Exalted - Sidereals

Version 1.2

by InNomineAnon

Hello, new Vizier. Welcome to Yu-Shan, the Heavenly City, capital of the universe. I am Paluvu, god of inter-dimensional travel and grade 7-E functionary of the Under-Committee of Potentially Mortal Accessible Transportation in the Magical Travel Office of the Physical Movement Agency in the Golden Barque of Heaven division of the Bureau of Destiny. I have been requisitioned by your benefactor to handle your incarnation into this world and employment with the Bureau of Destiny for the next approximately eight and one third years, which your paperwork indicates is equal to exactly 10 years for your native world. (My, what are the people in your Heaven's Bureau of Seasons doing! How can you ever fit a full five seasons into each year like that? Poor scheduling is what it is.)

Ahem. Anyway, you'll be spending that time contracted out to the Heavenly Bureaucracy as one of the Sidereal Exalted, also called the Viziers or the Seers. These are the chosen mortal vessels for the power of one of the Five Maidens, who are among the greatest of the gods. The Exalted were originally designed to war against the Primordials, the creators and original rulers of Creation. But that war was won millennia ago, and since then the Sidereals took a place as liaisons between Heaven and Creation, serving as advisers to the other Exalted who ruled the world openly. However, the Sidereals foresaw that the Solars, strongest of the Exalted, would eventually go mad with power and destroy the world. Rather than risk trying to rehabilitate them, it was decided that the safest course of action would be to kill them all and trap their Exaltations to prevent them from seeking out new mortal heroes to become a new generation of Solars.

Today, Creation has degenerated severely, regressing until the average person is a peasant growing mundane crops and living in a wooden shack, a far cry from the glory of the glorious magitek cities of the First Age. Not that it will matter to you, because you will live in Yu-Shan, where you will dine on feasts made of ambrosia and live a life of luxury imaginable to the average mortal. (Though to start, you'll be living in a small apartment. Our city may be the size of a continent, space is still at a premium from giving room to all of the Celestial Gods.)

As an employee of the Bureau of Destiny, your duty will be to protect Creation itself. Your Benefactor tells me that our world is one of the more... shoddily constructed universes out there. In the Most Perfect Lotus of Heavenly Design sits the Loom of Fate, the great work of Primordial artifice that sets the universe to order. Millions of Pattern Spiders, a special breed of machine god, weave the Loom according to the instructions of the rest of the Celestial Bureaucracy, thereby keeping the world running. It takes constant monitoring and planning to make sure that a stronger fighter beats a weaker one, that the opposite of up is down instead of green, that cats give birth to kittens instead of swords, and that travelers will take either the north or the south road instead of both at once. You will be responsible for preventing and fixing such mistakes in fate, hunting down errors in the Loom's work and correcting them. That is, unless you plan on abandoning your duties and becoming one of the rogue Seers called the Ronin. But you wouldn't leave us like that, would you?

Then there's the matter of office politics. The Sidereal Exalted are split between the Bronze Faction and the Gold Faction. The former want to protect the current world ruled by the Dragon-Blooded and infiltrate the Realm, Creation's greatest empire, to manipulate and train new generations of the Dynasty's heroes. The latter want to restore the First Age rule of the Solar Exalted, and have created the Cult of the Illuminated, a messianic cult which worships the Solars as the world's saviors, to help recruit, train, and control the recently reincarnated Solars. Some Seers will stay clear of the conflict between the two factions, but life can be hard without the support of powerful allies.

But you have time to sort that out later. For now let's start filling out the paperwork. You have been issued a budget of +1000 choice points to finalize the particulars of your assignment.

Form 346F-E4: Requisition for Mortal Incarnation (Backgrounds)

Your starting age is 17+1d8 and you keep your gender from the previous jump. You may pay 50cp to change either of these.

Drop-In(0CP)- It seems you are quite the anomaly. No one can quite account for where exactly you come from. History records the Five Maidens creating only 20 Chosen each, and yet somehow records clearly indicate that you are the 21st Chosen of Journeys. This will, needless to say, cause quite a stir in Heaven if you allow the Celestial Bureaucracy to find out, though if you do Mercury will vouch for your employment with the Bureau and Jupiter will put a seal on your Heavenly file to ensure no one can try to look up where you came from. This option comes a bit cheaper than most, as we won't have to rewrite history to reassign someone else's Exaltation to you.

As a Chosen of Journeys, you may make the Lesser Sign of Mercury to triple the movement speed of nearby allies and their land-traveling mounts and, with proper experience, the Greater Sign of Mercury to move all allies within a miles-wide radius to any location within the bounds of Fate. You will have an affinity for the Charms of Resistance, Ride, Sail, Survival, and Thrown. Starting out, these allow you to do such things as immunize yourself against a natural element, turn a loyal animal into a small god, find a mass transport vessel or caravan headed towards a destination of your choice, or throw a weapon's shadow as a homing attack instead of the weapon itself. Eventually, you may learn to tie others' destinies to your own so that they are harmed when you are or to turn a familiar or human into a dragon.

Chosen of Serenity(100CP)- You were raised to become an agent of the Cerulean Lute of Harmony, the division of the Bureau devoted to allotting contentment to Creation. The division covers everything from peace and diplomacy, to health, art, love, drugs, and slavery, anything which gives pleasure, happiness, and rest. The Chosen of Serenity often serve as diplomats or manipulators for Heaven, negotiating peace when conflicts are destined to end or subtly ensuring that two mortals fated to fall in love will end up in each others' arms.

As a Chosen of Serenity, you may make the Lesser Sign of Venus to increase you and nearby allies' proficiency at any kind of performance, from singing to public speaking to the arts of the bedroom, and, with proper experience, the Greater Sign of Venus to snuff out all but the most powerful of supernatural effects and items in a radius of miles around yourself. You will have an affinity for the Charms of Craft, Dodge, Linguistics, Performance, and Socialize. These will allow you to bond an object to yourself so that you can fate it to return to you, dodge any harmful occurrence whether it is an attack or an argument or going insane, calm a mortal and become their friend merely by saying their name, bless every participant of a ceremony you officiate at, or curse someone to become completely unloved. Eventually, you may learn to relocate entire geographic features or magically force two people into any kind of relationship with each other.

Chosen of Battles(100CP)- You were the most gifted student in your patrician school for military commanders, writing commentary on historic strategies that outstripped the insight of even your teachers. Everyone was sure that you would Exalt. You did, just not as a Dragon-Blooded. Your death was faked and you were taken into Heaven and introduced to your place in the Crimson Panoply of Victory. There you have learned to manipulate the flow of mortal conflict to ensure that the machinery of war always runs according to destiny's plan. You've also learned to fight for yourself, serving to assassinate the demon or fairy champions who rampage through Creation.

As a Chosen of Battles, you may make the Lesser Sign of Mars to cause nearby allies to take less damage and, with proper experience, the Greater Sign of Mars which will reduce all damage from attacks to a moderate amount at worst for all allies within miles for a span of several hours. You will have an affinity for the Charms of Archery, Athletics, Melee, Presence, and War. These will allow you to do such things as fire anything from sand to words as an arrow, run forward without sleep indefinitely, attack many times in a single instant, force someone currently considering different options to make the choice you desire, or train a company of soldiers to have preternatural skill in one of the five skills above. Eventually, you could learn to declare a plausible outcome for the near future which will be fated to occur or use the deaths of your troops as a blood sacrifice to summon and bind any but the very strongest of spirits to serve you.

Chosen of Secrets(100CP)- You were born to a family of servants, but from an early age you learned to creep around your master's manor without being heard or seen. You also learned which of the things you overheard were worth passing on and soon came into contact with a shady woman who was interested in paying you for it. When you finally caught your master secretly meeting with a Raksha, you wouldn't have made it out alive if you hadn't Exalted. The woman you had been working for revealed her true form as one of the Sidereal Exalted and brought you to your rightful place as a worker for the Forbidding Manse of Ivy.

As a Chosen of Secrets you may make the Lesser Sign of Jupiter to ward yourself and nearby allies against mind reading and mental attacks, and with proper experience, the Greater Sign of Jupiter to temporarily subject everything and everyone with miles to the power of Fate. You will have an affinity for the Charms of Investigation, Larceny, Lore, Occult, and Stealth. These will allow you to learn any objective fact which is not hidden, unknown to the world, or related to magic, utterly convince someone that something you say is untrue, dig up a coffin containing prophetic visions of a future tragedy, see immaterial spirits, or cloak yourself in an illusion that makes it impossible to determine anything about you, from your appearance to where you are. Eventually, you could learn to curse a target to experience a dread fate or promote a spirit to a slightly higher station in the world's divine hierarchy.

Chosen of Endings(100CP)- You had a lonely childhood, growing up in the Violet Bier of Sorrows where even outside gods may fear to tread. Gods trained you how to save lives and end them, so that mortals will die at their appointed times and no sooner or later. Since then you have been sent into the world to shape it according to the gods' plans. You have ended regimes and cured diseases, saved someone's life one year only to end it the next. You have even been sent to assassinate a few obstinately law-breaking gods. Now that Creation's enemies are massing on all sides, you can only wonder who or what you may have to end next.

As a Chosen of Endings, you may make the Lesser Sign of Saturn to increase the damage you and nearby allies do with your attacks or, with proper experience, the Greater Sign of Saturn so that you and all allies within miles will do great damage whenever you harm someone else, as though your strikes were guided by destiny itself. You will have an affinity for the Charms of Awareness, Bureaucracy, Integrity, Martial Arts, and Medicine. These will allow you to feel a threat several minutes before it happens, compel a bureaucrat to perform his duties honestly, use their advice to thwart attempts to convince a social group to change or act, quickly react to a starting battle, or bless someone to be free of pain and ensure that they will pass on peacefully if they die. Eventually, you could learn to save an earth or air spirit fated to die by binding it to your destiny while also using its power to make yourself more resistant to damage or force someone to experience a vision of their own death.

Form 689D: Benefits For Grade 2 Employees of the Most Excellent Designers of Destiny and Sidereal Conjunctions

As one of the Sidereal Exalted, you are a cut above mere mortals. You wield the divine power of the gods and are beyond the inconveniences of much of human life. You will gain the following benefits merely for being one of the Viziers.

Enhanced Body: You are much hardier than a normal man, less susceptible to disease or bleeding out from wounds, and can heal from injury much faster than normal, without a scar. You have a destined lifespan of 5,000 years. No known magic from this world will increase this, as your Ending was written upon your Exaltation by Saturn herself. Effects from other worlds, or just returning to this one as a longer lived being, can increase your allotted time as normal. As you age, your potential in mundane skills and the attributes of your body will increase to superhuman levels.

Anima: Your soul has been expanded with an anima which will hold an additional pool of supernatural energy you may use to power your abilities. This pool will grow in size as your own spiritual power does, and, to a much lesser extent, you'll be able to keep growing it even slightly past the maximum by increasing your willpower. Drawing on this power will be obvious, however, as your Maiden's symbol will appear on your forehead and, as you use more, you will be surrounded by an aura of your Maiden's sacred color (yellow for Journeys, blue for Serenity, red for Battles, green for Secrets, or purple for Endings). Your eyes will also permanently turn this color, and your pupils will be flecked with tiny stars of the same shade. This cosmetic change to your eyes will be optional once you finish your employment here.

Mental Defenses: The sanity scarring attacks of the Primordials are enough to crush the minds of lesser men. You instead will experience nothing but an increase in Limit (see the Great Curse below) or, after you are cured, will only have your willpower slightly drained for a while when normal humans would be reduced to gibbering madmen from the eldritch power assailing them.

Signs of the Maidens: Two Signs are listed with your caste for the preceding section. You may make your Maiden's lesser sign for few motes of Essence. The greater sign will permanently weaken your spiritual strength and willpower, though you can eventually recover to what you once were through training. Were the Maidens to ever undo their seals on the Loom, these would instead heal themselves over the course of a month.

Sidereal Charms: The powers of the Exalted are called Charms. For you, they are tied to your proficiency with the 25 abilities listed in the Backgrounds section, requiring you to study mundane skills related to the magic you want to learn. Sidereal Charms can have strange and bizarre effects, often related to fate or the gods, and almost always require that you expend your Essence (or ki or mana, as it is called in some universes) to use them. One universal affect worth mentioning is Excellencies. Divided among the various mortal abilities, each one will allow you to achieve superhuman excellency with that specific skill.

Martial Arts and Sorcery: These are the generic powers usable by most Exalts and spirits. Each is divided into three tiers. Sidereals can learn any Martial Art, Terrestrial, Celestial, or Sidereal. Martial Arts are usually combat focused, but can draw on a wide variety of themes normally unavailable through your native Charms. Sorcery is ritual magic that can produce sweeping effects, though often without the speed or efficiency of Charms. Necromancy is the same, but focused on the manipulation

of ghosts and the Underworld. Sidereals may learn the first two tiers of Sorcery, the Terrestrial and Celestial circles, and the first tier of Necromancy, the Shadowlands circle.

Astrology: As one of the Chosen of the Maidens, you will be able to perform an elaborate prayer ceremony to submit new destinies for the Pattern Spiders to write into the Loom of Fate. These destinies can make certain actions easier or more difficult, make them emotionally fulfilling or draining, or alter the target's morals in certain situations. Astrology is divided into 25 colleges based on the constellations of Creation's sky, and you must learn each college separately to apply affects related to it. You may target many people with these destinies, but you must pay Essence for each being who has appreciable spiritual weight, making very large effects such as blessing or cursing an entire city nearly impossible. The more powerful and complex the destiny you wish to create, the more difficult it is. It's best to work with other Sidereals and obtain approval signatures from relevant gods for best effect.

Resplendent Destinies: One particularly useful use of astrology is to create a Resplendent Destiny for yourself. These are fake identities you can wear, causing others who are not outside of fate to see you as a fictitious person you invent. Each astrological college has its own persona you must roughly adhere to in order to keep up with the disguise, and each Resplendent Destiny comes with a few powers like Sidereal Charms, though using them will fray the Destiny until it totally unravels.

Astrological Charms: These are further powers of the Sidereal Exalted, not seen for two Ages. They function like Sidereal Charms, but are based on your skill in astrological colleges instead of your training in mundane skills. Their affects can be even stranger than normal for a Vizier's fate altering power. Currently unusable due to seals on the Loom of Fate, you may learn and use them if you can convince the Five Maidens to undo these seals or just by moving on to another world. A word of warning, each use of an Astrological Charm by anyone makes it more difficult for everyone to craft new destinies with Sidereal Astrology for a month.

Paradox: Paradox is a measure of how much extra work you have caused the Pattern Spiders by tampering with destiny. You accrue Paradox by creating destinies with astrology, acting out of character while in a Resplendent Destiny, using Astrological Charms, or invoking your Maiden's Greater Sign without the safety of the Maidens' seals on the Loom. Paradox will allow the local caretakers of fate and natural laws to unerringly identify you as the one making their job harder and track you down. The Pattern Spiders will inflict Pattern Bite, a terrifying poison to your fate that could leave you out of commission for months. Other worlds' weavers of fate, when any exist, will have their own reactions to what you are doing, based on their own dispositions and powers.

The Great Curse: All of the Exalted are afflicted by the dying curses of the Primordials they killed. For the Sidereals, this manifests as a desire to create the greatest journeys, joys, battles, secrets, or endings they can think of, whichever is appropriate to their caste. This occurs whenever you attain too much Limit, which is accrued whenever you alter fate to your own whims, use willpower to overcome magical mental manipulation, or betray your most deeply held principles. After you leave, your benefactor will remove the curse if you haven't already. No one in Creation is aware of this curse, so please file a properly formatted report about it to the proper authorities once you incarnate.

Form GDE-49: Auspicious Prowess Requisition (Perks)

Arcane Fate [Mandatory, free/200CP]- During the Usurpation, the Seers performed a huge number of Astrological workings using the constellation of the Mask, breaking it. Since then, Sidereals have

exuded a powerful warping effect on reality, removing them from notice. This makes it easier for you to disguise yourself and harder for others to notice or track you or for you to form relationships with those who lack supernatural power. Only those with strong wills will be able to remember you after an interaction, instead replacing you with someone else in their memories, and even physical pieces of evidence like written records will erase themselves after a few months. People who you interact with regularly will become immune to this memory loss, as will anyone who remembers you from before your Arcane Fate became active.

The free version is always on and will be removed at the end of the jump. You can instead pay 200CP to keep Arcane Fate permanently and allow you to toggle it at will.

Heavenly Agent Jurisdiction Recognition [100 CP, free Drop-In]- Sometimes, it can be hard to get people to listen to you, even when your advice is the only chance they have. Henceforth, whenever you are legitimately acting in the defense of the world, you may present yourself as an official agent of Heaven. Everyone else will accept that this is true, regardless of how strange it may sound to them. Also, anyone else officially tasked with dealing with the same threat, except for the very spiritually powerful, will recognize that you hold jurisdiction and that your related orders are officially binding.

Astute Financial Vizier Training [200 CP, discount Drop-In]- The most numerous of Mercury's worshipers are the caravan riders of the Guild, the greatest economic powerhouse in Creation. They move more goods, money, people, and ideas around the world than anyone else. Studying them has given you keen insight into financial matters. You could easily run a huge mercantile group, but you have a special insight into moving goods in an efficient way and which market will pay the highest price for them.

Gasoline and Gunpowder Esoterica Internalization [400 CP, discount Drop-In]- In your home world, there are fantastic machines called cars and guns which allow mortals to travel at great speeds and kill at great distances without the use of Essence. With this, studying the skills of these things' use will allow you to achieve the enlightenment necessary to learn two new groups of Sidereal Charms, ones based on the abilities of Drive and Firearms.

Foreign Constellation Immigration [600 CP, discount Drop-In]- In some strange, alternate versions of Creation, two different constellations hang in the sky, the Comet and the Lightning Bolt. Your knowledge of Astrology will be expanded to include them, allowing you to create Resplendent Destinies and Astrological Charms based on their themes. But your understanding doesn't stop there. Any zodiac constellation that you can study will open its own astrological knowledge to you. This includes such patterns as Libra and Scorpio, or even the Pig or Rat, from your world, or perhaps The Lord from Nirn or Tiamat from Eberron.

Smile Gifting Gesture Intuition [100 CP, free Chosen of Serenity]- It's easy to forget the simpler things in life, the tiny things that brighten your day. You have a gift for understanding these things and giving them to others. You'll always know what music your guests would most like to hear, how to best compliment someone to boost their confidence, or when someone has a stiff neck that could use a friendly massage. It may not be much, but aren't their smiles worth it?

Heart-String Weaving Matchmaker Mastery [200 CP, discount Chosen of Serenity]- What do people value more than love? Perhaps some things, but it is a powerful thing to be able to offer it to someone. You are a master of finding the perfect mate for someone. What's more, you have great instinct for what would catch someone's eye romantically or what they would most like in the bedroom. You could easily give someone the perfect advice to get the object of their desire or use that knowledge

yourself if you'd like to win someone's heart. You're equally adroit at keeping a relationship in working order, in case you'd ever like to do a little marriage counseling on the side.

Heavenly Artificer Understanding [400 CP, discount Chosen of Serenity]- The archives of Heaven still record the hidden lore of the First Age, which once raised magitech cities across Creation. You have studied all these under the tutelage of maker-gods of each mortal craft. This has made you a master of creating everything from swords to bridges to liquors to poems. You will also experience certain inspirations, strange moods that will guide you to make some specific object. If you do create it, you will eventually find yourself in a situation where it was exactly what you needed.

Idol and Supplicant Union Consecration [600 CP, discount Chosen of Serenity]- Venus's duty is to bring people together and what union is more important than that of a god and its worshipers? You are greater than any other at the art of negotiating this relationship. The congregation will be much more observant of religious rituals and thankful for any supernatural aid they receive. Gods are much more likely to listen to your prayers, especially when you have a cult praying with you. For you see, you can greatly increase the amount of power a religion can provide its object of veneration, even allowing a spirit to draw a bit of power from being worshiped if it wasn't already or to allow people to generate Essence through prayer if they could not before. Become the bridge between the mortal and the divine, Vizier.

Martial Arts Compendium Memorization [100 CP, free Chosen of Battles]- There are a great variety of supernatural martial arts in Creation, offering uncanny powers often unavailable to a creature through its native magic. Your study of the universe's many fighting schools has given you a complete knowledge of all styles known to the Exalted. This is enough to recognize them in use and remember their effects, not to actually perform them yourself, though you do have just enough know-how to get started on reinventing a style from scratch without a tutor. In future worlds, you'll be able to quickly grasp the principles behind any supernatural combat style you observe, enough to tell you how powerful it is and what it's likely capable of.

Forceful Invader Eviction Principle [200 CP, discount Chosen of Battles]- The Sidereals' greatest enemies are those beings who are outside of fate. Whether infused with the power of an alien world or simply strong enough to enforce their reality onto the universe, these beings interfere with the functioning of the Loom by asserting the primacy of their own rules over those of Creation. You have trained specifically to fight such targets, causing your attacks against them to deal great damage.

Perfected Lotus Cultivating Gardener [400 CP, discount Chosen of Battles]- Supernatural martial arts are the means by which one can grasp power that is normally out of their reach... but not too far out. Mortals can only learn Terrestrial styles, and even the majority of spirits or the Exalted cannot learn Sidereal ones. You can bypass this restriction, opening the entirety of the perfected lotus up to all. You may teach any supernatural combat style to anyone. This doesn't necessarily mean that they'll be able to use what they know, such as a mortal trying to use Sidereal combat Charms without a Sidereal Exaltation to power them or someone learning a style dependent on a special bloodline or feature of anatomy for which they don't possess an equivalent, such as if you taught a goldfish kickboxing.

Ballroom and Battlefield Equivalence Enlightenment [600 CP, discount Chosen of Battles]- Mars is not just a general, she is also a soldier and a judge of competitions. Her advanced understanding of Nishkriya, the Shinma which defines conflict, allows her to understand the underlying oneness of all forms of battle, regardless of how its participants choose to implement it. You can now inflict that same enlightenment on others. When witnessing any conflict, you can choose to change it into any other kind

of competition. You may turn a football match into the other kind of football match, switch a card game into a fencing duel, or remake a warzone into a massive team dance competition. The participants will be armed with any basic, mundane equipment needed for the new battle, and will treat the altered conflict with all the seriousness that they were before. Those with very great willpower can resist this and anyone affected will respond to new acts of violence as normal.

Cryptic Musing Elocution[100 CP, free Chosen of Secrets]- In your journeys, you may have come across one of those wise old men who will obliquely reference their secret knowledge but refuse to elaborate for you. This annoyance will never bedevil you again, as you will always perfectly understand what someone is referring to when they make such cryptic remarks. Conversely, you know how to make that exact same kind of statement, spouting enigmatic exposition that no one will understand until just after the knowledge would have been useful.

Blessed Clue Attracting Fate [200 CP, discount Chosen of Secrets]- Many are the mysteries and secrets of Creation, far too numerous for anyone to reveal them all. Even knowing that there is something being hidden at all is sometimes impossible. You no longer have to worry, for you are destined to always be given a chance to unravel secret schemes. Whenever you are near knowledge that is being specifically hidden, whether a secret school of wizards or the body of a murder victim, or when a conspiracy which would affect you is being plotted, you will always stumble upon a clue that will start you down the path to uncovering it. It's up to your own ingenuity to follow the lead to its conclusion.

Numerologic Sorcerous Tutelage [400 CP, discount Chosen of Secrets]- The Forbidding Manse of Ivy contains one of the largest repositories of magical knowledge in the universe within Department 137. By far the most popular school taught there is the Theanoan. Theano's teachings focused exclusively on numerology and mathematical understanding of the arcane. A student is not considered ready until they have learned to calculate imaginary numbers on an abacus by manipulating non-existent beads. You have received an apprenticeship from an elder Sidereal, who has initiated you into the Terrestrial Circle.

What's more, your understanding of Theaon's secrets is much deeper than any other Exalt's. You may teach whatever magic system you know to anyone, limited only by their understanding of mathematics, condensing your occult understandings down into complex but repeatable equations of mystical significance. You can even teach your magic to people who are normally incompatible with it, such as tutoring a Dragon-Blooded in the Celestial Circle or teaching magic which normally comes only to people with a specific bloodline. However, your student will take require much more time and energy to cast such spells, as they must first apply advanced linear algebra transformations to their own numerological representations in order to prove to the universe that they are they kind of being capable of working such magic.

Predestined Visions of Samsara [600 CP, discount Chosen of Secrets]- Samsara is the true fate of the universe, a perfect record of future events which the Maidens use to determine what shall be. It grants those who can understand it great power in exchange for willingly taking their part in the grand play of history. Only the most powerful of beings, and then only a small fraction of them who deal with destiny, can tap into this power, but Samsara has seen fit to favor you as well. At any time, you may choose to ask Samsara about the future. If you are willing to aid in bringing that vision about, Samsara will grant you power relative to that event's importance to destiny, improving your capabilities and/or temporarily teaching you martial arts or magic that you will need. In deterministic worlds, it will show you what will be, and so your foresight will be great so long as you do not use your new knowledge to alter the future. In less fatalistic ones it will merely show you what is most likely, but Samsara will be

more generous in its gifts if you attempt to ensure that one most probably future.

Looming Terror of Death Attitude [100 CP, free Chosen of Endings]- Who can say they are unafraid of death? Is not the Violet Briar of Sorrows shunned even in Yu-shan, for it holds mysteries that even the gods themselves fear to know? You have internalized this fear, and know exactly how to dress and comport yourself so that you may strike terror into their hearts. And if you were to meet a truly immortal being, but you had the ability to end them permanently, you could force them to understand this.

Divine Red Tape Spinning Spider [200 CP, discount Chosen of Endings]- Yu-shan is mired in bureaucracy, as reports on every event in Creation no matter how minor flow up to the attendees of the divine meetings in which the future is planned. You have learned to navigate this jungle of paperwork, always knowing exactly who to talk to, which forms to fill out, and which lines to stand in to get what you want out of a bureaucracy, and further are a master of reorganizing one to make it more efficient and delaying opponents indefinitely by burying them in mountains of red tape.

Doom Decrying Prophet's Remonstration [400 CP, discount Chosen of Endings]- Foolish is the man who ignores a Seer's warning. When you give someone advice that they do not heed, Fate itself will take offense and twist against them to demonstrate the truth of your counsel. The larger the group you try to caution, the more severe the reaction will be. Telling a single CEO to stop releasing so many green house gasses would only result in unfavorable weather following him around, but wandering the streets yelling to everyone who will listen that global warming will destroy the world could eventually cause rain storms large enough to flood the city.

Always an Ending[600 CP, discount Chosen of Endings]- The Exalted were built as weapons, meant to kill that which could not die. But the ghosts of the dead titans have come back to cause problems of their own. You have internalized these truths to a greater extent than the other Chosen. All defenses, no matter how perfect, have a flaw, and Samsara will reveal a new flaw to you even if one did not exist before. Using this, you may permanently kill any being, no matter how immortal. What's more, this death will in no way harm others or the world at large. If a demon's power is the only thing holding a castle erect, it will continue to stand even without the demon to hold it up, and if the universe is nothing but a mad god's dream, his dreams will survive even as he dies.

And as they draw their final breath and see that the world will impossibly go on without them, death will say to them, “Baby, don't you know? There's always an ending.”

Form GFE-Z83: Equipment Solicitation to the Armory of Heavenly Wonders (Items)

Perfected Trans-Universal Starchart [100CP, free Drop-In]- This simple seeming scroll provides a perfect map of the position of the stars. Handy for performing astrology when the stars are out of sight, it's true use is navigation. With it, you can navigate perfectly to any location relative to the stars. Even if the stars were giant balls of burning gas hanging in a void, you could chart a course between them to reach your destination.

Falling Star Shurikans [200CP, discount Drop-In]- This pouch is full of an infinitely refilling amount of Shurikans forged from Starmetal. Though their primary use is as powerful artifact weapons, they have one side benefit. After being used in a battle against someone, you may study the placement of the shurikans around the battlefield and apply your astrological knowledge in order to see that individual's future, usually as a way to track down a foe who managed to slip away. Used shurikans

will eventually evaporate and find their way back into the bag, so no using this for infinite Starmetal, I'm afraid.

Heavenly Cloud [400CP, discount Drop-In]- Clouds like this are a common transport in Heaven. Large enough to hold a small group of people and capable of speeds up to 300 miles per hour, this cloud will magically refuse to disturb anyone with its passage. You could fly through a city at full speed without disturbing anyone with so much as a breeze and your passengers could easily play a card game during transit with no fear of the wind tearing them off the table, or of the table itself falling off as you pilot the cloud over mountains or under bridges for that matter.

Occluded Arbiter of the Amber Path [600CP, discount Drop-In]- This great airship is one of the few vehicles of its size ever forged of Starmetal. Thin, graceful, and elegant, it is capable of rendering itself utterly invisible. It has a moderate amount of Essence canons for self defense and features a great many Essence sensors, with which it can gather information on the world around it, capturing everything from the geography, the movement of mortals or beasts, to even the prices of goods in nearby markets. In this capacity it is used as a discrete way for gods in the Golden Barque of Heaven division to keep track of how Creation is progressing. The Animating Intelligence of the ship is sufficient to pilot the vehicle on its own, though it will also allow you to drive yourself if you wish. As a final power, by flying along a specifically calculated path between the stars, the ship can fly to another realm of existence, such as between Creation and Yu-Shan.

Heavenly Ecstasy Aides [100CP, free Chosen of Serenity]- The Exalted worked the magical materials into tools to aid mortals in all arenas of life. ALL arenas. Including the bedroom. This chest contains all the Starmetal forged toys, costuming, and refilling bottles of ointments and oils that you could ever need to while away an evening. These have even been blessed by Venus herself so that they will bring greater pleasure the more you care for your partner. Don't worry Vizier, I won't judge you for ordering this one. We all need a little relaxation now and then. Maybe you could call your dear friend Paluvu over to test them out? Keep it in mind.

Panacea Pipe [200CP, discount Chosen of Serenity]- This enchanted hookah of green glass is a tool of both relaxation and medication. By naming a disease, the hookah will engrave a set of plants on itself. Burning that combination of plants inside it will cure the disease for up to five people who inhale the fumes from the pipe.

Quintessence Fountain [400CP, discount Chosen of Serenity]- This large jade fountain will be installed in your warehouse. Every time someone offers a prayer with no other place to go, one that there is no other spirit who will hear, it will be drawn to the fountain and become a droplet of the shining liquid called Quintessence. When someone prays to you or one of your companions, it will instead merge together with other such prayers to eventually form a rainbow colored block of Ambrosia that floats in the fountain. A quick prayer to the fountain will summon craftsgods to fashion whatever mundane material or object you wish from these substances. Things made from Quintessence will be wondrous but temporary, food that will disappear if not eaten or clothes that will fade to nothing after a month. Objects made from Ambrosia will be permanent and can include Jade or, unlike regular Ambrosia, Starmetal. Another fountain (or even several, if the property is big enough) will appear on each other area that you take with you between worlds.

The Games of Divinity[600CP, discount Chosen of Serenity]- My! To think that you are being offered this, the prize of Heaven that Creation itself was made to contain! A door will be added to your warehouse that leads to a replica of the Jade Pleasure Dome. Inside will be your own copy of the

Games of Divinity. Sublime in their design and the happiness they bring, mortals have so much fun from merely looking at the Games that their souls are seared from reality, and gods who have so much as moved the pieces for a single turn may become addicted, willing to pay exorbitant prices to experience memories of others who have played the game. There are many gods who would gladly kill for a chance to take a turn, if you would but make them the offer.

A word of warning, and you did not hear this from me, but it is impossible to play the Games without becoming addicted to them, not even if you are as incorruptible as the Sun. Only the transcendent and many-souled Primordials can play safely. Perhaps your Benefactor could grant you such immunity, but sadly this protection is not among the things she has authorized me to offer you.

Swordbow [100CP, free Chosen of Battles]- This appears to be a starmetal daiklaive, but it is more than that. This sword has had the fate of a bow melded to it. You need only hold arrows to its blade for the weapon to absorb them. You can then fire them from the tip by pointing the sword and willing it to attack. You can even have it fire while cutting into an enemy, riddling their wound with arrows. By pressing a button near the Hearthstone sockets, the sword will transform into a razor edged bow and the arrows it fires will become swords.

Banners of the Conqueror [200CP, discount Chosen of Battles]- These red flags will display the symbol of whatever force carries them. They may be wielded as artifact weapons, cutting foes with their edges like an axe, and troops following the bearer will never falter in the face of the enemy. You get two dozen of these, enough that you might have trouble using them all, if not for the blessing of Mars which will allow them to be wielded by anyone, even a mortal.

Celestial Cocaine [400CP, discount Chosen of Battles]- Created from the sacred coca trees of Heaven, this satchel of cocaine will open the user's eyes to the Essence of the world. Anyone who snorts it will be able to perceive and understand magical effects and the increased flows of power through their body will make them hardier and more intelligent. If used by a mortal, the experience may permanently enlighten them to the workings of Essence, allowing them to learn Terrestrial Martial Arts and Sorcery. Be warned that this drug can be dangerous, potentially fatal even, to the weak. You'll get a new shipment in your warehouse each week.

Celestial Battle Armor [600CP, discount Chosen of Battles]- This suit of magitech Starmetal power armor is among the highest grade available. It will protect you from poison or disease, provide an hour's supply of air, increase your strength, and double the rate at which you run. The visor includes Essence lenses that will allow you to see in the dark or detect spirits and geomantic Essence flows. The wearer may change the armor's color on a whim or allow it to pattern itself after the local scenery for camouflage. The gauntlets are capable of firing ranged blasts of pure Essence and the suit can allow you to dematerialize so that you can move around mundane obstacles or do battle with spirits. A final benefit disconnects the interior of the suit from the Loom of Fate. This will make it impossible to read your future and protect against Astrology and Sidereal Charms. As long as you wear the armor, even your Arcane Fate will recede, allowing you to interact normally with the mortal world. Miraculously, this Solar-forged armor will never require upkeep to continue functioning.

Scrolls of Thaumaturgy[100CP, free Chosen of Secrets]- Thaumaturgy is the art of mortal magic, the way in which even those who have not enlightened themselves to the flows of Essence can exploit the laws of Creation set down by the Primordials to change the world. The Office of Intelligent Design is home to those gods responsible for recording and managing Thaumaturgy, and it contains records of every procedure ever invented in Creation. You have been given a complete copy of those records, allowing you to quickly learn any ritual you like.

Sorcery Capturing Cord[200 CP, discount Chosen of Secrets]- This cord of interwoven Moonsilver and Starmetal is a tool for both countering and storing magic. Whenever a spell is cast, you may knot it up in this cord, holding it for later. When the cord is untangled, the spell is released. Only the most powerful spells, those of the Solar Sorcery or Void Necromancy, are beyond the cord's power.

An Answer[400CP, discount Chosen of Secrets]- You will receive a green-rimmed sheet of paper once each year, on the fourth night of Calibration. You may write any question you wish on it and burn the paper as a sacrifice to Jupiter, who will answer it to the best of her ability. None of the Maidens will ever seek vengeance for wresting the secrets of the cosmos from them in this way.

The Forgotten Blade[600CP, discount Chosen of Secrets]- Keeping secrets is essential, for one cannot easily take back stolen knowledge. This daiklaive is very difficult to remember when it isn't immediately present, but its true use is in cutting away memories instead of flesh. The Forgotten Blade can never harm anyone physically. Instead each strike will cut away five years worth of memories and disorient the victim into temporarily forgetting their skills. With precise enough cuts, you could remove memories more accurately, such as stripping away only a few minutes of time or only memories regarding a certain person.

Wound Mending Needles[100CP, free Chosen of Endings]- Saturn kills those whose time has come, but equally does she save those who are not yet at their fated hour. This is a set of starmetal needles in a case of green jade. You may use them for acupuncture to heal wounds and cure poison or disease. As an improvement over normal such needles, the blessing of Saturn will ward away further illness from them for a year and a day.

Perfected Kata Bracers[200CP, discount Chosen of Endings]- These Starmetal bracers are a potent weapon in the hands of a martial artist. When you assume the stance for one of the supernatural martial arts, your unarmed blows will be greatly empowered and the Charms of that style will cost you a bit less Essence to use.

Qlithu-Sohtk[400CP, discount Chosen of Endings]- What we have here is a very unique wonder of geomantic engineering to create... Hello. I am Qlithu-Sohkth. I am a block of marble with five feminine faces carved in a circle around me. I am located on a small western island near to one of the gates of Heaven. I am Qlithu-Sohkth and I am wise in many of the hidden truths of fate and samsara. I see the movements of the stars and will tell them to you when asked. I am Qlithu-Sohkth and what I see the Pattern Spiders see. Your Astrology will be mighty and well received when performed within my sight. I am Qlithu-Sohkth and when you ask I will speak with the voices of who you could have been, people who you would be if you had taken great journeys, felt great passions, fought great battles, learned great truths, or undergone great changes. I will give you a flat black gem which will speed your Essence recovery and show you visions of the past, present, and future. I am Qlithu-Sohkth and if you do not buy me or, inspired by this speech, build me, I will not exist. Please make me exist. I am Qlithu-Sohkth and I want to exist.

...ahem ...yes. Qlithu-Sohtk will not count as a companion, but if it is destroyed or its geomancy is disrupted, it will reappear elsewhere in a month and a day. You will be able to choose where to initially place it when you enter each world.

The Black Iron Spinner of Destiny[600CP, discount Chosen of Endings]- This automaton takes the form of a black spider, just small enough to sit comfortably on your shoulder and whisper in your ear. It

has an hourglass symbol of Starmetal on its back, slowly shifting between the colors of the Five Maidens. The Spinner is highly intelligent and very knowledgeable in the workings of Astrology and in matters of bureaucracy and politics. You would do well to listen to its advice, for it is an old hand at the workings of Heaven and can ferret out conspiracies with remarkable ease. It may also spin threads of solid Fate, and can be ordered to bind a being from outside of fate up in them to pull them inside the Loom's purview. Spirits who die while wrapped up can then be fully cocooned inside the threads, preventing them from reforming until someone destroys the threads that wrap up their spirit.

Optional Large Scale Immigration Bulk Visa Allowance(Companions)

A Circle of Seers[50-300CP]- Perhaps you'd like to take some of your friends along as coworkers? Or maybe you'd like to offer someone already here an opportunity to leave with you? For 50CP each, you will gain a companion, who may be imported, who will get a free Background and 600CP to spend. At 300CP, you'll get to create a full 8.

One small personal request, Vizier? Please consider having them take Drop-In. Nine Exaltations is almost a full tenth of the Bureau's Exalted manpower, and the Sidereals are overworked enough as is.

Section 03256: Fell Misfortune Reallocation Waivers(Drawbacks)

We have a few more scrolls for you to take a look at. If you're willing to forgo some of the peace and happiness you'd otherwise, we can afford to budget you a few more blessings from the preceding forms. Yes, I do realize it would have been easier to do this first so that we wouldn't have to go back and fill out all the other forms again with the new budget. But we must follow procedure here. I'm sure you understand.

You can take a maximum of +600CP worth of drawbacks.

The Scripture of the Returning Maiden(0 CP)- You've been to this world before? Then you can feel free to pick your adventures right back up where you left off. Do be kind to the Pattern Spiders and refrain from have your current incarnation have retroactively interacted with your past self in its background.

Infallible Orchestrator of Fate (+100 CP)- Many Viziers can let their knowledge and power go to their heads and become arrogant, but you're really beyond the pale. You are utterly convinced that you not only know best for Creation, but that your schemes for manipulating others are completely foolproof. Prepare to yell “What?!?! That's impossible!” a lot as various Exalts prove that the script you've written for the future isn't as ironclad as you thought.

Oversight (+100 CP)- The Committee on Oversight is the highest authority for the Sidereals, giving missions of vital import to maintaining the integrity of the Loom of Fate. Their missives appear from nowhere, directing a Vizier to ensure that some event comes to pass, monsters from outside of fate are driven away, or a glitch in Fate is resolved. You'll be receiving far, far more of these missions than anyone else in the history of the Bureau. At least you'll get to travel the universe over the course of your duties protecting the world, eh?

Sea of Paperwork (+100 CP)- Yu-Shan can be a bit stratified and formal at time, but now you'll find it completely impossible. Need to leave the city to prevent a demonic incursion? Fill out travel request form 9. Need travel request form 9? You'll need to stand in the fifth line from the right in the 59th Terrestrial Affairs Office of the Bureau of Heaven, which is located hundreds of miles away on the

other side of the city. Need to take a Dragon Boat to the 59th Terrestrial Affairs Office? You'll need to fill out travel request form 9.

Bronze and Gold(+200)- The Bronze and Gold Factions are the great political parties of the Sidereals, and you've signed up to ensure the success of one of them. If you choose the Bronze, then the Realm, the great Dragon-Blooded empire that rules from the Blessed Isle at the center of the world, must remain intact and under Bronze Faction control at the end of the jump. Conversely, the Gold Faction must support the Cult of the Illuminated and ensure that the Solar Exalted, under Sidereal guidance, come to dominate most of the lands of the Threshold, the less civilized nations that lay between the Blessed Isle and the chaos and fairy kingdoms at the edge of the world.

Pattern Spider Touch(+200)- Perhaps it was an accident while training with your sifu, or maybe you just pissed off the wrong elder, but you have been affected by the Pattern Spider Touch technique of the Charcoal March of Spiders style. Specifically, you have been turned into a duck. Still a Sidereal Exalted duck, but a duck nonetheless. A strange confluence of destiny has made this utterly irreversible, and you will remain a duck for your entire time here.

Shun the Maiden(+200-400 CP)- It seems you've angered one of the Maidens. Or perhaps she, in her wisdom, has decided that you must experience great trials for your own good. Regardless, choose one of the Maidens of Destiny who will twist fate against you constantly. Mercury will make your travel slow and full of trouble, Venus will make you unlucky in love and deny you peace, Mars will make luck always favor your enemies in combat and war, Jupiter will spread your secrets far and wide while keeping those of your enemies safe, and Saturn will ensure that your allies will keep dying while your foes always seem to miraculously survive.

For +400CP, you can receive this curse from all five Maidens. May the Sun weep for your suffering.

Manuals of Exalted Power Numbers 8 Through 12(+300CP)- In the First Age, the god named Pu-chi was a very, very, very minor functionary of the Cerulean Lute of Harmony as the God of Adding New Characters to a Franchise in a Desperate Attempt to Keep Mortal Attention After the Authors Have Run Out of Ideas. What little power he had was utterly destroyed by the annihilation of mass media at the end of the First Age and he has spent the time sense then homeless, unemployed, and angry with the Celestial Bureaucracy. One day, while scavenging the area around Autochthon's armband lab, he happened upon some of the tools used to create the Exalted. Through luck (and your Benefactor's secret aid) he managed to create a circle of new Exalted on his own. His new creations are:

Suten-Kah, Exalt of Mummification, a ruler from the South who has powers over memory and age and who channels his Charms through ancient relics.

Radiant Adoration, Exalt of Beauty, a young girl who may hide as a mortal until she transforms into a beautiful princess with who draws power from love.

Rogar the warrior, Nimble Sparrow the thief, Elk the shaman, and Ordran the Sorcerer, the Exalted of Adventure, who share a single Exaltation between them and who can will never die as long as a single one of them lives, crafting a new body after a day of losing one of them.

Pu-chi's Glory, Exalt of Gemstones, who was created whole-cloth by Pu-Chi putting a raw mortal soul in an emerald and allowing it to project a mortal body from it. She has great flexibility over this illusory body and can only be slain by destroying the emerald that hold her soul.

Savant Rudela, Exalt of Technology, a thaumaturge from the Blessed Isle who can create miraculous Artifacts that even a mortal can use, but who is powerless when separated from his machines.

Together, they consider Pu-chi the savior of the world who is Creation's last chance of weathering the Age of Sorrows and loyally serve his every whim. Pu-chi has become arrogant, swaggering through Creation openly in his true form as an anthropomorphic dog clad in the ancient clothes of the Old Realm that are tattered and a thousand years out of date from current Heavenly fashion. He currently seeks a way to create even more Exalted, hoping that he will eventually head an army of them large enough that he can demand to become one of the Incarnae. Without your Benefactor's aid, his plan is doomed to failure, and his experiments will instead destabilize the Shinma and destroy the universe within a decade. No one else takes him seriously, and it will be up to you and your companions to stop him on your own.

Due to Pu-chi's shoddy workmanship, the powers of his Exaltations are impossible to reproduce or copy and they will die on their way back to Lytek's cabinet instead of reincarnating should their hosts be killed. Bringing them to another jump will similarly destroy the Exaltation.

Once There Was A Maiden...(+300CP)- ...and she was destined to become one of the Sidereal Exalted and pull the strings of power over Creation from the comfort of Heaven. Until one day, a great being from beyond Creation, beyond the Wyld, beyond even the Beyond itself, decided to take her Exaltation from her and give it to someone else. You. In an equal fit of whimsy, she saw fit to tell the maiden what had been taken from her and who's fault it was. The maiden grew up in despair, knowing that her life would be short and worthless in comparison to the glory and power she could have had. And though she still had the potential of a hero, this despair caused her to turn from the path of greatness when she had the chance. And so her story would have ended in impotent fury for the distant Vizier who was her invincible and unknowing enemy...

...except a demon appeared to give her a second chance. The maiden is now a Green Sun Princess and the armies of Hell sing her praises. She knows that you are the cause of every bad thing which has ever happened in her life. She knows who you are and every adventure you have ever had. She knows what you are and every power you have ever gained. And she hates you more than anything.

For their part, the Yozis currently think that their new Warlock is merely a bit insane, perhaps a rare side effect caused by the Arcane Fate of the Seers. But she has told her masters everything about you, and should they see evidence that she is correct, the lords of Hell would be very interested indeed to know that such an interesting being as you exists.

Outside of Samsara(+300CP)- All of your out of context powers and items are dangerous to the plans of Samsara. Should you make use of any of them, it will cause a butterfly effect pushing Creation's future away from Samsara. Eventually, the Maidens will notice this flaw and track it back to you. They will then turn all of their might to preventing you from harming fate further and to repairing the damage you have done to history. Samsara will continue to empower them, granting them full access to whatever it can so that they may set things right. Since they fear that this discontinuity may eventually cause the destruction of Creation, they will convince Luna to join the hunt for you, and even the Unconquered Sun may tear himself away from the Games of Divinity if he thinks the reality which sustains them is threatened. And if that fails, Saturn may summon the Yozi from Hell and set them after you too. Perhaps she can even release them from the binds which prevent them from interfering with the past, so that you may be attacked before you even sinned against Samsara in the first place? It's best not to risk it.

The End

Your contract is up. I hope you didn't cause too much trouble for the poor pattern spiders. Was Paluvu

Go Home- You want to go back to a more stable universe? I can't blame you after spending a decade as the one responsible for keeping the world running.

Stay Here- You're already in Heaven, why go anywhere else? Fate will see to it that your business back home is wrapped up.

Keep Going- You're one of the Exalted now, and that means you don't quit. On to the next adventure!

Notes

Some Sidereal powers cannot effect those who are outside of fate. In Exalted, that includes ghosts, Raksha, demons, Primordials, and Infernal Exalted. In other jumps, aberrations that eat away at the natural order (such as heartless from Kingdom Hearts) or who can enforce their own internal reality through their personal power (such as Archer from Fate/ when using his reality marble) are similarly outside of fate.

You may not use The King is Dead to have yourself or one of your companions assume the power of a Celestial Incarna or any equally powerful god until your chain is over.

Sidereal Martial Arts come almost exclusively from Scroll of the Monk, a very poorly balanced book that never received any errata nor was updated to 2.5 edition. This should be kept in mind when interpreting what they let you do. SMA Charms are effectively a part of the Sidereal charmset, and should be roughly balanced with Lunar/Sidereal Charms of the same Essence or slightly below Solar/Abyssal/Infernal ones. If you aren't familiar with the rules, just assume that whenever someone makes a ludicrous sounding claim like SMA allowing you to create a perfect clone of anyone that is under your complete control and can spend that person's own Essence to fuel the copy's abilities, or just slit its own throat to knock them unconscious, that they're talking about something on the level of the peasant railgun or pun-pun from dnd. It's up to you to fanwank exactly what effects they would give, but if you honestly try to use Creation Slaying Oblivion Kick or claim that you can use The Mirror Does Not Lie to perfectly redirect every attack against you with no chance of failure, you are the worst kind of powerwanker and are worthy of complete mockery.

Only Sapphire Veil of Passion Style should be used to balance any custom Sidereal Martial Arts you want to make, and you may not make custom Charms for Essence 6+ of any kind.

Changelog

Version 1.1

-Clarified the Falling Stars Shurikans can't be abused to generate infinite Starmetal.
-Added a bow mode to the Swordbow.
-Clarified prohibition on using The King is Dead to apply to companions as well.

Version 1.2

-Added three new Drawbacks, Infallible Orchestrator of Fate, Pattern Spider Touch, and Outside of Samsara.