to give him a wide berth before he gets too curious about your soul.

Should you wish, you may also gain a pallid, gothic beauty seen on some Princesses of Tears. Though your skin may seem as if it had not seen the sun for months and your eyes somehow cast darker shadows, your beauty is as breathtaking as it is haunting.

Darkness Imprisoning Thee (400 CP): If the Storms' accusations are true, perhaps Alhambra does draw power from some foul pact with the Darkness. The power of Lacrima seeps into you, every fibre of your being able to freely channel it's grievous touch against your foes at will. Your words can fill your foes with such bleak sadness they fall unconscious, and awake with a depression. Your blows fills bruises and scars with the cloying chill surrounding Alhambra, and blight your foes with temporary misfortune. Your magic wields shadows and curses with aplomb, and even spells nominally without such powers can be infused with them. So steeled is your mind in the cloying chill of Lacrima that mental influence can be resisted by focusing on your innate sadness-while careless telepaths of all kinds can be tainted by the grief suffusing you. But your particular communion with Lacrima's principles makes your very being receptive to learning and mastering sorrow or darkness-derived powers of all kinds, far and beyond your peers. With this, you can attain all the innate traits of Dark Creatures through other Lacrima magic to transform into one-yet retain them after the transformation ends. Even learning their dread powers such as Umbrae as if you were one of them is possible.

For Your Sake (600 CP): Few believe it, but it is the sincere goal of the Queen of Tears to protect those she cares about-even from themselves, if necessary. When you are truly determined to protect what is utterly important to you-be it a person, an object, even a kingdom, idea or legacy-even the vilest and most profane powers at your disposal can be infused with Lacrima magic to make them excel at protecting, defending and sustaining what you hold dear. Even Lacrima itself is affected, letting a wielder of Tears' avatar defend groups with the power needed to protect individuals from harm. The greater your sacrifice, the greater your devotion to protect the more you can bend the nature of your powers to save those around you; perhaps a powerful practitioner of Lacrima could replicate the Queen of Tears' creation of the realm Alhambra is sustained by on a small scale, weeping into existence a pond full of fish that can sustain a small commune. But many may be unwilling to trust a protector so vile as to sell the world out to the Darkness, and your devotion has given you one more gift: When you explain your genuine efforts to protect the smiles of those you truly care about, your sincerity is fully communicated and your devotion becomes infectiously reciprocated. They may not understand all the harm you inflict on their behalf, but at the very least you can break down crying in their arms knowing those who matter won't doubt why you're doing it.

Storms

Light a Fire (100 CP): Every Princess of Storms is motivated by the wrongness, the abject desolation of the Darkness' touch on the world. Where love weakens with every lost loved one and duty cracks with every corrupted superior, your hate burns with a purity that grows stronger with every atrocity you witness. Descending into a controlled rage in response to malefic forces is second nature to you, a fuel that focuses every blow and your strategic thinking rather than the blind fury many

mistake your kind for touting. Even if you have no military training, the rage of Storms will lend your blows enough ferocity for a teenaged girl to beat a football player unconscious and even slightly harden your mind against corruptive forces.

Royal Favour (200 CP): The Queen of Storms extends a unique privilege to her chosen, where for a chunk of their health she may freely use her Charms through them-freely, and without cost. While you would normally travel beyond the Queen's range, with this it seems the Queen has seen something within you that resonates with her, and offered you a much more direct line to this privilege. So long as you fight within Tempesta's precepts, at will you may become a channel for the Queen of Storms to bestow one such Favour through you. Beware: The Queen will use the power she feels is best suited to the conflict through the lens of her billowing range and more powerful effects inflict correspondingly massive damage. She has been known to kill her followers through particularly exacting Favours.

Additionally, at will you may fill your eyes with a vision of your queen's raging storm with no penalty to your eyesight. In fact, your vision sharpens slightly upon the Darkness and similar malefic forces, as if the Queen were using you to scry for her next opponent.

By Fury United (400 CP): The Court of Storms is much maligned as reckless terrorists who do not heed the consequences of collateral damage. What is seldom understood by the Radiant Courts is that the sorrow-filled rage of the bereaved is just as strong as the righteous idealism that compels them. When you speak to others about the depredations and wrongs in society, when you preach a call to arms against all the woes of the world, your voice fills with the thunderous compulsion of the oncoming storm. The fears and anxieties of your audience gains an outlet through hardened violent intent, and even if you are no natural speaker you gain a certain gravitas akin to a seasoned general. With a furious or numerous enough crowd, you can even create new Stormwracked (the uniquely empowered Sworn chosen by the Queen of Storms personally) from those truly motivated to destroy evil and summon Goalenu: Humanoid spirits made of the Queen of Storms' clouds instilled with the imperative to destroy evil wherever they are.

Seraph of the Last Hour (600 CP): The retributive forces of Tempesta course through all facets of your being, and at will you can channel fire and fury into enemies of the light. Through a combination of the Queen of Storm's thunderous power and unerring accuracy, your attacks shear through beings tainted by Darkness as sunlight rends vampires. When you actually slay those you sincerely believe to be malefic horrors on the level of the Darkness or traitors akin to the Court of Tears, you can even recuperate a little health instantly. Moreover a certain authority has been accorded to you, permitting you to designate any foe at your discretion as the Light's enemy-and therefore worthy of your scouring wrath. While some Princesses have similar powers, uniquely you do not have to sustain damage to invoke these forces.

Mirrors

True Heir (100 CP): Oh boy, the Queen of Mirrors sure is a busy girl going around telling people they're the True Heir! But YOU'RE clearly the true heir unlike those

other poser boys and girls! You're so confident, you could keep a big smile on your face in the middle of a gunfight! You're so beautiful and *pretty,* you're the guy or gal that has whole corridors gawking at you when you sashay your way into school! You carry yourself so fabulously, you could strut around barking orders at people wearing pyjamas and still hit them with the full force of your personality! It's such a shame none of this actually comes with any idea of how to PROVE you're the True Heir or really, any useful skills not dependent on you being disarmingly bossy and pretty, but that's not important! Right?!

Truly Truer Heir (200 CP): BOYS (or GIRLS, we're not judging you here)! That's all that matters to a growing, *mature* girl like you! Or boy. The point is you have to look your best when you're out chasing that special someone and that's why you're very good at mirror magic-better than all those poser princesses! Grr, you hate posers! That's why you yourself fall head over heels for someone they also find themselves starting to love you too! Just a little! The more you love them, the more they love you and it might be a bit weird at the start for even a pretty, fancy princess like you to show up out of the blue and shower them in love but YOU'RE THE TRUE HEIR and this is CLEARLY your Prince (or Princess) Charming so if anything, your fairytale romance will surely prove you're the right one! And no happy marriage would be complete without an entourage of loyal friends, so to a lesser degree your positive emotions to others will also strengthen the bonds between you-making what rude people might call a *delusion* of friendship a potential true bond if you remind your silly friend how much you mean to them! Oh, and them to you of course.

Obviously Truthful Heir (400 CP): You're not like the other girls, honest! Okay, so they've been able to do most everything you can, whether leading adoring fans or speaking sense to all the other Princesses telling you that you're insane and need to stop before you hurt someone, but you have something they don't: Great power over time, space and…mirrors? Oh right, it's all in the name! Mirrors of all kinds become great foci for any even tangentially space-time-y powers you have. Want to look into the future or scry someone from afar? Use a mirror to focus your magic, and see a whole bunch of timelines where you weren't the True H-WHERE YOU DIDN'T TRY HARD ENOUGH or see that cute boy you like showering! Need to create a pocket dimension? Use a mirror and double its size! You're also a little like a magic mirror yourself, having a supernatural talent for reflecting and synchronizing yourself with the world around you. Block someone's sword so fast it hits their friend! Make thrown weapons ricochet for feats of impossible accuracy! Cover yourself in dazzling light! Okay, it's all just stuff in the bounds of what other Princesses can do but it's so versatile and dazzling, you're SURE to have PROVEN you're the True Heir this time! Right?!

Truthfully, Indubitably and Indisputably The Heir, For Realsies (600 CP): If you had thought to ask the Queen of Mirrors what defines the True Heir, you might have gotten the answer that the True Heir is a living personification of the Light itself. Her word becomes truth, her actions mighty, her mere presence a bastion of hope. That's why when you take the flamboyant, magnificent and absolutely over the top approach in life you actually get brief flashes of genuine skill and minor miracles to help you genuinely do your best! The more people are watching and cheering you on, the better you are, and the more genuinely devoted give you a little extra magic too. That bubble shield you're putting up? With a small crowd cheering, you could

have it cast out a brilliant light that dazzles your foes with its sheer wonder AND reflect their attacks back on them! Really, just about anything can be better as long as you've got enough people to stand tall and look your absolute best in front of. Your body is stronger and your magic is more powerful and your mind thinks smarter and your hair looks even more beautiful-it never ends, with you! With some really devoted friends or a bigger crowd, you could even valiantly fence a dreadful Dethroned on your own and win while they all stay away from the fight safely behind you! It's…it's just such a shame though, how little meaning perfection seems to have if there's nobody to see it? Be warned, any gains you have here will quickly evaporate once people stop actively paying attention to you and you stop wowing them with your personal magnetism. Because you only really feel like the True Heir when other people also feel that way.

Independent

Taint Awareness (100 CP): Like the more perceptive Nobility, you are so sensitive to the Darkness that you can perceive it from miles away. Whenever a creature of the Darkness enters from the Dark World you are instantly made aware, and have a good sense for the direction and rough distance of its entrance. You've also developed a mystic technique to attain the extra sensitivity that lets some Nobles sense creatures of the Darkness from even further away, channelling Light to sense them from many more miles without risk of the sickness they endure.

Oathbreaker (200 CP): Why should the Radiant fight with their hands tied? What gives the Twilight Courts so much leeway with the Light's gifts? Your extradimensional nature rebels and bucks against the oaths imposed by your Calling and the strictures placed on your Queen-given (or self-created) Invocation, allowing yourself to use them without fear of diminishing your Belief in yourself. You may stumble and compromise your innermost beliefs, or selfishly stop trying to achieve them, without fear of straining the Light within to the point of forcing an internal crisis risking your spiritual wellbeing.

A Queen may still manually restrict your access if made aware and finding fault in your actions, and given great tragedy your mood may still diminish your powers in the Light but at the very least even as they slip away you can be assured you won't risk becoming a Dethroned without some truly dark ritual performed on you by the Darkness' servants. Henceforth, you will have a similar moral flexibility with regards to powers dependent on moral rectitude, having more wriggle room to operate in before taking on karmic consequences and having greater resistance to any build-in frameworks that hold you accountable through your powers to a certain code. You're not truly untouchable with this, but at the bare minimum rest assured your own faith in higher powers won't be your own downfall.

Ambassador To All (400 CP): In the days of the true Kingdom, it is rumoured organisations were founded with the broad goal of improving certain concepts by taking responsibility for it, and incorporating it into their magic so as to make it safer and more harmonious with humanity's wellbeing. While much of the truth behind such institutions is lost, you in particular somehow have a quality of magical energy that inherently integrates other concepts you affect it with the love and friendship of

the Light, bonding with it to create constructive phenomena at your fingertips to propagate the kindness and will to improve that created it.

While with this alone you surely can't make vampires or werewolves perfectly safe overnight, you're still quite talented at developing powers that can help them reconnect with their buried potential for humanity and benevolence, mitigate their aggression or hunger with your mere presence and even befriend beings tangentially connected to them like the Uratha's totem spirits (though be wary of entities as malevolent as the Strix, who act with all the malice of the Darkness itself). And as a final note, unlike other Princesses you seem capable of joining, mastering and even founding multiple Embassies instead of committing yourself to one, potentially becoming an advocate for all humanity to the other facets of the cosmos.

Fate-Spun Thread of Gold (600 CP): Despite what the Mirrors say, there's no predicting which Princesses matter to the inscrutable powers that be and which don't. You happen to be one of the lucky few that are guided by the universe down a fated path, which apart from subtle intuitions primarily manifests as mundane obstacles failing to impede your efforts until your destiny is achieved. And here, your destiny is quite the potent thing-an outcome that can shake up whole nations. Mentors and allies may be drawn into it to let you support, but accordingly foes will meet you at an appointed and climatic moment for you to clash against them on even footing. Be wary though, your success is greatly sponsored and each destiny of the Nobility has a Doom: A person, object, situation or concept that can screw up your destiny such that you suffer badly at best, and die at worst.

In future worlds you may decide whether or not you have a similar destiny, and if so what scale it operates on. The Doom accompanying it will be of a similar scope and consequence to the Destiny. You might not even notice whatever it is that might nullify a course of events to change your own family, for example.

Dethroned

It Hurts So Much (100 CP): It never gets better. And why should it? *You deserved what happened to you.* You *failed everyone,* you *worthless waste of skin,* and worst of all *you failed yourself.* But unlike the other Dethroned something's different about you: You think, you endure, you retain something approaching consciousness even without the Darkspawn to direct you. For though you are no less susceptible to all the corruption, all the hate and despair incarnate that can be scalded into your soul you have a terrific capacity to retain your sense of being and will at the heart of it all; as a Dethroned, despite your overwhelming sorrow you can make your own decisions and retain a sense of self.

This can be more curse than blessing.

Come Here And Play With Me (200 CP): All those disgusting Darkspawn scurrying around you, aren't they absolutely wretched? Well, *Misery loves company*. Wouldn't they all look better twisted in mind and body into a form representing your worst memories or dearest fantasies? It seems you are especially corruptive to malign entities such as those of the Darkness or the morally bankrupt, through your power to passively remodel all such beings who come too near you into loyal and vaguely

cooperative entities of similar overall power but utter adherence to your warped sense of regret. Even those not already so tainted are wracked with waves of maddening sorrow that emanate from you like heat from an oven.

Bury the Light Deep Within (400 CP): Why did you have to remember *who you used to be?* It hurts too much. *You're just making things worse trying to be that person.* As the Hexes of the Dethroned are the inverse of the Charms she once wielded, you too have the power to create malign and Darkness-tainted forms of any holy or positive emotion-based powers you have access to. It will take time, practice and some degree of motivation beyond stewing in your own failures but with enough effort you could cast even greater shadows than the husk of a person you currently are. The parallels such powers have with their purer counterparts are unmistakeable, and supernaturally strike horror into their wielders with grim knowledge of beneath your pain you're not so different to them.

End It All (600 CP): This, this is truly a horror beyond words. All Dethroned can create a Fortress of Regrets: A network of Laments, each a surreal segment of the Dark World dedicated to reliving their regrets and misery all over again anywhere between the size of a shed and a suburb, symbolically resembling the emotional connections between memories. But so deep runs the taint of Darkness in you, that you have a terrible and unprecedented power: The ability to manifest the Dark World, and the Darkness with it, into other realities by raw power. With a great surge of the Shadows in your soul, you can manifest individual Laments and eventually your entire Fortress into other worlds. Though the effort is great, it offers a bleak miracle: The power to focus and unleash the Darkness' corruption from your outpost. Innocent lives will darken, succumb to vice and eventually hatch true Darkspawn with an instinctive fear of you as the harbinger of the end.

The air will fill with cloying corruption, and the water will carry Taint for as far as it flows. The sheer suffering you unleash will surely nourish you for all the lives you ruin with your solipsistic nightmare made manifest, and without truly heroic efforts in turn you could taint the world so much it slowly grows the Dark World by worsening the world until it casts Nightscapes: Extradimensional realms where all has fallen to freezing ruin and desolation, echoing the bleak future the Darkness would want to bring about if it could want anything. And while the Darkness knows no gratitude, you'll find yourself gifted with a similar capacity to bend and sculpt other lands or realms of existence defined by dark forces into landscapes mirroring your tormented thoughts and compelled to re-enact your downfall endlessly-until they are indistinguishable from your original Fortress, and equally blighted by the touch of Darkness.

Items

Phylactery (Free/100 CP): As one of the Nobility, you own a Phylactery. No, you're not an undead sorcerer with your soul tied to a locket, your Phylactery is a generally small, or at least handheld item that symbolises what being one of the Nobility means to you. Through it you can Transform into your perfected self with a touch, a flick or some other gesture.

For 100 CP, you may import a similar transformation device you already own into this one's role.

Tiara Collection (50/100 CP): As one of the Nobility, when you assume your Transformed Identity you gain a number of items and elaborate costume collectively referred to as your Regalia. Some are linked to specific Charms you can use, though most Charms have no associated Regalia. This…is not that. No, this is just a prize collection of fancy tiaras that happen to look very, very good with your Regalia-even if you have to haphazardly put one tiara on top of an existing tiara, it somehow looks doubly fancy instead of ridiculous. There's enough to fill a large walk-in closet, and they can come with a free walk-in closet to store them with in your Warehouse. Unless you want to be ridiculous as part of your Regalia's mood, in which case you look absolutely ridiculous. They're perfectly ordinary tiaras otherwise, although they are the kind of tiaras so exquisite as to be sold in very high class jewellery shops.

Alternatively, if you're male you can purchase a collection of fancy hats and coronets here instead. You can also repurchase this item to gain both collections.

Fancy Outfit Storage (50 CP): Your Regalia is nice and all, but you know what's better than having one magical noble transformation outfit? Having two. Or three. Or a whole walk-in closet's worth of frilly skirts, well cut tuxedoes, dapper shoes and all manner of other enchanting sets of clothing that somehow happen to be remarkably comfortable while also fully fashionable. They're all totally mundane, but imagine the shock on the Darkspawn's faces when they realise you haven't even BEGUN your transformation yet-and you're already dressed to kill.

Sweets Galore (50 CP): Fighting evil by moonlight is exhausting work, so here's a little something to cheer you up. A massive pile of confectionary suited to your tastes and an elaborate series of cabinets, trays and painted boxes to organise them in is now located in your Warehouse, for you to peruse. There's enough to fill several large chests, but and fear not if you're really greedy; everything restocks in a week. If you like Turkish Delights, there'll be plenty of those. If you like chocolates, the selection will be primarily chocolates instead. The point is that these are exactly the sort of sweet delights to really put a smile on your face.

Insert Fuzzy Butt Here (50 CP): Paws go on THESE keys? Tail goes in THIS hole? What on earth is this nonsense?! Sometimes the Queen of Spades and the Queen of Diamonds play a prank together. This is the result of that prank: A high end computer a hundred or more years more advanced than anything the modern world has seen, which also happens to be utterly incomprehensible and unintuitive to any being with human intelligence and perspective. There are elaborate systems capable of keeping track of magical battles while providing detailed analysis of all nearby

threats that need to be rubbed against to manage. There are programs that can hack into the CIA's most classified files that only work when a part of the machine is licked. In fact the whole thing seems to be custom made for a cat to use, and the system somehow becomes much easier to operate for any being in a cat-shaped body. And interestingly, through the power of the Light any cat within a meter or so of this computer immediately gains human-level intelligence sufficient to use the computer.

Fuzzy Hoard (50 CP): Don't show these in public if you want to retain your dignity, but somewhere discrete in a property you own are several chests full of adorable plushies. Harp seals, piggies, owls-every kind of small, fuzzy animal the inner child In you could ever desire is among the pile here, and there's enough for a grown man to jump into comfortably. Apart from being remarkably easy to wash and coming with a mysterious catalogue through which you can purchase even more plushies, an oddity of these toys is that it's surprisingly for spirits of all kinds to possess them as physical hosts. As if someone had purposefully designed these toys to welcome in friendly Dreamlanders to support your cause.

Sanctuary (100 CP): It's not always easy, balancing home life with fighting the forces of darkness. That's why you're remarkably blessed to have this handsome townhouse, which through some trick of the Queen of Hearts' bluffing is both legally in your name and blessed so that your residence alone there goes entirely unobjected to by society even if you are a small child or clearly damaged, very angry madwoman. The carpet is deep and fluffy. The furnishings are antiquated yet comfortable, although all modern amenities are provided. Suffice to say the interior is entirely up to the Queen of Hearts' standards for her own kingdom, though you'll still have to go out to buy groceries and so on.

Arcade of Awareness (100 CP): This is *definitely* the Queen of Diamonds' work. Here and in every world you'll visit in the future, an out of place arcade gaming den will be present somewhere in the nearest bastion of civilisation to your starting location. It's got all the classics: The House of the Dead, The Ocean Hunter, Jurassic Park, The Maze of the Kings, Vampire Night, Virtua Cop, Dance Dance Revolution and just about every other machine some kids looking for an escape from schoolwork has ever dreamed of. But the most interesting thing about this arcade that a passcode spoken in the Royal Tongue permits you to use any machine in the game centre to communicate with other Noble allies telepathically while using it. Yes, this includes the Japanese drumset somehow.

The game centre's logo happens to be a shiny crown.

The Homura Special (200 CP): Friendship is nice and all, but you know what really gets results? GUNS. ROCKET LAUNCHERS. GRENADE BELTS. And the munitions that go with them. In every world you visit, you'll have ownership of a second militarised warehouse which happens to be loaded with enough weapons to supply a military outpost comfortably. It even has truly exotic ammunition like Dragon's Breath rounds, specialised ordinance like sniper rifles or high calibre miniguns, and sophisticated devices like EMPs. There's everything short of artillery in here; there may be attack drones, but they'll be closer to the ones Amazon uses to deliver things than a Predator. A grim-faced Goalenu hangs around this warehouse sometimes as

a security guard and maintainer, who can sell you replacements for ruined weapons or used up ammo at prices so low a little girl sneaking out of bed to fight monsters at night could afford them.

There tend to be a lot of storms near this warehouse, though the brunt of the harsh winds and rain blow only against Darkspawn of similar malign entities. Which also have an uncanny tendency to attract lightning strikes.

Dreams Set You Free (200 CP): For all that they were built as a prison, the Dreamlands can be a wonderful place to visit as an embodiment of the more optimistic, happier sides of human consciousness. Not for them the constant predation and destruction of the Astral Realms, when the rebellion of the Queens against their jailers have rendered the Dreamlands truly comforting places despite the Gales blowing through them which transform others based on the hopes, thoughts and aspirations of mankind. With this purchase you now have a small segment of the Dreamlands ensconced to you (roughly equivalent to a single Kingdom and it's environs), through which you may always visit by using your Warehouse key or portal dreams-which now are never far from your reach, when asleep. Instead of all mankind's aspirations defining the Foundation over which phantasmal phenomena, environments and entities emerge it will be your aspirations that shape it-though should others have access to the Light, they too may contribute and visit-potentially helping it grow. So too will the alien boundaries of what lies beyond your settlement depend equally on your own perception of what is "other" and what truly lies beyond human ken in other worlds.

Shining Watchtower (300 CP each): This model Watchtower is truly an exquisite piece of craftsmanship, crafted in the style of the Court you are closest to initially-or a style embodying your aspirations and ideals, if you are a Drop-In. Or the hope you used to have, as a Dethroned. When you turn on the artfully hidden button under the model, Light pours forth from it-enough to gently illuminate a whole concert hall. This wondrous artifact has one simple but powerful function: If there are those whose ideals align with the Court (or your personal Invocation's ideals) present while this toy shines, they have a great chance to undergo Coronation and become a Prince or Princess endowed with the specialities and powers of your Court.

Of course, the lighthouses of the Dethroned call to those broken and lost to the world and cast Light tainted by Shadows instead. This is a very cruel and awful thing to do to others like you.

You may repurchase this item if you want additional lighthouses. Turning on multiple lighthouses at once doesn't somehow make someone part of multiple Courts or a Dethroned-Princess hybrid somehow, the persons exposed just align to the Court nearest to their heart.

Sceptre of the Light (300 CP each): This is more than an ornately wrought and decorative symbol of office, crowned with carvings that symbolise your belief in the Court you are sworn to (or your ideals as a Drop-In, or regrets as a Dethroned). This is a Bequest of extraordinary power, holding might equal to a Royal Charm. Different Courts may grant different attributes: The Court of Clubs might never harm targets but rather fill them with such inner peace they stop fighting. The Court of Tears might

be able to unleash torrents of freezing, rotting shadow that siphon and store Light or hope from the world. Whatever it is, the more Light you pour into it the more powerful it's signature attack is. Let those who worship Darkness' might, beware the power of cleansing Light. Unless you're a Dethroned of course, in which case your sceptre probably does something awful like tear holes in reality through which Darkspawn arrive to follow your command.

This item can be repurchased if you would like additional sceptres keyed to Royal Charms (or a truly dire Hex, as appropriate) from additional Courts.

Companions

Discounted companions are 50% off

Friends and Family (50-400 CP): Let your old friends and family bathe in the Light. For 50 CP apiece you may import up to 8 companions as one of the Nobility in this world. Each gains 600 CP to spend on whatever they want. Alternatively, this can be used to create new friends.

If you wish to spare your friends the burden of Nobility, you may import them as if they had taken the **Both Feet On The Ground** drawback, being mere mortals endowed with mysterious gifts. If you remain a Noble yourself, optionally they may start as being Sworn to you.

A New Hope (50 CP): It seems sparks are flying between you and someone here. With each purchase of this, you are guaranteed at least one favourable meeting with a certain local of this world. This includes any Dreamlanders, ghosts or other odd entities on that fuzzy brink between life and death you feel a close connection with. Should they consent, they may become a companion and come along on your adventures.

Shikigami (50 CP, 1 free/optional for all backgrounds except Dethroned): You don't need to fight alone. A Dreamlander, usually a reincarnated man or woman of learning and renown who pledged to aid the Nobility in the days of the Kingdom but theoretically a friendly spirit of the Dreamlands from birth, has sworn themselves to your aid. Boasting power equal to a Rank 5 or lesser spirit, your new companion is sustained outside the Dreamlands through the bond to your magic you now share. Shikigami can possess a living animal, animate doll, plushie or similar vessel and so long as it is bound to a Noble it can Transform like it's partner, acquiring a small pool of Light and selection of charms. They are skilled navigators of the Dreamlands and similar astral regions, and their mere presence reinforces the love and community spirit that defines the Nobility. While Shikigami normally have the typical statistics of their host's size, they can slowly overcome these hurdles and increase their physical traits by growing in power through service to the Light. Also, even without Transforming they do have all the normal manual dexterity of eight fingers and two opposable thumbs even if using their mouth, paws, tail or whatever. Because magic.

OC companions have the Calling or belong to the Court for which they are discounted. Otherwise, they may have whichever Calling and/or Court you find most appropriate for them.

All may be considered to have all the perks from the Calling or Court/Court-adjacent origin to which they are discounted, except for The One Who Wouldn't Stay Away who has 600 CP to spend on general perks instead.

Absolutely DAIJOBU (50 CP, free/optional Champion): Her dad was a drinker, and a fiend. The public ostracized her family for surviving a Darkspawn attack on a concert, being suspected of murder. Despite all that, this perky girl is one of the most optimistic and goodnatured Champions around-always trying to take on others' burdens with her own two hands. Her Phylactery embodies a more stylised take on Gungnir, the Norse god Odin's primary weapon, or sometimes the Lance of Longinus. Her Regalia is a pro fighter's outfit stylised with bright orange and white. And no matter how violent or grim they seem, she always tries to reach out to other humans who stand against her in battle-though she's more than happy to pummel any Dark-tainted monster who gets in her way, and when pushed to her brink fights like a modern day berserker. Energetic and hammy even when off the battlefield, recently she's gotten it into her head that learning videogame combat moves while simultaneously playing fighting games will make her a better fighter-and by some quirk of the Light, it seems to be working better than expected.

You bonded over an all-you-can-eat sushi contest, in which yours was the only appetite that could keep up with hers. While outwardly jovial and cheery, her long-buried traumas could really use a shoulder to cry on. Not helped by how she's looked on the bright side of life for so long, she's thoroughly buried the dark in memory.

Luminous Heir (50 CP, free/optional Grace): Some people are born to greatness. Others have it thrust upon them. For this inexperienced but determined girl, it's a bit of both. Some quirk of the Courts' politics has thrust a great many responsibilities on a relatively junior member of the Nobility, and it's quite a relief she's more than talented enough to meet most of them. A deft conversationalist, adept spy, skilled duellist, unknowingly gifted musician and even talented falconer, there seems to be nothing she can't turn her hand to with enough time and practice-and while still quite naïve, she's getting to grips with the real world's problems rapidly. Her Regalia and Phylactery are decorated with vibrant pinks and heart iconography, if a little on the skimpy side. If she has a weakness, it's sometimes getting into trouble by overplaying her hand while juggling different demands on her time and effort or making a wrong decision through nerves-though she quickly recovers thanks to hidden reserves of ruthlessness when people can't get along.

You met after discovering a poisoned box of chocolates laid by a Mnemosyne, for which she is eternally grateful. She often confides the hard decisions her duties place on her in the hopes your advice can guide her down the right path, and beneath the mask of responsibility she dons when making decisions seems particularly conflicted over whether she should marry for love or duty.

Heir of Two Legacies (50 CP, free/optional Seeker): This Princess is your little sister! And after accidentally releasing a deck of bickering, card-themed Dreamlanders into the world she's determined to make things right by recapturing them and turning their powers to the Light's cause. Kindhearted and loving to a fault, in many ways she's a success story of the Light's impact on human nature-upbeat and even somewhat oblivious despite the terrible forces arrayed against her. Although she has broken down a few times when the going's got really tough, it's her bonds with you and the rest of her family that keep her chin up. There's little difference between her Regalia and her favourite dress, because for her there's little difference between her regular

life and her responsibilities to the Light. While kind, loyal and idealistic, her inexperience has made her overlook the feelings of others or left her out of her depth occasionally.

If you're the jerk kind of brother, you're one of the few people she'd be willing to put a beatdown on. But generally she's inclined to look up to you, and rely on you to have her from her own naivete. Her tendency to trust in former enemies becoming allies like in her Chinese cartoons risks leaving her blindsided by the vicissitudes of this world.

Bright Magician Girl (50 CP, free/optional Mender): Equal parts taking inspiration from witches and azure shades for her Regalia, this girls has always been fascinated by the idea of the occult. While let down by learning about how many frauds and hokey bottles of snake oil are out there on the market, being endowed with the Light has renewed her determination to be the friendly neighbourhood witch of her dreams and enchant others with the wonder she dreamed of. She especially looks up to other powerful magical practitioners, and violently protective of any she suspects of being the target of magic-induced prejudice or danger. While she has yet to learn of how *truly* vile the left-handed path followers of this world and even many regular mages can be, she is dimly aware that magic can do as much harm in the wrong hands as good in the right hands and takes a firm stance on the responsibility of tempering arcane power with a kind heart.

You met after a resonance in your magic reminded her of a previous incarnation's tutor, giving her the determination to defeat a powerful Darkspawn nearby. Whether or not this is true, she feels an instinctive familiarity with you and wants to protect you from all manner of mystical threats.

Child of Light (50 CP, free/optional Troubadour): This young musician is nobility of the mundane as well as the supernatural variety, the daughter of an ailing Austrian duke. The sad song she often draws inspiration from is all she has to remember her mother by-unknowingly, a Princess in her own right. Her Regalia is an elegant golden gown with fairy wings, though as she grows in confidence it will become whiter. While often taken with melancholy and a sense of loneliness from going to school far away from her father, in battle with monsters she is as brave as anyone could reasonably expect a young girl could be-though prone to manifesting her Phylactery as a sword just too large for her to comfortably carry. She has a particular affinity for befriending Dreamlanders, and comes up with rhyming lyrics for her songs based on her travels in that far-flung land.

You met on one such quest, having travelled in dreams to do battle with a terrifying dragon-witch of shadows and deceptions. Since then she has stood by you as a cherished comrade and confidante for the crushing responsibilities she feels for ensuring the Dreamlands are as safe as the old Kingdom's lands.

Wolven Hime (50 CP, free/optional Clubs): Trespassers on the Uratha totem spirits' territory are seldom given mercy. But when the child of a fleeing couple underwent awakening before Hikaon-Ur, or Black Wolf, some caprice drove her to not just spare the girl but guide her in the ways of the Uratha through distant visions. Donning a tribal mask, fur cape and fuzzy hood in her full Regalia, while the girl lacks the

predatory spirit of the true werewolves she has always felt a great connection with the Forsaken tribes and would not hesitate to aid them against their many foes in the spirit world. Though the Light in her soul compels her not to kill humans, she is often embittered by the destruction mankind has wrought on the environment and distrustful even of her fellow Princesses. However, due to recent experiences she also believes the best chance for maintaining the balance between man and nature is to win over humanity rather than ravage it-even if her status as an orphan has made adjusting to life at school difficult, to say the least.

You are the main reason for her renewed faith in mankind, having encountered and healed a local woodland spirit from the Darkness' taint before her eyes. Where she is short-tempered around most other humans, she listens keenly on you when you explain the ways of man's world. Your word alone could determine how she ends up feeling about humanity.

B E F R I E N D I N G (50 CP, free/optional Diamonds): There are some Diamonds who save lives, and others who study the unknown. And there's…this girl. Once a lonely soul, upon seeing a Darkspawn something filled the hole in her heart. Something…*metal.* Forging her Phylactery into Light-powered weapon of mass destruction, delivering overcharged variants of levinbolt attacks and wearing a soft g smile on her face as she pleads with her enemies to see reason and let her help them even as she lights up the sky with the thunderous fury of her handheld superweapons, opinions are divided on what exactly is going on in her head. Opponent point out that she seems to love fighting more than most Swords, and has a troubling obsession with overcharging her attacks at the cost of her own wellbeing. Defenders point out the numerous Twilight Court members she has recruited to the Radiant Courts' side and her seemingly bottomless capacity for compassion. At the slight cost of lovingly bombarding them with high energy attacks first.

You are this young lady's best friend from childhood, and mean the world to her-especially if you're a girl too. If you are a member of a Twilight Court, she will often ask if you need another "lesson" with barely contained joy for battle beneath her demure smile, and even if you aren't your capacity to take energy attacks from her head on will *somehow* deepen your bonds of friendship with her. In her own way she's quite studious, and teaches newer Diamonds established combat tactics as well as frequently modifies her super robot-like Regalia with additional weapons systems or defences.

Class President (50 CP, free/optional Hearts): The sordid tale of this girl's wealthy mother, and the horrific creature she contracted with for inhuman power, are seldom spoken of in society. Such is her poise that few comment on how the white dress and thigh-high boots of her Regalia leave most of her torso exposed when she pulls out all the stops on her power, her antique katana Phylactery drawing much more attention. The girl herself never drops the demeaner of iron discipline and martial focus that she has upheld since childhood, partly because of how she was raised and partly because of the person she feels she needs to be to be a worthy leader. While even in her active civilian life she can come across as very heavy handed and demanding, she holds herself to those standards as well and treats her subordinates with the utmost respect so long as they can keep up with her. As a teen she already

aspires to be a general in the armies of the Light and has the work ethic, organisational skills and inner grit to live up to her commanding presence.

You are the only person the girl confides her doubts and inner turmoil in, having proven your worth in the arena of debate as well as force of arms. When wearied by a particularly stressful mission, she sometimes confides that she doesn't feel like the person she lives up to be. Also that she's thinking about cutting her hair shorter. Should you wish, she may in fact be your twin sister-in which case you would have had a much more frequent rivalry throughout the years, and have taken the measure of each other much more closely.

Saint of Tails (50 CP, free/optional Spades): By day, this shy and book-dumb but occasionally belligerent middleschooler is the textbook definition of amicably rowdy innocence. By night she is a silent guardian, and watchful protection of the downtrodden. Whether by defeating drug pushers trying to encroach on a community or rescuing a cat out of a tree, her deeds are legendary to the locals of her city. And while not quite an academic, she's got quite perceptive and cunning when it comes to crimefighting-ably pitting her unwitting adversaries against each other or tricking them into exposing their foul deeds. Her Regalia has a gentleman thief-theme even though both times she stole something for herself, it was to help someone else by doing it. And while she even incorporates a little stagecraft into her magic, her Regalia is actually a discrete lockpick she always keeps up one sleeve. If there's anything she's struggling with, it's her Transformed alter ego being far more popular at school than her real self.

As her tutor, you're just about the only one who knows about her secret other than her parents. She sometimes has trouble spitting out her real thoughts, and has a tendency to get louder and more excited when thinking through something important.

Revolutionary Girl (50 CP, free/optional Swords): The stately, flower-emblazed, officer's uniform-like Regalia of this young warrior and the cutlass she uses as her phylactery are both symbolic of her inner grit. Tough in both personality and physicality, she harbours a great animosity towards bullies of all kinds. Though driven to live up to her ideal of shining heroism, in her desire to do right by her exemplar she sometimes loses sight of others' goals. She's also quite a gadfly despite her attempts to seem like a proper lady, covering up her relative innocence with a go-getter personality and a willingness to confront what others would rather brush under the table. In fact, one could say she carries herself more like a prince than a princess-and is driven to save others in order to uphold that self-image.

You are, in fact, the "dashing prince" who saved her from depression when her parents died. Because of this, she idolises you and aspires to live up to your example. Your relationship with her could determine whether she grows beyond her childhood nostalgia to find her own ideals, or remains true to them. Perhaps in a sense, both are different paths to the same destination.

Your Dark Knight (50 CP, free/optional Tears): The first time the dark haired teen told you that becoming a magical girl/boy would only lead you to tragedy and that you should stick to the sidelines for your own good, you didn't listen. The second time, you found out she had a remarkable talent for firearms and explosives of all

kinds. The third, that the small buckler on her arm was a Bequest capable of *somehow* stopping time briefly. Nobody seems to know her, but she keeps tracking you-moving into the same school, staring you down from rooftops with a rifle trained on any who would harm you-everything short of actually striking up a conversation. Trying to get her to explain herself will eventually reveal a more tearful and tragedy-haunted side of herself as an orphan who once sincerely believed in the righteousness of Alhambra, but after being sent on mission after mission to "pacify the unrulier commoners" has long since become jaded on Alhambra's chances of fixing anything.

You are her current assignment to protect based on a prophecy from the Queen of Tears herself that you would be vital to Alhambra's survival, and if you actually talk to her the first person who has treated her like a human being for a while. Whatever your relationship, you are what she has pinned her last hopes of a happy ending to all the darkness in her life on and your word alone could make or break her allegiance to Alhambra. Though should you be a Noble of Tears yourself, from the beginning she will see you as the Court's great hope for living up to its lofty claims.

Tempestuous Bullet (50 CP, free/optional Storms): "OI, SENPAI" followed by a punch on the shoulder, "DOES THIS TAN MAKE ME LOOK COOL?!". This is how you'll be experiencing a lot of mornings while going to school (or afternoons on your way back from work, depending on your age) with the feistiest albino tomboy in the county-and one hell of a Storms Champion. Some remarkably violent upbringing has made her militaristic, ill-tempered and literal minded to most but also easygoing off the clock. She also admires audacious authority figures-and after a remarkable showing in a fight has latched onto you as her *senpai* regardless of your actual age. She shoots like Anne Oakley, kicks like a pile driver, casts magic like a storm and for some reason has a liking for elaborate, formal (if slightly too small) dress shirts and jackets but also the shortest jean shorts you've seen anyone wear. All things considered, she seems remarkably well-adjusted.

If asked, she will be honestly baffled anyone thinks this outfit looks provocative and explain she's just saving on outfit money. She will berate other Princesses with provocative outfits for being impractical, as what is effectively a denim thong held together with string, sweat and wishful thinking rips at the seams with every high kick. Coarse but diligent, she's never really thought about romance and would rather hang out with you and a crate of beer watching the MMA circuit.

Regina Mundus (50 CP, free/optional Mirrors): You thought real humans couldn't pull off genuine golden drill-lock hair? BOW. Unlike many Mirrors, this seemingly graceful, aristocratic girl is the picture perfect paragon of elegance and grace in most public occasions. When competing against another Princess, *that all goes out the window.* It's not that she's unusually kind for a Brat, it's just that her elitism and transcendent smugness bends all the way around back into advertising her strengths while spending the minimum time needed to poke others' weaknesses. While she can match catty barbs and backhanded putdowns with the best of them, she's also a remarkably formidable and enthusiastic wrestler-to the point of often wearing wrestling leotards under her custom dresses just so she can rip free to throw down at any time, and her Regalia consisting of a remarkably risqué blue-gold fighter-themed bikini.

One day you said hi to her and she was so shocked by what she thought was a commoner *opening their mouth and addressing her* that the mental dissonance, and her secret desire to be treated like a *person* for once instead of The Obviously True Heir, made her decide that *clearly* your destinies were forever entwined, sworn comrades in her quest to become High Queen of the Arena. If female, expect to be heckled into becoming her tag team wrestling partner and be frequently asked about how poor people cope without the basic necessities. You know-a toilet and bidet made of solid gold, a team of maids, a personal helicopter. If male, expect her to see you as her delightfully plebian Prince Charming. Yes, this means being unsubtly asked to oil *every inch* of her up for her next wrestling match but it also means surprise aerial grapple attacks of affection every other day.

The One Who Wouldn't Stay Away (50 CP, free/optional Dethroned): There's nothing unusual about this person, except how naturally she takes to being among the Nobility-and how you've been friends with her forever. She's average in class, neatly dressed but not flashy and endlessly optimistic. She gets along with everyone famously despite not standing out in talent or personal presence, but does her job well enough. If there was a platonic ideal of The Magical Girl, she'd be a pretty good contender for its manifestation. There's one exception: She'll never, ever give up on you. If you were Dethroned, she was with you through the bad times and vowed not to give up on you in the worst ones of your life. If you weren't, she sometimes talks to you about her hopes of being able to save the Dethroned without having to kill them; she's not the brightest mind among the Nobility, but she does frequently ask those who are for advice on the subject. So far she's made little headway, and it might be down to you to get her to reign her in before she does something she'll regret.

Oh right, and she dyes her pigtails pink. Your dare to her, which she's chosen to continue to wear as a symbol of her commitment to the cause of the Nobility along with the red ribbons she's vowed to give to the man-or perhaps, woman-of her dreams. You can't help but get the sense she has a great deal of magical potential she's never quite got the hang of using.

Some Blonde Airhead (50 CP, free/optional Drop-In): "OH NO I'M USELESS!" shrieks a high-pitched, all too familiar voice as its owner once again trips over her red-gold battle dress' hanging skirts somewhere vaguely behind you. Ever since this ditzy schoolgirl collided with you with a sandwich in her mouth on the way to school, she's looked up to you as her guide in this wonderful yet terrifying world of magical girls. The problem is she's…kind of absolutely terrible at it, apart from a rather respectable Regalia. She has a bad tendency to freak out in the heat of battle, drop her Phylactery or burst into tears when Darkspawn say mean things about her. Also she's so bad at using a computer, she once accidentally set her own laptop to lock her out. Under all that incompetence is a genuinely good, pure heart and a steely resolve to do what's right that tends to come to the forefront in the darkest hours of battle. Well, that and a massive appetite for ice cream. How does she keep that thin figure while eating all that ice cream? *Magic.* That or being too clumsy to keep calories in her body, the jury's out on that one.

Whether she looks up to you as her wise mentor or her handsome hero, your tendency to pull her out of sticky situations has greatly endeared you in her heart. Determined to do her best, it'll become increasingly clear that she's destined to do something big for the cause of the Light-and she'll never forget any friends she made along the way.



Scenarios

Long Live The Light (Cannot take as Dethroned)

A lot of people just can't wait to be Queen, but you're not content to let your dreams just be dreams. By embarking on this quest, you've set out to become a true Queen or King among the Nobility. Your requirements are twofold: A great deal of Inner Light, and at least a small country's worth of people with a roughly 80% approval rating to support your rule. This degree of love and support is a true challenge, and the reason why there aren't more Queens around.

Your stay is extended by 50 years to accomplish this feat.

With both, you'll feel a connection to your people growing in your soul, looking to you for guidance. You must discover for yourself what it means to be a leader, and an ideal to aspire to, and decide upon a set of philosophies. They need not be particularly formal ones (just look at Spades, or Swords) but you must be utterly confident in them as you are with leading your followers. Once you're ready, you can create your own Invocation-and undergo a second Coronation.

Your reward is to become a King or Queen, and for your kingdom to follow you into other worlds to sustain your status.

The power you wield is that of a people united, your philosophy resonating through the souls of every man and woman who shares your values-becoming an Invocation. Though your personal power may not be much greater than the Prince or Princess you used to be, you can aid others on a far larger scale. Your physical, mental and charismatic attributes may enjoy a boost, but your prowess in your own Invocation is heightened far more. Apart from developing what is truly your own Invocation, so powerful is your influence over the bonds between people that with some effort Charms of yours could affect every member of an entire social group instead, blessing millions as easy as a Prince might bless a small gathering.

You can also develop Royal Charms from any Invocation you know, which can be considered a step up from the greatest powers normally available to Princesses. Such power is not much greater than that of the pinnacle of normal Princess powers but still stands as being unique among them. One example is the Queen of Diamonds' Boolean Magic: A free floating spell that, if supplied with Light, can run preprogramed magical routines using Boolean logic and if-than-else conditions dependent on information from the five senses or the results of other Charms. Another is simply the prevention of aging. A third, greater powers of resurrection that while still straining, can restore life to those dead for several days without diminishing their traits. Last but not least, such a Charm can create an empty-truly, utterly empty-pocket reality. It is rumoured that such a Charm is one of those used in Alhambra's construction, though it cannot be the only one.

If you have Dreams Set You Free, should you wish even if they were living beings at the time your kingdom may follow you into other worlds by physically settling into the Dreamland piece. This also expands the rough boundaries of your Dreamland piece to be roughly the size of New Zealand.

Ashes of the Motor City

The horror of the Darkness lies not in being some ancient horror from the dread Abyss, or a tyrannical god in his hall of dust and blood. It is the banality, the pathetic simplicity of evil sheathed in teeth and claws. It's very foundations are rooted in man's inhumanity to man, in every chance humans took to be selfish, callous, lesser than what they could have been. That is why the most insidious agents of the Darkness' schemes do not begin in ancient, long-deserted Atlantean temples or lairs lined with profaned relics.

No, they begin somewhere much more representative of human suffering in its purest form.

Detroit.

The Community Organisation to Reform Detroit are not glamorous sorcerers or profane demigods. They are simply an African-American community activist group which preaches hate as a positive force which once fought for fair access to housing and against unfair evictions, but after years of Taint have devolved into worship of the Darkness. To most, they are ineffective and rather stupid. Much of the organisation is genuinely, ineffectually hateful-it is the inner circle that conspires to use gentrification as a scheme to evict long term residents, seed powerful groups with officials controlled by Darkness-given powers and found social activism movements that undermine everything they claim to stand up for.

Make no mistake, they've made great progress towards spreading Darkspawn throughout Detroit. It's just instead through arcane knowledge or bloody sacrifice, they're achieving this by making life for everyone worse in a hundred petty, smallminded ways.

The rest of the city is in no better shape. Several Hunter organisations have settled in, and operate at cross purposes to each other while regarding the Nobility with hostile suspicion. Operation: Automatic Heartland, a secretive US military force, suffers from ineffective leaders in Washington. The Neighbourhood Watch Alliance has little interest aiding anyone outside their local community. Local 911's working class have-a-go heroes are fighting a hopeless, disorganised battle. The Lost Boys would normally be the enemies here as violent gangbangers, drug pushers and pimps-but they're banding together out of fear of the Darkness.

Your mission, should you choose to accept it, is to save Detroit from C.O.R.D.'s machinations. To fix the city of Detroit and it's many social problems is a miracle worthy of a Queen's intervention; your task is merely to defeat C.O.R.D. so that it can no longer spread woe and blind hatred into the impoverished communities. Along the way you'll have to deal with these shadow rulers' veneer of respectability, the Hunters' bickering and the all-pervasive presence of human misery.

But you won't have to do it alone. The Dutchy of Windsor, a Princess population just across the river in Windsor, Ontario, earnestly supports any brave enough to do battle in this land of death and shadow.

Your reward for saving Detroit from it's hidden danger is the companionship of any who fought by your side, tended your wounds or otherwise forged a bond with you during your battle in the heart of America's darkness. Should they agree, they may freely follow you to other worlds as a newfound companion.

Nightfall

Several months into your stay here, the lamps that guard Alhambra start going out. A few immediately wink out, the Darkness inching forth almost unseen. Others flicker and dim unpredictably. Even the sturdiest need more Light than before.

There's no howling Cataphractoi leading a dread horde into Alhambra's walls. There's no insidious Mnemosyne at the heart of some dire conspiracy. It's simply the entropy of the Darkness' presence slowly, and anticlimactically, caving in against the desperate wards erected by Alhambra like unseasonable heat warming an ice shelf. Already Darkspawn amass in the boundaries outside the city, but none make a move to lay siege beyond increasing the frequency of their usual raids-testing strength, rather than capitulating on weakness. Like sharks gathering around a dying whale, it's simply a matter of time until Alhambra's defences crumble entirely-and in its dire location within the Dark World, with how many citizens are ghosts sustained by its magic, Alhambra will be denied even the glorious final battle of the old Kingdom.

Once the last of Alhambra's defences crumbles under slow, entropic decay the Darkness will simply close over the city. Like an ocean warming itself around a candle.

Individual Tears will respond differently once it becomes clear this series of events will leave the Queen of Tears paralysed by horror after so many other sacrifices. Some may accelerate the conquest of territory beyond Alhambra, seeking to desperately hoard enough Light. Some may attempt to flee the city with their loved ones, or jump ship if they are relatively new. And some will throw themselves on the mercy of the Radiant Courts, begging for aid to the citizens, friends and family they care for.

The Radiant Courts will aid them, of course. It can't be helped, they WILL protect the innocent from the Darkness. Even Mirrors will at least see this as a chance to snatch victory from the jaws of defeat. But by and large, most Storms will see this event as a fitting fate for the Kingdom's traitors. Some may even attempt to actively ward off aid for Alhambra.

And all the while the Queen of Tears weeps, and weeps, and in the few moments she allows herself rest pours over old records of Alhambra decrying the straits she has mired the kingdom in. The despair of realising that in the end, it was all for nothing and all she has done is make the inevitable more gruesomely satisfying for the Darkness takes root in her like a cancer. Unable even to cope with more than desperately fuelling the city wards with her own Light, trying to shut out the whispers of her advisors and lieutenants forced to take up leadership in her stead, she is on the brink of becoming a monstrous Dethroned with a Queen's power.

Nothing in Alhambra's vaults can save it, and the odds aren't good for the scattered Courts to muster up anything that could either.

…but you're not from this world, and you might just stand a chance.

Your mission, should you choose to accept it, is to save Alhambra from inevitable destruction. Be swift, the situation will deteriorate quickly once it becomes clear how dire Alhambra's position is. Apart from the usual panic within a city under siege from all sides, the Darkspawn will grow bolder as the defences slacken. If they smell weakness, they may attack in greater numbers. If they detect a truly concentrated resistance to the inevitable doom of the defences, they may herd multiple Dethroned in like siege weapons to secure their victory. Depending on how events transpire, the armies of Darkspawn may make one last charge at the wards if they are restored or simply skulk off like hungry scavengers.

Enough of its legacy, resources and people must remain that it can call itself a kingdom with a straight face. The Queen would gladly give her life to ensure her city's survival if she could, and so her survival is not paramount for this outcome. Many Storms would contend it's safer to kill her before she becomes a Dethroned and drags down all her former citizens with her, but for the truly pure of heart bringing her hope in this darkest of hours could save many lives.

As for how exactly you save Alhambra-no method is off the table. Simply convincing the notoriously patriotic Nobility of the city to evacuate the city's population into Earth is one method. The brilliant may be able to create a superior defence within its walls, the mystically inclined might be able to repair and reinforce the wards just in time, after which the Darkspawn will disperse back to their normal rate of incursions. And yes, for truly powerful beings if you can feel free to simply teleport the city somewhere safe.

Your reward for saving Alhambra is the tearful gratitude of a half-dead nation, and it's queen if she lives. The Alhambrans can likely ill-afford to spare much after suffering so greatly, but their vaults will be opened to furnish you with enough Bequest artifacts, troves of Alhambran history and assorted treasures to fill several large chests. Many accounts of the old Kingdom can be found here, though all but the oldest tomes are likely distorted by Alhambran propaganda.

Additionally if the Queen lives and you can countenance a boon from the Twilight Courts, she can teach you **the magical technique that she used to create Alhambra itself, preserving a living population as well as creating an environment capable of sustaining it and keeping it all warded securely from depredations as extreme as the heart of the Dark World.** Such magic will be powerful beyond the measure of a normal Princess and likely incorporate many Royal charms, but the Queen can at least grant you a theoretical knowledge that will let you execute and perhaps modify her original spell once you attain the power of a King or Queen.

Drawbacks

A Dreamlike Vocation (+0 CP): Unsatisfied with the extent of the Nobility's relationships with the rest of the supernatural community? While much of the assumptions here are founded on the Dream take on the setting, if you wish you may integrate any or all elements you wish from the Vocation iteration of Princess the Hopeful. As a general rule of thumb, expect more entanglements between Princesses, Princes and supernatural beings of all stripes.

Both Feet On The Ground (+0 CP): Understandable. The Light asks much even as it gives it's gifts. One deeply consumed in the childlike dreams of heroism promised by its radiance risks all to save all. If you wish to avoid the risks of Belief 0, if you would prefer to support a new or old friend more suited to the mantle of Nobility, you may enter this jump as a mortal instead of a Prince or Princess. You may still purchase perks, but will have no inherent to the Light unless you pursue the path of the Sworn.

Kingdoms Great and Small (+0 CP): Well, well. It seems the Dreamlands are a bit more populated than previously expected. By taking this, you may fully canonise one or more fan Courts, adding a little more Light into the setting. Generally other Radiant Courts are assumed to coexist harmoniously with the others, although fanmade Twilight Courts likely have a more fractious relationship with both the Radiant and other Twilight Courts. If you have the appropriate Court's Invocations, at your discretion you may choose to have had an appropriate history as a member of the Court.

An Age of Darkness (+0 CP): Have you been here before? If so, with this you may retain the continuity of events from your previous visits to the New World of Darkness/Chronicles of Darkness into this jump. Rumours and consequences of your deeds may echo forth, though the Nobility are often occupied with other affairs.

Oh Gosh What Time Is It?! (100 CP): Geeze, don't take your homework to fight evil and your magical wand to class! Even by the standards of a hormonal teenage girl, you are particularly bad at managing your time and organising yourself. You're not exactly incompetent and can still fight or compete with all your usual grace once you've actually arrived, but you have a really bad tendency to be in the wrong place, at the wrong time, and fumble whatever you're doing while trying to catch up.

Wan Wallflower (100 CP): Not everyone's instantly confident in everything they do just because they have magical powers. You're on the shy, unsociable side of things whether you're a nervous little girl or a grown woman uncomfortable with how revealing her transformed costume is after a successful career as an accountant. Inspiring people tends to see your mouth dry and the words die in your mouth, speaking to crowds can seem almost as dangerous as the battlefield and it's very difficult for you to express your feelings to others or sing your heart out when it counts.

Brat (100 CP): Ohohohoho, those other princesses better not look your way! Because you're about to turn around, and you just might hit them with your DRILLS! You've got a real attitude problem, to the point where even other Princesses of Mirrors would largely agree you're the brat of the bunch. Your smug superiority and

grating voice comes with a towering overconfidence that you MUST be the centre of attention wherever you go and you MUST save the day and even the people you're trying to help are just an audience to your marvelousness at best and the butler at worst. You're also incredibly petty, actively allergic to criticism and in the top percentile of hissy fit throwing even for teenaged girls with trust funds as a demographic. People will struggle to make friends with you.

This is going to be very, very strange if you take this as a Dethroned. You are somehow simultaneously an egomaniac and a sufferer of chronic depression.

In The Clutch of Shadows (200/100 CP): The Darkness has picked up your scent, and something about your interdimensional hunger has piqued it's will to destroy. Those tainted by it "hatch" into true Darkspawn quicker around you. It's minions focus on and coordinate to bring about your defeat with insectile focus. Even in Tainted areas, you feel like you're being watched by something old, cold and bad. Ever wondered if a sentient force of destruction can hate-or worse, *want* something? Now's your chance to find out.

If taken as a Dethroned, the Light instead unerringly guides Princesses from all backgrounds to cooperate against you, hound your movements and generally work to destroy or redeem you. As destruction is *desirable* for the Dethroned, this grants only 100 CP for them instead.

"We don't want your help" (200 CP): It was hard enough to protect people when they were unknowingly blundering into the arms of monsters or in lockstep with the touch of evil. But what if the part of the mortal world that actively hunts creatures of the night were misguided by agents of the Darkness into turning on their own? By choosing this, every organisation of what can be called Hunters has somehow been deceived into a sincere and ardent belief that Princes and Princesses are a danger to the mortal world. Division Six will lock and load and come after you (though fear not, the Panopticon and other malign mages will find their little tiff beneath their notice). Network Zero will share information on Princess locations. Even ancient orders like the Knights of Saint George or sinister ones led by inhuman forces like the Cheiron Group will regard your kind as horrors to be slain or literal human resources. You won't be targeted specifically, but be assured: This will make life more dangerous for all Princesses, and you have no particular protection from your fellow man turning guns on your loved ones. It's not impossible to make your hunters see the error of their ways, but knowing what they do of the brutality of the supernatural don't count on having many opportunities to make your case.

Absolute Baka (200 CP): Oh, boy. You're not necessarily unkind, or selfish, or even necessarily less organised outside of a crisis. You just possess a monumental, staggering innocence and lack of common sense when it comes to the reality of the world you're in. You're the kind of ditz who'd take it for granted a handsome stranger you met in a dream is definitely your kind protector even if he tells you not to trust your friends. You're the kind of absolute idiot who could have a bunch of magical sight powers, and still get tricked by an illusion-or just good old fashioned regular deception. You're the kind of moron who'd try to reason with a Darkspawn you KNOW is a literally heartless monster with "because I want to fill his dark soul with Light", panic during combat to the point of nearly shooting off your own foot or put off

dealing with an imminent Dethroned being shepherded towards your home town because you're anxious about looking your best for prom. You are, in short, the kind of person who would be a decent if slightly annoying magical girl show protagonist. But also the kind of Princess who needs minding in any mission more stressful than looking for a lost dog to not get hurt.

Courting Danger (200/400/600): A course of conflict has been set between you and one of the Twilight Courts, to the extent it's members has received a royal decree for your death in the name of their cause. If it's Alhambra, you may have stood in the way of their Light harvesting operations for too long or somehow personally offended the Queen of Tears herself. If it's Mirrors, it may be as simple as rumours arising that the True Heir is fated to slay you-naturally attracting cocky Princesses hoping to prove themselves the one. Storms' motivation will be simple: You have somehow been associated with the Darkness, and have forfeited your right to live.

This drawback may be repurchased for each Twilight Court, and don't think you'll get out of it by being a member or a Dethroned. Either your own comrades will be ordered to hunt you down, or the Court will dedicate substantial resources into hunting you down wherever you hide in the Dark World. Each Twilight Court has other priorities than you and individual members may have varying opinions on you depending on your history, but expect clearing your name or reaching a truce to be even more convoluted than simply going to war with the Court due to various ongoing shenanigans.

Broken Smile (300 CP): Fighting every night, seeing how much danger you're all in-it's no wonder you've started to unravel. You may not be Dethroned, but a combination of emotional sensitivity and past trauma has given you a taste of the ignominy that awaits you when you can't believe in yourself anymore. Happiness is harder to come by, there are long spells where you just can't feel like you're getting out of bed and innocuous things would remind you suddenly of the horrors you witness. You hate the way you look in the mirror, and can't even escape the gnawing feeling you're worthless, that nobody cares and it would be better for everyone if you just died. Sometimes when people cheer you up-even with magical powers to connect to others-you reflexively feel like making them go away.

It's not impossible to cope with this, but psychologists would diagnose you with both post-traumatic stress disorder and depression. And worst of all, every single supernatural power and even your mundane health is as dimmed and dampened by your moods as your Light-based ones. Is the Darkness eating its way into your soul as you speak?

And if you are Dethroned, you waive the willpower that once made you more proactive than your brethren-and become as lost to your grief as the rest. All of the above still applies, and without support you risk being reduced into a shrivelled scrap of yourself.

Foibles of Fable (300 CP): Your fated fatal flaw is built into the things you do for love, as if your tale was written by a certain Japanese screenwriter who once swore an eternal grudge against all happiness after catching a cold. If you're a Troubadour, your tendency to inspire others will put them in danger, take yourself offguard a little

too long. If you're also a Princess of Swords, chasing love will entangle you in complex situations that risk what you do hurting what you love, starting a fight you can't finish or making powerful enemies. In short the approach that best brings you in accord with the Light also puts you in the way of great, potentially life or town-threatening misfortune and doom. As if happiness, like energy, must be conserved as an immutable law of the universe and there was only so much of it to go around to you.

Shadow of All Things (300 CP): A lot of Princesses don't think highly of the more malign supernatural beings out there. But to be perfectly frank, a lot of Princesses are also heavily outgunned by the greatest monsters of this world. Those without a substantial advantage in a straight fight often have resources, relationships with spirits or ways to do horrible things to you just by being there. With this, in an uncharacteristic show of creativity not seen since the Dreamlands trap, the Darkness will make overtures. It will cajole, and threaten, and misguide. It will offer vampires insight into the beast within them, subvert Lunes to tell werewolves of the Nobility being impudent spirits, aggravate Prometheans into rampages and tempt Beasts with feasts of fear-all to set the various supernatural communities against the Princesses in concerted fashion. Much of the Radiant and Twilight Courts' conflict has been predicated on focusing their efforts upon the Darkness' forces alone. While the Darkness is not a particularly *clever* tempter compared to some and reconciliation may be possible with great effort, it takes fairly little to convince the mighty that their power structures are threatened by idealistic upstarts.

Notes

Princess the Hopeful is generally written on the premise that all New World of Darkness/Chronicles of Darkness and most fangames set in them such as Leviathan the Tempest or Genius the Transgression occur in its setting. Feel free to fanwank as you wish.

If you want, you can be a magical boy so waifish and delicate that you are indistinguishable from a magical girl as long as your clothes stay on. Or a magical girl so handsome and well-built you are indistinguishable from a magical boy. As long as your clothes stay on.

Become the Light does not affect Twilight Invocations, since the Charm it's based on doesn't either.

The New World of Darkness' gameline Beast the Primordial asserts that all supernatural beings, save Demons, share a common kinship with the titular Beasts: A symbiotic fusion of nightmare spirit and human, driven to "teach lessons" to humanity as a justification for feeding on their fear to gain power. They have certain powers that let them emulate other supernatural beings, and abuse this kinship to win them over with supernatural charisma. Like Demon the Descent however, Princess the Hopeful ***thoroughly and completely rejects any premise of relation to Beasts***. ***Even the Twilight Courts feel nothing but disgust and rage towards Beasts.*** To illustrate this, below are the stereotypical opinions for individual Princess splats on Beasts:

Champions: Spare me the bullshit. Are you going to stop hurting people or are we going to fight?

Grace: I've dedicated my life to helping people unlearn the lessons you teach.

Mender: I've fixed up enough of their students to know the lessons aren't worth the cost.

Seeker: Something isn't right here. If they were created to teach lessons why are they so bad at it?

Troubadour: I used to tell my little sister monster stories when she was naughty. I still have the books, they never knifed anyone and stole their wallet.

Clubs: They adapt to new environments by finding justifications to avoid change. Is it any wonder why they bring harm to all they touch?

Diamonds: One of us has studied psychology, educational theory and gets informed consent. The other needs to turn themselves in to the police before I shoot them.

Hearts: Teaching is a position of trust and authority. That is why we have so many rules about it, and you broke *all* of them.
Spades: Yeah, you're a troll, an internet troll. You're not scary, you're pathetic.

Swords: “If it hurts people then it is wrong.” That’s all they do and all they are.

Tears: Before Alhambra’s rise they kept us alive at the cost of our humanity but now we have our Lady to teach us. She scoured them from the Earth and when Alhambra is restored she’ll do it again.

Storms: Fear leads to anger, anger leads to hate, and hate makes me strong. **You want my fear, monster? <u>TAKE IT AND CHOKE ON IT!</u>**

Mirrors: I’ll vanquish you and show the world how awesome I am!