

Comic by Padraig O Ruanai/Jukashi, Jump by Aehriman.

Before the Scarlet Empress saved the world and birthed her Realm; before the Great Contagion brought its ninefold decimation, and let the hungry Fair Folk rage and war across Creation; before the Dragonblooded struggled through their world of lords and battles; and before the Chosen of the Sun were lost to treachery and blood; great towers rose from roots deep in the Earth to pierce the highest clouds, and watched over a world of peace and plenty, of knowledge, of wonders, of glory, and of vice. That was the First Age of Man, wrested from the broken fingers of the Primordials and forged over a thousand years into the Old Realm, where the heroes of the Sun ruled as kings.

And one of these kings was called Misho, and he was named Thrice-Radiant. To his peers, this was for his sorcery, for his memory and for his swordsmanship. To the common people, it was for his insight, his charisma and his compassion. And all these things he had.

Yet he was troubled.

When time had come for him to master the third and utmost level of sorcery, Misho had thought long and hard to himself over what thing he possessed that would be precious enough to sacrifice, for the powers of that circle demanded a loss greater than any other. He had gone, then, to his friends and advisors, the Chosen of the Stars, and asked them for their counsel. And they said to him: We know what you could give.

They took him through secret doors, past the great gods of lion's shape that guarded them, and into Heaven. They took him by the roads they knew, into the Loom of Fate, where destiny was written. He looked out onto that web, and saw the nature of the world; the thousand, million, uncountable moving parts of it, both great and small; that all were separate, and all were one. And he knew, truly knew, for the first time, how everything was connected. And he, of perfect memory, would never be able to forget.

So Misho sacrificed his ignorance.

From that day forward, the Thrice-Radiant Sun-King was driven like no other. In every waking moment he labored, for he knew that with his vast power even the merest sliver of time wasted could have been used to spare the world of suffering. He calculated the use of his own life to the barest second, and his closest friends and loved ones were forsaken for his obsession, though it was some time before he truly realized it.

Still, one crisis did demand his attention. The God of Locks, a loyal servant to the Primordials and more behemoth than spirit did plot to free his masters, something easily within his power. But he was not outside Fate, so his plan was discovered and thwarted, but as he lay dying he could not help but laugh. His power did sustain the prison made of Malfeas, and with his death the Yozis would walk Creation once more. Desperately, the circle fought to preserve his life, as Misho reforged their weapons: one each of orichalcum, mithril, starsteel and jade, into great keys to contain some of the god's power.



Oh, and three mortals witnessed this and took some of the dying God's spirit within, keeping it through their reincarnations and opening the possibility that someday, a fifth Key could be made of soulsteel, and the power of the God of Locks might be reassembled to free the Yozis, access anywhere in Creation, and

other fun things. Basically anything that could be phrased as locking or unlocking something.

But back to Misho, he looked around one day and realized that all his friends were dead and gone, in his obsessive pursuit of greater goods, he hadn't even noticed. Great was his sorrow and guilt, as he confronted mortality, and found it abhorrent. Giving in to the Great Curse, Misho Thrice-Radiant threw himself into a quest for immortality. Not for himself, but for everyone and everything he loved.

Ignoring the poisoned whispers of demons, Misho studied gods and spirits for the secrets to their eternity, and delved deep into the Earth, seeking understanding of its permanence. There he met a dragon queen who promised him what he sought, while planning treachery. In the end, Misho Thrice-Radiant bound his own life and power-and that of the dragon- into his final masterpiece, the Blade of Vitality. Whomever held that sword would be spared the ravages of time, and creatures of death would have no power over them.

So say the legends, and the legends may be true.

Today, nine years since the Scarlet Empress vanished, four after the Exaltations of the lost Solars were released into the world, Misho Thrice-Radiant walks Creation once more. One of the few with detailed and complete memory of the First Age, though he recalls nothing of his new incarnation before Second Breath.

But there is little time to pursue that mystery. The First and Forsaken Lion has forged a soulsteel Key, and Misho calls a new circle to find and secure the others; Marena of the Red Crescent, a social-specced Changing Moon Lunar. Ten Winds, aging Immaculate Master seeking safety from his secretive group of Wyld Hunt elites and to know, before he dies, if he's been doing the right thing all these years hunting Anathema. And Secret, a Day Caste Abyssal cast out as a failure among Deathknights.

The race for the Keys of Creation is on. Have **1,000 Creation Points** *(CP) to help you build a character.*

AGE & GENDER

Not terribly meaningful in a world where some women can one-arm a house, sometimes men can be pregnant and Exalted live for centuries or millennia. Keep it as it was or embrace change at no cost.



LOCATION

By default, in the woods where Misho is interviewing prospective Circle members, a week's walk from Mew Cai, but you can choose to appear anywhere in Creation.

Maybe be careful about showing off on the Blessed Isle if Anathema, though.



ORIGIN

Solar (-200 CP) Chosen of the Sun, themed after perfection, a Solar's powers are human skills dialed up beyond the impossible. Solars are chosen by performing heroic deeds which, in keeping with their theme, most would consider impossible. 300 Solar Exaltations were created, though half were later taken and corrupted by the Yozis and the Neverborn. There are five castes within.

- **Dawn** all Exalted are warriors, but the Dawn Caste are peerless even among them. Can appear as a towering and terrifying figure only the bravest dare even look upon.
- **Zenith** priests and kings, leaders whose charisma shakes the heavens. With a touch, they can destroy corpses so no undead or ghosts are made of them, with an effort, they can blaze like the sun and be both protected from and do grievous harm to the undead and creatures of darkness.
- **Twilight** scholars, healers, craftsmen and mages, the researchers and forgers of wonders. They can armor themselves in a glowing aura.
- **Night** thieves, assassins and spies, who can conceal their use of their powers where most Exalted cannot.
- **Eclipse** diplomats, administrators and businessmen. Those of the Eclipse enjoy a special diplomatic protection throughout creation, and bless deals, oaths or contracts so those who break them suffer a terrible curse.

Lunar (-100 CP) Chosen of the Moon, the ultimate survivors. Lunars have a spirit animal which manifests as an aura around them when they delve deep into their power, and can transform into that animal or a hulking Warform based on it. They always have a Tell, qualities of that animal retained in their human or other shape, though ordinary mortals cannot see them. By declaring a Sacred Hunt, a Lunar can hunt down a creature and drink its heart's blood, thereby gaining the ability to transform into that form. Lunars are chosen when someone has every reason to lay down and die, but chooses to get up and move on. There are 300 Lunar Exaltations, each bonded to a Solar one in some fashion. A bonded Lunar and Solar may be best friends, lovers, or worst enemies, but will virtually always be the most important people in each other's lives. Driven into the wilds outside the Realm, the Lunars are much reduced, having only three castes.

- **Casteless** you lack moonsilver tattoos and bindings, and must be careful lest the Wyld transform you into a monster. Casteless Lunars have the special power of the Full, Changing or No Moon Castes, matching whichever is the moon's face at the moment.
- **Full Moon** warriors who fight with overwhelming strength.

- **Changing Moon** assassins and leaders with powerful charisma and illusion powers that let them appear as any person.
- **No Moon** mystics and loremasters, shamans of the Wyld, No Moon Lunars can summon a magical darkness that shrouds their position and movements, and strengthens their sorcery.

Dragonblooded (FREE) Terrestrial Exalted, or Chosen of the Elemental Dragons, Princes of the Earth, etc. By far the weakest Exalted, individually, but the children and grandchildren of Dragonblooded often (but not always!) Exalt themselves, so their numbers are legion and it is the Dragonblooded who presently rule the Realm. Each Dragonblood can wield one element.

- **Air** usually scholars and intellectuals, often employed by the Realm as diplomats.
- **Earth** very strong and tough, do well in a variety of martial and civilian pursuits.
- **Fire** passionate but hot-tempered, mostly warriors.
- **Water** patient and determined, often drawn to mercantile pursuits, investigation or childcare.
- **Wood** nurturing and sensual, hedonists who make the most of life and grow the strength of the Realm and their peers.

Abyssal (-200 CP) One of the one hundred Solar Exaltations corrupted by the Deathlords, thirteen spirits of vengeful betrayed Solars who serve the Neverborn, what the Primordials slain and sent to the underworld became. Abyssals are themed around death, darkness and the undead. They recover Essence while in Creation by drinking blood, or when not in sunlight or surrounded by trappings of death. When an Abyssal does a good deed, or just goes long enough without harming anyone, they create Resonance which will eventually burst forth in a disaster or wave of destruction. As corrupted Solars, the Deathknights have five castes which mirror their former roles.

- **Dusk** dread warriors with the power of intimidation
- **Midnight** priests of undeath with necromantic powers
- **Daybreak** scholars, mages and craftsmen with damage resistance
- **Day** thieves, spies and assassins whose Essence use is harder to detect
- **Moonshadow** diplomats who, like the Eclipse, can seal oaths and learn any Exalted type's Charms.

Sidereal (-100 CP) Chosen of the Stars, Viziers. Astrologers, mages and spies, enforcers of destiny operating from the heaven that is Yu Shan. Sidereals are chosen by fate. Their Resplendent Destinies allow them to create and insert a backstory so convincing even they believe it, their

Arcane Fate is to be swiftly forgotten by everyone not in their presence except another Sidereal or a god. They can manipulate fate with astrology, though they risk generating paradox and backlash by doing so, and wield the most absurd of all Exalted martial arts styles. The Viziers are primarily divided into Bronze and Gold factions, anti and pro Solar, essentially. They also come in five castes, twenty individuals each for one of the Five Maidens (planets).

- **Chosen of Journeys** are messengers and travelers
- **Chosen of Serenity** oversee life and joy and pleasure
- **Chosen of Battles** serve as military advisors or elite spies
- **Chosen of Secrets** focus on finding or hiding arcane lore
- **Chosen of Endings** assassins focused on death and transformation

Alchemical (-100 CP) Servants of Autochton, the machine Primordial who aided the gods in rebelling against their creators before removing himself from Creation. Alchemical Exalted are cyborgs consisting of a soulgem inside a mechanical body, whose magitek Charms take the form of plug-and-play modules. Over time, their Clarity makes them become less like humans, more like machines. Alchemicals are chosen among those who serve well through multiple reincarnations. Though incredibly versatile, the Alchemical Exalted are based on the originals, hence their castes.

- **Orichalcum** closest to Solars, leaders and administrators of the Alchemicals, can charge their bodies with gold lightning. Shocking.
- **Mithril** based on Lunars, spies and assassins whose metal bodies can reshape on the fly. Wield the power of bullet-time.
- **Starmetal** based on Sidereals and really rare. Explorers, inventors and engineers. Experts in subliminal messaging and social engineering, can manifest a rainbow aura that lends their attacks a feeling of inevitability which makes them much harder to defend against.
- **Jade** Labor leaders most like the Dragonblooded. Can harden their jade bodies.
- **Soulsteel** Enforcers and secret police based on Abyssals and their metal, can stir the souls within to scream and whisper and briefly appear as a powerful intimidation effect.
- **Adamant** A secret type that acts as enforcers over other Alchemicals. Can mess with peoples' memories so they think they blacked out, or saw something or someone else.

Fair Folk (-100 CP) Eldritch creatures from the chaotic Wyld beyond Creation where nothing is permanent and no act has consequence. To enter Creation, they must forge a body, based on human stories and cast themselves as human-like characters. They also must feed off the emotions, dreams and virtues of humans for gossamer, a substance that serves as food

and can be transformed into any earthly substance or product. The Fair Folk cannot break their sworn oath, but are masters of the loophole and precise phrasing. The Fair Folk have four canon castes or Graces, based on a virtue. A Raksha can have two Graces, a primary and secondary, further defining their role

- **Cup** Entertainers, extolling Compassion. Can be Luminary lovers and manipulators (Staff) Eshu warrior-poets (Sword) or Ornamentals who strive to change themselves to suit others' desires (Ring)
- **Sword** Warriors, who honor Valor above all else. Cataphractoi seek to submerge their identity in service to their liege (Ring) gladiatorial Xia fight for the cheers of the crowd (Cup) and Anarchs fight to overthrow society and pit people against each other (Staff)
- **Staff** diplomats with the Conviction to function in civilization. Courtiers are socialites and masters of manipulation (Cup) Imperials are dictators, generals and warlords who achieve political ends by violent means (Sword) while Scribes serve as loyal servants and functionaries (Ring)
- **Ring** servants and workers whose Temperance allows them to support others instead of claiming personal glory. Strategoi are calculating and ruthless commanders (Sword) Artisans manage alone among their people imagination and create for its own sake (Cup) while Panjandrums impose order by any means necessary (Staff)

God-blooded (+200 CP) One of your ancestors was something more, or less, than human. Or perhaps you were very close to an inhuman for a long time and became enlightened. You'll probably live a few decades longer than most humans, are a lot more resistant to poison and disease, and can wield Essence and maybe a shadow of your progenitor's power, but aren't nearly a patch on even the weakest Exalted. But do not despair, someday you just might ascend and leave humanity behind. Until then, you'll be stuck between two worlds, never entirely welcome within either.

- **True God-Blooded** your ancestor was a god or possibly an elemental, you have some influence, a slight authority over some small aspect of Creation, or can command an element if not as well as a Dragonblooded.
- **Demon-Blooded** Your ancestor was a demon. You can't regenerate Essence conventionally in Creation, but can one day become a First Circle Demon. The downside is you can become a First Circle Demon.
- **Ghost-Blooded** One of your ancestors was impregnated by a ghost. You wield the same sort of Essence as Abyssals, and likewise can only regain it in a Shadowland or the Underworld, without some sort of sacrifice. You're a really good necromancer, for a mortal, and guaranteed to become a ghost upon death.

- **Fae-Blooded** Your ancestor was one of the Fair Folk, You can harvest dreams for gossamer, but can only regain Essence in areas with Wyld taint.
- **Half-Caste** Your ancestor was a Celestial Exalted, you can use some of their charms, maybe their Anima power, and attune to their special metal. You may Exalt at some point in the future if you qualify and an Exaltation frees up, but only the same type as your ancestor.
- **Beastman** The offspring of Lunars with men and beast alike, most live in scattered tribes in the bordermarches. Some have special powers, Hawkmen can fly, fishmen can breathe underwater, wolfmen can track by scent, cat-people see in the dark etc.

CIRCLE

Eightfold Circle of Friends (-100 CP) Import eight companions with 800 CP to spend. Companions may take an origin and resulting discounts but *cannot* take any capstone worth 800 CP undiscounted, nor any drawbacks to increase their cp.

This perk may be taken a second time to increase the starting points to 1,000, capstones still barred. Or to add an additional eight companions. You may take additional companions as many times as you like, but never increase their base points beyond 1,000 CP, and must upgrade each batch of eight individually.

Keychain (-100 CP) Want to recruit Misho, Marena, Secret, Ten Winds or any other members of the extended cast? Maybe all of them? Go right on ahead! Original characters? Help yourself, all for this low, low, one-time payment.

PERKS

Stunting Hard (free all)
The universe has a certain… flexibility, when it comes to letting you do really cool things, even if you have to fuzz the details of how a power or spell works

Caste Paragon (-50 CP)

Some Exalted are born to be great warriors, or performers, or diplomats. Pick one thing your caste (the subtype of your Exaltation) is good at. You are among the best there are at this. Can be taken multiple times.

Hardship-Surviving Mendicant Spirit (-50 CP)
You can be perfectly comfortable in the hottest desert or atop a glacier, and can always hunt or forage enough food for yourself.

Ox-Body Technique (-50 CP)
You're a hardy sort, aren't you? For each purchase, increase your toughness by 50%, stackable.

Perfect Poise Stance (-50 CP)
You have great balance, and always land perfectly. Even if hurled down from above the clouds, if you're conscious when you land, it shall not hurt you.

Surprise Awareness Method (-50 CP)
You have a sense for when someone is about to strike at you, along with from which side and angle. Even if the attacker is invisible or miles away.

Willpower (FREE/-50 CP)
You have a special power, five dots of willpower which each day you can lend to an act to give it a bonus to succeed. This works best on things for which willpower is actually relevant, like resisting influence, feats of strength or fighting through pain. Additional dots are 50 CP apiece.

Adamantine Soul Integrity (-100 CP)
There are all sorts of enchanting, beguiling sorts around. People whose charisma may as well be mind-control, in as far as ordinary people's ability to resist their whims. Plus actual mind-control, Fey glamour, torture and exotic drugs. Given this, only a great fool would go out into the world without the ability to ensure they remain themselves. Mind control and social attacks alike bounce off your Adamant Integrity, while illusion and glamour fail to grasp your senses.

Integrity-Protecting Prana (-100 CP)
You cannot be mutated, Shaped or otherwise transformed or altered against your will.

Savant (-100 CP)
You are a brilliant craftsman, among the best in a world where thousands of people have literally superhuman skill.

Twin Souls (-200 CP)
Well, isn't this unusual? It seems your Exaltation has split in two, empowering both yourself and one person of your choice, perhaps a Companion? If the two of you are together, you may extend any Charms to affect them as well and vice-versa, transmit Essence to each other, and share in the costs. Beware the backlash should your soulmate perish, however.

White Veil (-200 CP)
Why are you even looking this way? Look. there is no special significance whatsoever to wearing a white veil or similar face covering. It is definitely not the mark of some kind of secret society of ninja, nor the symbol of a deadly martial art they certainly don't practice. Because they don't exist. Clearly. And even if they did exist, and they don't, purchasing this perk wouldn't make you a member or teach you their nonexistent martial arts even if you purchased it, which you won't.

Nothing to see here folks, move along.



SOLAR PERKS

Sorcery (special/variable)
The manipulating of Essence not by Charms that enhance skills or bend the world, but through sheer will. In many ways a more sophisticated version of what Exalted already do. There are three levels of Sorcery, those available to Terrestrial, Celestial, or Solar Exalted only. Terrestrial Sorcery governs personal effects, Celestial can alter a nation or battlefield and turn the tides of war, and Solar spells can affect the entire world and become huge, history-defining events. Each circle requires you to be capable of the previous.

For **Solars**, reflecting Misho's great accomplishment in Sorcery, the Terrestrial Circle is free, and you must pay 50 CP for Celestial and 100 CP for Solar Circle. Each purchase grants you complete knowledge of canon spells in that circle and the preceding one(s), each level grants you access to the preceding one(s).

For all others, much the same, but 100 CP, 200 CP and 300 CP respectively. Steep, to be sure, but normally no one but a Solar could achieve the last.

Perfect Recall (-100 CP, free **Solar**)
You have a totally perfect memory, nothing which you notice ever fades away, though it be thousands of years past. Unlike Misho, this perk protects you from reliving trauma.

Respect Commanding Attitude (-100 CP, free **Solar**)
People *listen* when the Lawgivers speak. Even your enemies will be hard-pressed to interrupt or silence you.

Light of Day (-200 CP, free **Solar**)
Dark deeds belong in the darkness, and not in the sun before the eyes of all. Your gaze, like that of the Sun itself, pierces deception and illusion. You unfailingly know when someone is lying to you, behold concealed intentions and movement.

Memory of Ages Past (-200 CP, discount **Solar**)
Past Lives 5, you recall everything about the First Age as if it were yesterday. Very helpful for figuring out the lost technology strewn about.

Abundant Essence (-300 cp, discount **Solar**)
You are a wellspring of Essence, triple the capacity and base regeneration rates of a Solar. Overwhelming power is what it means to be one of the rightful god-kings of Creation.

Glory to the Most High (-300 cp, discount **Solar**)
Your arete- virtue, excellence and commitment to life- surpass the merely human and approach the glory of the Sun. You may buy yourself one Essence level above the nominal cap, though this is held in reserve. You can activate this power to gain the extra Essence level, as well as ten motes, at the cost of your anima banner leaping straight to full Iconic.

Unlike the charm of the same name, using this perk does not grant you Limit.

How Many Merits Do You Have? (-400 cp, discount **Solar**)
The short answer is ‘a lot.’ You have an awful lot of small bonuses that apply to socializing, or crafting, or fighting, making everything just a little bit *better,* as is only appropriate for Creation's god-kings, and they add up. You are ambidextrous, learn a bit faster and are a little tougher than most other Exalted, and have no scent to track. Wild animals do not attack you, Fey and ghosts default to friendly.

You are assumed to have at least one dot in all abilities, from general knowledge. You may raise one attribute to six without raising your Essence. Your life-force burns twice as bright, making Medicine skills and charms more effective, and enhancing Sorcery a bit too, while your skill at battle is legend. You may chain combos and flurries of blows all day, as long as they remain successful. Finally your Anima banner takes significantly more Essence to appear/turn iconic, unless you want to show it off.

Unparalleled Acumen Meditation (-400 CP, discount **Solar**)
You may run with ease up walls, over water, casually leap dozens of yards, and support yourself on the most slippery and flimsy of perches, even stand on a cobweb or dance upon the mast of a ship caught in a hurricane. Your speed is doubled, you can leap dozens of yards with ease, and your strength is greatly enhanced and can be further enhanced by pumping Essence into it.

Final Ray of Light (-600 CP, discount **Solar**)
Once per Jump, or decade, you may return from death. Because even the end of all things can't keep the champions of the Sun down, as they return like the dawn.

Unity of All Creation (-600 CP, discount **Solar**)
Once it was just the realm of the Eclipse Caste to learn everyone's Charms without penalty. This is silly, though. Solars are not meant to be restrained in their growth, the only group that can learn Solar Circle sorcery AND Sidereal Martial Arts. You may learn the Charms of any Exalted or Fey, if you only apply yourself.

Glorious Solar Bullshit (-800 CP, discount **Solar**)
So much more than merely Thrice Radiant, you approach the perfection expected of the Chosen of the Sun, and have mastered all twenty-five abilities to a level beyond that of any Exalted yet alive.



LUNAR PERKS

Changing Plumage Mastery (-100 CP, free **Lunar**)

When transforming, you can tweak the appearance of your other forms, within reason, changing your apparent age, health or coloration. In human form, this allows you to instantly transform your clothes.

Twin-Faced Hero (-100 CP, free **Lunar**)
A simple knack that lets you change your sex at any time, appearing precisely as you would if you have been born that way. Also applies to animal and alt-forms.

Many Pockets Meditation (-200 CP, discount **Lunar**)
You have access to Elsewhere, a sort of hammerspace in which you can store up to ten items you can lift with one arm.

Enlightened Self-Mastery (-200 CP, discount **Lunar**)
As a Lunar, you are a beast, and also a human. You are informed by your base instincts, but never controlled by them. Fear may sharpen your senses, but does not lead you to error. Pain and hunger inform you something is wrong, but you are never so desperate for the unpleasant feelings to stop that you betray yourself.

Just Smell That Good (-300 CP, discount **Lunar**)
You have the power of pheromones, not only an ability to manipulate moods, your musk can overwhelm unpleasant odors and banish spores, gasses and other breathing hazards. Yes that makes no sense, but this is Exalted, and you just smell that good.

Serpent Eye Defense (-300 CP, discount **Lunar**)
By locking eyes with a target, a Lunar can make them fumble any spell, miss with any attack, ranged or physical. Shame it only works on one target at a time, and its use is negated if the target never meets your eye. But fighting people who won't look above your feet can be very rewarding too.

All-Consuming Banquet (-400 CP, discount **Lunar**)
There are so many things that can't be the target of a Sacred Hunt, and subsequent shapeshifting, without a special Knack. People, insects, elementals, demons, ghosts, robots, very large creatures like Behemoths and Tyrant Kings. Well, you don't have to worry about that now, this perk takes care of all that and similar beings, letting you hunt, eat and transform into pretty much anything even arguably alive.

If you take this and are *not* a Lunar, this grants the ability to call a Sacred Hunt and transform into that which you kill.

Terrifying Beastman Alteration (-400 CP, discount **Lunar**)
The main combat skill of many a Lunar is turning into a warform, a powerful humanoid animal. Yours, if not a Lunar you now have one, is a whole lot more formidable than most, having virtually every knack dedicated to improving warform and its range.

Ant and Starfish Trick (-600 CP, discount **Lunar**)
You can make up to five duplicates of yourself, with all your powers, perks and gifts, save the ability to regenerate Essence, they have only what you invest in their creation, nor can you regain that lost Essence while the duplicate(s) exist.

Beast Survival Technique (-600 CP, discount **Lunar**)
Lunars are the ultimate survivors, and none embody this more than you. Not only are you perfectly comfortable and capable of finding food and water in environments form the tundra to the desert to the jungle, not only can you hold your breath longer than most whales, you can heal yourself of any wounds in moments, literally shapeshifting them away, and disinfect and heal the wounds of others with a touch.

Golden Widow Method (-800 CP, discount **Lunar**)
A group of Lunars came up with a means to be free of Solars abusing their bond. To murder their betters and steal some of their power. You too can steal the strength of your fallen enemies for an increase in your power, either bumping your Essence rating up or copying a specific ability of theirs. This effect wears off after a couple of years, unless you can infuse it with more energy somehow.



DRAGONBLOODED PERKS

Justice! (-100 CP, Free **Dragonblooded**)
When you fight things as overpowering as Celestial Exalted, you can't afford to fight fair. You're the master of the sneak attack, the sucker punch, and your attacks are far more damaging when people don't see them coming.

Flattering Courtier Method (-100 cp, Free **Dragonblooded**)

Only the Dragonblooded run a (mostly) functioning society in the modern day. You are rather skilled at diplomacy and courtly intrigue, enough to survive the political games of Dynasts and even thrive in that punishing arena.

Many Hands Method (-200 CP discount **Dragonblooded**)
Teamwork does, as they say, make the dream work. You are able to slide into a solid rhythm with any combat partner, complementing each others' strengths perfectly.

Masterful Teaching Method (-200 CP, discount **Dragonblooded**)
It is said among the wise, "to teach is to learn twice" and you have taken this lesson to heart. Not only do your students learn several times faster and retain information better, not only are you adept at finding and removing obstacles to student progress, but your own learning is similarly enhanced as long as you're teaching.

Masters of Jade (-300 CP, discount **Dragonblooded**)
Your skills at business and negotiation would startle seasoned Guild factors. Your enterprises seem destined for success and delays and minor problems just never happen for you.

Dragon Cage (-400 CP, discount **Dragonblooded**)
You have a rare Charm indeed, a skill that lets you lock down a group of Exalted in one place for at least a few minutes. There are ways out, but even knowing them it will take a bit to escape.

Scions of Dragons (-400 CP, discount **Dragonblooded**)
Once, all the children of the Terrestrial Exalted were themselves Exalted, but that was a long time ago. But for you, it may as well not be. Your children will surely become Exalted, unless you specifically wish not to pass it on. If this becomes known, you will be very popular with the Dynasts or Lookshy.

Eightfold Martial Formations (-600 CP, discount **Dragonblooded**)
Celestial Exalted make fine champions and duelists, but the Dragonblooded know how to make *war.* There are very few in Creation who can match your grasp of tactics, strategy and logistics, and none who can approach you in training others to fight. You understand how to weaponize anything and everything, from humble clamshells to a silk fan.

The Lotus Eye (-600 CP, discount **Dragonblooded**)
You are, or were, or were trained by, a secretive cabal within the Immaculate Order, clued in to the existence and actions of the Sidereals.

You were trained in martial arts and combat to the point you could sub in for a Sidereal too busy with other duties. You also have a glowing tattoo, invisible except when you explicitly wish to show it. Those of the Realm see it as a mark of the Scarlet Empress' secret police, Exalted and high-ranking spirits know it to mean you represent the Sidereals. In future Jumps, this marks you as elite special forces/secret police, where applicable.

Five Seasons Mastery (-800 CP, discount **Dragonblooded**)
Of all the Exalted, only the Princes of the Earth may transcend caste limitations. Your element is all of them- earth, air, fire, water and wood. This sets you in rare company indeed, and perhaps as a peer to the Scarlet Empress.

If taken and not a Terrestrial Exalted, you gain access to the Anima powers of other castes.



ABYSSAL PERKS

Dread Arts (special/variable)
Necromancy, the most hated and feared form of magic, corrupting the stuff of life with that of Oblivion, raising and controlling the restless dead, etc. This art you may learn. Necromancy is divided, like Sorcery, into three circles: Iron, Onyx and Obsidian. At each level you purchase, you become capable and knowledgeable of all canon (as of 2E) spells in that circle. You may learn Necromancy or advance to a higher circle in your own time in Creation, if you can pass the trials and make appropriate sacrifice.

For **Abyssals** entry into the Iron Circle is free, 50 CP for Onyx, and 100 CP for Obsidian.

For non-Abyssals, 100 CP to enter the Iron Circle, 200 CP for Onyx, 300 CP for Obsidian.

The Most Secret And Sorrowful Of The Bearers Of The Endless Destiny Of All Creation Which Wander Amidst Forgotten Sights And Fallen Tears Along The Tread Of Ancient Ashen Footsteps Through The Shadow Of That Which Comes And Into That Riotous Cacophony

Which Births All Fools And Steals All Beauty, Who Heralds Through Her Silence The Stillness And Chill Of Those Who Were Not Born And Who Will Not Fade 'Till All Things Fall And In That Most Grim Harvest Form The Final Resting Tomb Of All Awakened Life And All The Sleepless De-* (-100 CP, Free **Abyssal**)
You may have noticed Exalted names tend to the poetic, and sometimes long. None more so than the Abyssals. People tend to take such names seriously and will refer to you by them if you so wish. Though they may shorten it into a nickname, as they did for Secret.

Owl Eyes Treatment (-100 CP, Free **Abyssal**)
Creatures of the stygian Underworld, it is no surprise that Deathknights can see perfectly in normal or magical darkness. Indeed, they must suppress this ability to function in the daylight, though it is only a minor effort to do so. Doesn't really help with fog, smoke or other concealment.

Corpses Feel No Pain (-200 CP, discount **Abyssal**)
The dead do not know pain or fear, and neither do you. You may look upon a bloody massacre and feel only glee at the chance to gain Essence. Nor can you be tortured, being aware of injury in a strictly academic sense.

Unseen Wisp Method (-200 CP, discount **Abyssal**)
Abyssals are creatures of darkness, and the shadows welcome you as royalty. When you wish, you may dance unseen through the night, and even in the day are almost impossible to see, except by other Abyssals and a few with the most esoteric imaginable forms of perception.

Essence-Measuring Thief Arts (-300 CP, discount **Abyssal**)
It can be hard when you need to find a Shadowland or drink blood to regain Essence. Fortunately, you have the ability to steal other people's and corrupt it into Abyssal Essence, or whichever other type you might use. This works quickest and best by touch, but even general proximity will allow you to sap energy from the living.

Fault-Finding Scrutiny (-300 CP, discount **Abyssal**)
Abyssals exist to end all things. You can sense the entropy within inanimate objects, the points and lines of weakness you can use to casually fracture and destroy any non-magical object, especially if you channel a smidge of Essence into it. If used on something massive, like a mountain or fortress wall, you're more likely to blast out a chunk. Even against magical materials, your attacks do far more damage than they otherwise would. Even the mightiest artifacts come to ruin in your grasp, given time.

They ARE The Answer To Everything (-400 CP, discount **Abyssal**)

Ah Dodge Charms, where would we be without you? Even for the Exalted, to strike at you is to try and grasp at smoke. You have a powerful Dodge charm active at all times for free, and Perfect Dodge Charms cost half as much Essence to use.

Horror-Forging Genius (-400 CP, discount **Abyssal**)
It is the lot of the Deathknights to destroy, not to create, but there is one exception. You are the undisputed master of Necrotech, creations running off the undead, and know the secrets to forging Soulsteel. Surprisingly environmentally friendly techniques, relying as they do on renewable energy and 100% recycled materials.

Heart-Stopping Mien (-600 CP, discount **Abyssal**)
There is a dark and terrible grandeur to the champions of death. An inevitability in emotion that freezes heroes in their tracks, a terror that lets them command the undead, and often the living, without effort. You embody this twisted charisma, and could easily turn entire kingdoms to serve the Reclamation, if you so wished.

The Goal of Life Is Death Technique (-600 CP, discount **Abyssal**)
The purpose of an Abyssal is to bring death and ruin to all Creation, and the Exalted were made in the first place to slay the unkillable Primordials. Small wonder, then, that you're so good at slaying that which cannot be killed. Any form of defense, you can find a way around, nor can that which you kill be revived or resurrected.

Resonance Ben (-800 CP, discount **Abyssal**)
A definite break from the rules, like a certain villain, you have the ability to harness Resonance to your own ends, instead of a terrible burst of uncontrollable destruction or accidentally killing what you love, you can cause it to release on your enemies.

If taken and *not* an Abyssal Exalted, you now gain Resonance from any and all "sins of life" and may use it as described above.



SIDEREAL PERKS

Avoiding the Truth Method (-100 CP, Free **Sidereal**)

You can tell the complete truth in such a way people will rationalize it away as sarcasm or humor or something similar. A wonderful means of obfuscation, effective even on the wary.

Resplendent Destinies (-100 CP, discount **Sidereal**)
You can craft a false appearance and history for yourself that is so perfect, you yourself believe in it unconditionally, until the time is right. When the time comes for you to move on, you leave no record or memory behind, unless you wish to.

Corinthian Bronze (-200 CP, discount **Sidereal**)
What happens when you mix gold and bronze? In general, different factions are inclined to accept your neutrality, and even tend to believe you secretly support them without hard proof otherwise.

Auspicious Prospects (-200 CP, discount **Sidereal**)
You can check in with the Maiden your caste is dedicated to, being directed to a suitable task, a way you can help that is in line with your abilities, maybe the best way you can help. If you have a plan, you can also confirm its value in this way.

Celestial Administrative Affairs Department (-300 CP, discount **Sidereal**)
When the Chosen of the Maidens require more star-metal, they trick a god into betraying one of the countless codes of Yu-Shan, and executing them. You may have worked this detail in the past, because you are wise to all the convoluted tricks used, how to abuse any bureaucracy to your ends, and escape such snares as your rivals may lay for you.

Skipping Frames of Fate (-300 CP, discount **Sidereal**)
Reality itself twists around the Chosen of the Stars. You can move in a direction none can perceive, seeming to stutter in time and space, as if leaping between panels in a comic to always be waiting where you needed to be. This technique does work over vast distances, but within a city or town you can be anywhere in moments.

Perfection of the Visionary Warrior (-400 CP, discount **Sidereal**)
You can bless and blindfold yourself with a prayer strip, which makes the fate of your enemies much easier to see, or even the disruption of things beyond fate. This *drastically* boosts your ability to both attack and defend.

Just as Planned (-400 CP, discount **Sidereal**)
The Viziers are traditionally puppet-masters, manipulators. You can't get far in Yu-Shan if you can't coordinate plans with dozens of moving parts, and players with varying agendas, or set up events centuries in advance.

Fortunately, you're a better plotter and schemer than most Sidereals, and can run rings around the celestial bureaucracy.

Striving Student Surpasses the Master Trick (-600 CP, discount **Sidereal**)
You have at least a basic grounding in every single Terrestrial, Celestial and Sidereal martial art. Don't expect to punch anyone into a duck your first day, but your progress in all exotic martial arts is rapid and without apparent limits. Thousands of years from now, you will still be discovering new tricks, adapting to new styles.

Unparalleled Celestial Alignment Arts (-600 CP, discount **Sidereal**)
The purpose and power of the Viziers is to use their mastery of astrology to weave better, more fitting destinies for others. Great journeys and adventures, romance, uncovering secrets and, for those would threaten Creation, early endings. You are the unrivaled master of astrology, having mastered each of the colleges, learned the constellations from Modern, and begun to display Astrological Charms, while learning to manage and minimize Paradox. In future Jumps, new constellations easily yield their secrets to you. Be cautious, for such great power attracts rivals.

Creation-Slaying Oblivion Kick (-800 CP, discount **Sidereal**)
With hard work and dedication you have mastered a few very powerful Charms. By mastering the March of the Charcoal Spiders you can now instantly slay or transform any foe you can land an unarmed strike upon, and simultaneously hit any number of targets you can see regardless of number or distance.



ALCHEMICAL PERKS

Protocols (special/variable)
There is no such thing as Sorcery on Autochthon, but pattern-weaving protocols can produce similar results by communing with the machine Primordial. Man-Machine Protocols sit somewhere between Terrestrial and Celestial Circles in terms of power and utility. God-Machine Protocols are much stronger, wholly on par with Celestial-tier spells.
An Alchemical Exalted can take the Man-Machine Protocols for free and God-Machine Protocols for 50 CP. Like with Sorcery, this provides full knowledge of all canon protocols.

A non-Alchemical weaver must spend 100 CP and 200 CP respectively. As with Sorcery, the former is included when purchasing the latter.

Proven Soul (-100 CP, Free **Alchemical**)
Alchemicals are not exalted for one moment of triumph, nor for blood, Fate or anything of the kind, but for multiple lifetimes of exceptional service. Though you can learn, grow and adapt as well as anyone, there is a core that remains essentially "you" across all your Chain.

Omnitool Implant (-100 CP, Free **Alchemical**)
It is a poor craftsman who blames their tools, or their absence. Your hands contain or can transform into the perfect tools to cut, weld, solder, or otherwise perform any Craft or Medicine task. As many tools as you have fingers.

Obstinate Flesh Mechanism (-200 CP, discount **Alchemical**)
Beneath your skin lies a series of small metal nubbins. When activated, one of two things happens, either they disperse nanomachines for self repair, halving your recovery time for every five motes or spent, or they burst forth and spiral open into a series of armor plates. The Alchemicals are ridiculously tough, and you're hard to hurt even among them.

Champion (-200 CP, discount **Alchemical**)
More perhaps than any other Exalted type, Alchemicals are the champions of their people and nations. When you fight for others, for a nation or cause, you learn faster, strike harder and just perform *better* across the board.

Incomparable Efficiency Upgrade (-300 CP, discount **Alchemical**)
You can focus absolutely on a task, and as long as it doesn't involve training, learning or combat, can perform it in record time while mentally multitasking up to six times in parallel processing.

Manifold Transhuman Implants (-300 CP, discount **Alchemical**)
The Alchemicals are metal, but also clay and easily shaped to their needs. You may select any eight beneficial mutations to give yourself. Extra limbs, organs, agelessness, omnidexterity or the like.

Integrated Artifact Transmogrifier (-400 CP, discount **Alchemical**)
This complex system allows you to assume human-like appearance, to hide the effects of any non-obvious Charm, and to absorb, repair and analyze small (torso sized) items in an Elsewhere pocket. Analyzed items can usually be replicated, if appropriate materials can be found. You can read

books and documents so stored, and extrude materials, like clothes, to aid in your disguise.

Variable Mass Reconfiguration Unit (-400 CP, discount **Alchemical**)
Any number of modules can manipulate gravity, for enhanced strength, agility, a defense, or even flight. You have all of them in one super-convenient package.

Exotic Technology Interface Protocols (-600 CP, discount **Alchemical**)
Living in a massive machine god, you get used to pistons and capacitors everywhere, and you get good with technology or you die. You can intuit the function and correct use of even the most advanced and complex devices, how to use, repair and eventually duplicate or improve upon them. Who knows, but in time you may come to understand Autocthon itself.

Self Unfolding Like The Lotus (-600 CP, discount **Alchemical**)
You fools! This isn't even my final form! You have a house-sized mecha body normally tucked away Elsewhere. It may grow yet larger, because Alchemical, but even if you turn into a city, you'll still be able to walk around in humanoid, human-sized form and interact with people. While still abusing Municipal Charms.

Creation Like A Nova (-800 CP, discount **Alchemical**)
You have achieved Nova's dream, and can create Alchemical Exalted of your very own. This requires months or years of slowly replacing organic bits with superior magitek parts, and a significant investment of Essence. You can build Exalted out of materials besides the special six, but the resulting Casteless Alchemicals will be significantly less durable and responsive to Essence.



FAIR FOLK PERKS

Dangerously Genre Savvy (-100 CP, free **Fair Folk**)
Fae are made of stories, so of course you know enough to recognize the vague shape of the stories you're in, whether comic or dark, part of a huge war story or a small personal drama. And all the appropriate genre-conventions and tropes to make use of this knowledge.

Nightmares of Small Children Made Flesh (-100 CP, discount **Fair Folk**)

All that live in Creation fear the Fae, and for excellent reasons. You can invoke this same sort of terror in others, the certainty that they are small and meek prey that has caught a predator's eye.

Fourth Wall Awareness (-200 CP, discount **Fair Folk**)
Whenever you're in a setting where the fourth wall exists, say a story about Jumpchain, you become aware of your audience and their comments, as well as the genre and conventions of the story. You might even witness dramatic scenes taking place far away, and to other people.

Alien Lifeless-ness (-200 CP, discount **Fair Folk**)
The Fair Folk, whatever appearance they take, are neither mortals nor truly alive. They have no need to eat, drink, sleep or even breathe. And now, neither do you.

Oneiromancy (-300 CP, discount **Fair Folk**)
The particular magic of the Fair Folk, you can walk in dreams to steal gossamer, manipulate emotions and memories, communicate over long distances, gain insight into a target and their memories, or just crush their spirits and turn them into sleepwalking thralls. You always dream lucidly and can protect yourself from such attacks.

Spirit-Twisting Obsession Stance (-300 CP, discount **Fair Folk**)
Only a great fool bargains with the Fey, and you're a big part of the reason why. You embody the cunning trickery and corruption of the Fair Folk. With a little time you can twist and destroy the greatest of virtues, destroy lives and make terrible villains of the noblest heroes.

Assumption (-400 CP, discount **Fair Folk**)
Reality itself is poison to the Fair Folk, much as the Wyld is to mortals. You need not fear Creation, nor any other hostile environment, for you may walk all places with ease.

Way-Barring Arts (-400 CP, discount **Fair Folk**)
When you overcome a foe, by trickery or force, you may forbid them from a single area up to several hundred miles across. Your victim will never again be able to find this location, and if led there, will be uneasy to the verge of a panic attack at all times.

All-Consuming God-Monster Stance (-600 CP, discount **Fair Folk**)
You come from somewhere older, less permanent than Creation, and have made yourself a channel for the power and madness of the Wyld. You can reject reality, assuming the form of a God-Monster with five powers (gifts)

of your choosing. This is the first step to becoming something nearer the Primordials than the Raksha of today.

Un-Fated (-600 CP, discount **Fair Folk**)
The Fae live outside Creation and also Fate, and cannot be predicted nor touched by the fate manipulation of the Sidereals. You are also outside Fate, and cannot be anticipated by seers or precogs, nor have your Fate played with.

Burning Balorian Gaze (-800 CP, discount **Fair Folk**)
Like the most infamous of your kind, you can instantly Shape any object or person you see, even unto death. Assuming of course they have no defenses against being Shaped.



GOD-BLOODED PERKS

>:D (-100 CP, FREE **God-Blooded**)
Gods can pronounce emoticons, you know. And all the strange languages of creation, the clicks and glottal stops and words that taste like colors. Now you also can do these things, and never get tongue-tied by tongue-twisters.

Foot In Two Worlds (-100 CP, FREE **God-Blooded**)
Spirits and immaterial beings sense you have some kinship with them, and are more likely to be willing to talk. Not that they'll necessarily agree with you, but they'll usually hear you out.

Thaumaturgy (-200 CP, discount **God-Blooded**)
There are a number of lesser, mortal magics before one enters the Terrestrial Circle and the realm of Exalted Sorcery. Fortunately, you've mastered them all.

Unassuming Servant Stance (-200 CP, discount **God-Blooded**)
Often mortals are beneath the notice of Exalted, and this can apply even to the God-Blooded. You have turned 'being underestimated' into an art, and can easily fade into the background, unnoticed by your presumptive betters.

Assumed Importance Stance (-300 CP, discount **God-Blooded**)
There is something more than human about you. The Exalted may not care, but mortals will always assume you are someone important, that your needs and desires should be a priority of theirs.

Heritage Power (-300 CP, discount **God-Blooded**)
Perhaps your supernatural scion was particularly powerful, or you're simply more in tune with your bloodline. Either way, you have an exotic power related to your forebears. A Half-caste can use the Anima power of their ancestor, a ghost-blood may be able to turn invisible or intangible, or perhaps float. A True God-blood may hold greater sway over their parents domain, and so on.

Essence-Efficient (-400 CP, discount **God-Blooded**)
When you have a little you make do. You can pay half the Essence for charms and spells, but will always get the lower half of roll results for any variable effect when you do so.

In the Blood (-400 CP, discount **God-Blooded**)
You can purchase Perks from a single other perkline at a discount, your forebear's, if such exists in this Jump document. This cannot be taken multiple times.

Exemplar of the Dynastic Line (-600 CP, discount God-Blooded)
You are pretty much the ideal human. Human-hybrid, with whatever it is your ancestor was. From this moment on, you represent the very best of your species and bloodline, physically, mentally and socially. If a hybrid, you bring out the best in both your halves, becoming a greater whole. If there are special powers tied to your family line, they are especially strong in you, and activate at or near their highest level without fuss or ritual requirements.

No Curse (-600 CP, discount **God-Blooded**)
As a God-Blooded, you are at most family to an Exalted, not one yourself. So it should follow naturally that you are no more affected by the Great Curse, or Resonance, or Paradox, than any other mortal. But this goes further, your conceptual exclusion from the very concept of being cursed immunizes you to all malevolent spells or fate-twisting.

Sonorous Aria (-800 CP, discount **God-Blooded**)
Once, there was a maiden, daughter of a trickster god specializing in manipulation. She learned so much of her father's wiles, she was able to free herself from his control, secure a good marriage and rule a prosperous kingdom. Gods and nations and Exalted far older and wiser than her danced on her strings. You have some of Sonorous Aria's transcendent skill at intrigue, Performance, and manipulation.



ITEMS

Cart (FREE)
A little house and storage area on wheels, drawn by horses. A good way of getting around inconspicuously, people won't even question why it seems so much bigger on the inside.

Scroll of Errata (FREE)
All published Exalted works, all fan-works and printouts of all the boards and wikis. Everything you ever wanted to know- arguably too much- about Exalted and Creation can be found here.

Locator Cards (-100 CP)
Three cards from the Manse of the Ever Watchful Custodian, each linked to one artifact the Solar Deliberative considered absolutely essential. The rough location is displayed on a map function, and provides a compass bearing when close. No idea what artifacts they may be linked to, but what's an adventure without a little uncertainty, hmm..? I promise you will find these interesting and worth your time.

Metals of the Gods (-100 CP/Free)
One crate weekly of one of the divine metals. Orichalcum, Moonsilver, Jade, Starmetal, Soulsteel, or Adamant. Exalted get a free purchase of the metal associated with them, Alchemicals with their caste. Can be taken multiple times to double the intake or get different materials.

Day-Caste Bracer (-200 CP)
Made by Misho, using Secret's Essence, this stylish leather bracer suppresses your anima banner, Tell, and other obvious signs of being Exalted. As long as you aren't throwing around big obvious charms or overload them by going iconic.

Sorcery Capturing Cord (-300 CP)
Cords of orichalcum and moonsilver, you can cast a spell and preserve it for later by casting on the cord and tying a knot. Untying it then activates the spell.

Key of Creation (-400 CP)
A weapon that is superficially similar to, yet definitely not, a keyblade. Made of either Jade, Orichalcum, Moonsilver, Starmetal wire or Soulsteel, as appropriate, your sword contains a portion of the power of the God of Locks. As such, it can open or seal any mundane and most fancy locks. With two, you could unlock your mind and potential. With all five, you might accomplish anything you could somehow phrase as 'locking' or 'unlocking' something.

Plus, they're really nice daiklaves, made by the greatest swordsmith of the First Age, even if he was in a terrible hurry. You can also store your Key Elsewhere and call it to your hand at will.

Something A Friend Once Told Me (-100 CP, Free **Solar**)
You know the true name of Sol Invictus. This doesn't give you power over the sun god or anything, but it may prove useful down the line. Also, the one person Misho shared this information with may have literally laughed himself to death.

You'll Never Go Wagon (-200 CP, discount **Solar**)
You have a loyal dragon companion you can ride, getting around Creation with speed and style. It will also fight by your side.

Acharon, August Ensemble of God-Slaying Design (-400 CP, discount **Solar**)
A magnificent set of orichalcum armor, of which each piece- helm, gauntlets, breastplate, cloak, scabbard and amulet already count as legendary artifacts. Dessen, the helmet, allows one to see and hear ghosts. The gauntlets, Abalios, augment grip strength and let one manhandle the immaterial. Colapsis, the plate, harnesses a Solar's anima power into a shield and can allow it to burst forth in a grand explosion. The cloak, Subilaue supports the wearer and negates any discomfort or clumsiness being in armor might cause. The scabbard, Harenos, fits most any weapon and when drawn plays a triumphant musical score that bolsters the spirit. The amulet Qwian boosts, unifies and stores the rest of the armor when not in use.

When the full panoply is together, the user can see Essence and divine much of spirits and gods, permanently destroy ghosts and spirits, and absorb their Essence for a variety of effects. The wearer is immune to all harm from their environment and can become a figure of terror on the battlefield.

Blade of Vitality (-600 CP, discount **Solar**)
The masterwork of the First Age's greatest maker of swords, forged with a dragon soul and his own life. The wielder of this blade cannot die, their wounds are healed instantly, age cannot touch them. Nor can entropic effects, negative energy or similar dark powers. "No thing born of death has power over them" and the sword is likewise extremely destructive to all forms of undead, from the merest Hungry Ghost to the mightiest Deathlords. If you wish, you may import a melee weapon to gain these properties.

Omnimodal Wardrobe Unit (-100 CP, Free **Lunar**)
Your clothes are a form of light armor that can take on the appearance of any mundane outfit.

Mirror Of Illusion Shattering (-200 CP, discount **Lunar**)
A hand mirror that shows invisible things and does not show illusions, only truth.

Wings of the Raptor (-400 CP, discount **Lunar**)
A mithril-thread cloak that turns into a set of working wings, granting incredible speed and agility in flight.

Death At The Root (-600 CP, discount **Lunar**)
Made with the suicide of a great Lunar, this greataxe can sever flows of Essence as easily as it can part flesh, ending active Charms and spells below the Solar Circle, and shattering attunement to manses or artifacts. Given a week or so, the user can redirect dragonlines or similar ley-lines. You may import a weapon to gain these properties.

Panacea Pipe (-100 CP, Free Dragonblooded)
Poison is a common tool of the Dynasts, nor is disease unknown in Creation, despite many splendid physicians. Fortunately, smoking through one bowl of this pipe will nullify any poison and cure any disease.

Hairpin Blade (-200 CP, discount **Dragonblooded**)
A sword that shrinks down into a simple earring or hairpin for convenient storage, and the ability to smuggle it into secure locations. You may import another weapon to gain this advantage.

Grala's Whistle (-400 CP, discount **Dragonblooded**)
A whistle given you by a minor god, with the power to summon it once a year and discharge a favor it owes you.

Storm Hammer (-600 CP, discount **Dragonblooded**)
Besides doing a great deal of damage, this warhammer allows the user to control the weather. If you wish, you may import another weapon to gain this power.

Urn That Holds Darkness (-100 CP, discount **Abyssal**)
A vase holding a vast cloud of shadow. Crack the lid and darkness seeps out, snuffing lights and blocking vision, except for those accustomed to seeing through the gloom of the Underworld.

Bath That Warms (-200 CP, discount **Abyssal**)
A magical bathtub that grows bodies for ghosts who lie within, providing a second chance at life.

Shadow-Casting Jewel (-400 CP, discount **Abyssal**)
A black underworld diamond, the size of a chicken-egg. When you pump enough essence in, it flashes and animates the shadow of everyone around it but you and any allies you designate. The shadows attack the people who cast them, and perfectly match their physical strengths but have no supernatural powers. Recharges nightly.

Cluivnarihe (-600 CP, discount **Abyssal**)
Once there was a silver snake, terribly lonely for she betrayed and bit all who loved her, as was her nature. She was courted and married by a Dawn Caste Solar. Her constant attempts at murder kept him sharp, you see. He accepted her, unconditionally, and so she fell in love and assumed human form. She learned of the Usurpation, but would not warn her love for that was not her nature, and when he had died she fled to the sea, to a remote island, where the Sidereals dropped a winter on her and drove her underground, then sealed her in with a mountain. For decades she was confined before braving the freezing cold crack in her prison, escaping into the Underworld. There she was stalked and finally slain by a Deathlord, her soul fused with those of a thousand each of traitors, thieves, pirates and rebels- those who could never be tamed, and forged into a mighty envenomed soulsteel daiklave that could take any form.

Compass of the Immanent Strife (-100 CP, FREE **Sidereal**)

A starmetal-orichalcum compass that points toward conflict and future battles, and also grants favorable weather for travel. The wind always fills your sails, the rain gives you a miss.

Keystone of the Stair Inescapable (-200 CP, discount **Sidereal**)
Ever seen one of those infinite staircase illusions? Well, it may be situational, but slap this interesting-shaped stone on any staircase talle than one story, and it becomes reality, a space-warping prison none can escape without outside intervention.

Beloved Scholar's Blade (-400 CP, discount **Sidereal**)
Starmetal sword forged from seven War Gods desperate to save Mars when the Maiden of Battles was kidnaped by a Primordial. The wielder can designate any number of noncombatants who, as long as they actually stay out of the fighting, are protected by a shield like a Twilight's anima effect. When drawn, the wielder loses the ability to use Charms, but gains the speed, strength and skills of the War Gods who gave their lives for the blade.

Distaff of Uncharted Fates (-600 CP, discount **Sidereal**)
Made of starmetal and futures that can never be, the wielder of this device is completely outside Fate. Not only sight unseen to the Loom, but immune to Sidereal Astrology, Resplendent Destinies… and Paradox. It can manipulate the threads of Fate without recourse to the normal methods, with great speed and can instantly undo its own acts. However, the spinning rod has a will of its own and there is always a push and pull to find a balance between its desires and yours.

Essence Capacitor (-100 CP, discount **Alchemical**)
An essence battery, essentially. Can be tapped for power, used like a hearthstone in devices, even recharge most artifacts. Recharges overnight.

Vats (-200 CP, discount **Alchemical**)
A means of reconfiguring your technological charms, and also for quickly, easily and painlessly adding or removing mundane cybernetics. Drop in the vat and get to work.

Breath of Autocthon (-400 CP, discount **Alchemical**)
Helper AI, one of the most capable to exist in the world of Exalted. Excels in data analysis and cryptography, may need an interface if you want it to break into other computer systems for you.

Municipality (-600 CP, discount **Alchemical**)

A city from an Elder Alchemical, or perhaps just a sector of one. A surprisingly pleasant and secure place to live, with a vast array of helpful Charms applied to the locals. Can become a Warehouse attachment or import into future Jumps.

Gossamer (-100 CP, first Free **Fair Folk**)
The only resource or item worth talking about, with the Raksha. Such stuff as dreams are made of, this can be Shaped into just about anything, even Graces that affect Creation. Can be purchased up to five times, each representing one dot in resources. Fair Folk get the first free. Lunars can craft Graces from them. Others… may use them to bargain with the Fey, if they're feeling particularly suicidal.

Bracelets of Shared Life (-100 CP, discount **God-Blooded**)
A common lament among the Exalted, and even the God-Blooded, is that mortals do not share in their long existence, making it harder to get and remain attached as the centuries wear on. No longer. These dozen bracelets are linked, so that the natural lifespan of the youngest or longest-lived in the group becomes that of all. Only beware that if someone breaks faith with the group, their bracelet shall injure them in the process of flying off.

Essence Dice (-200 CP, discount **God-Blooded**)
A pair of dice that let you gamble for more abstract things. Essence, other forms of mana, health, life-force, eternal servitude and similar.

Aegis-Inset Amulet (-400 CP, discount **God-Blooded**)
A wristband with stylized shield, this allows a mortal or God-Blooded to wear and use artifact armor without committing motes to attune to it. Practically blasphemous, mortals wielding Exalted arms and armor. In future Jumps, this amulet lets you cheat around the rules restricting any artifact, only the blood of kings, only the worthy, etc.

Dominca's Mantle (-600 CP, discount **God-Blooded**)
A magnificent cape or cloak. If you perish while wearing it, you reincarnate with all your memories intact, and no consequences for your chain. Besides the temporary inconvenience of infancy. The mantle will reappear in your Warehouse when your next Jump begins.

DRAWBACKS

Return Visitor (+0 CP)

Have you been to Creation before? Well, the comic does take a few years after most games start. Feel free to live in the world after you have shaped it some to your liking.

The Road Winds Ever Onwards (+0 CP)
Proceed directly from this Jump to another Exalted or World of Darkness one.

Shards of the Exalted Dream (+0 CP)
The Exalted can exist in any time and space, from a space opera to urban fantasy to a cyberpunk street fighter. So too can this Jump be used as a supplement for any Jump, imposing some basic alterations on the setting and its history. Exalted exist in some capacity, Misho and the gang exist, and there is an ancient sealed horror called the Yozis who might be freed with five not-keyblades.

Other than that, if you want to call Sorcery and Charms psionics or something, go nuts. You can even use this as a supplement for other Exalted Jumps.

Tales of the Mastah (+100 CP)
What's this? A fan-comic of a game comic? This incorporates Tales of the Mastah into the story, which mostly means there's a circle of three Infernals also after the Keys.

Great Hunter (+100 CP)
Your wilderness Survival skills sort of… aren't. Any perks you've ever taken to help with hunting or woodcraft are gone, and you're awful at learning any of the skills relating to camping or roughing it. Hope your circle has a friendly Lunar.

Stamina 2!? (+100 CP)
One crucial stat, maybe your Stamina, maybe your Essence is decidedly… sub-par. You can raise it, of course, but it will take an awful lot of work, and time. Time you might not get before the plot smacks you in the face with a bundle of potential armageddon.

Very, Very Out Of Date (+200 CP)
You forget all knowledge, not merely of Keychain of Creation, but everything relating to Exalted after First Edition. Scroll of Errata is withheld until after the Jump.

I Thought Awareness Was Your Focus (+200 CP)

You are constantly being ambushed or surprised, despite any enhanced senses or other abilities that should make that impossible. Expect to always be the last in your group to notice anything important.

In The Name of Sol Invictus and the Laws of Heaven..! (+200 CP)
You can forget about not getting involved in the plot, because the nature of the five Keys has been broadcast to every god and Exalted there is, and the general race is on to prevent or bring on the end of all things. Nobody trusts anyone else with the power of the Keys, so Dynasts and Lookshy, Bronze and Gold Sidereals, etc. will all be trying to obtain all the Keys or deny them to their rivals.

Man Works Commendably Fast (+200 CP)
All things about the Exalted can be epic. You just happen to be an epic alcoholic. You don't function well without several drinks in you, and don't know when to quit.

Particularly Cursed (+300 CP, requires Exaltation)
Not only are you cursed, you're hit particularly hard. Whatever your Exaltation's main limiting factor is, Limit, Resonance, Clarity, Paradox, you accrue it twice as quickly as you would otherwise.

Taco Cart Theory (+300 CP)
You have a serious complexity addiction. Anything from getting a permit to lunch becomes a focus of zany schemes with elaborate disguises, distractions, possibly a betrayal or three.

F*ing Pattern Spiders** (+400 CP)
Nothing seems to go your way. Perpetual ill-fortune dogs your footsteps, whatever can go wrong will. Even Stunting Hard doesn't work properly until the end of the Jump!

Forbidden Exotic Arts (+400 CP)
No powers, perks or items that couldn't plausibly exist in Creation may be brought in. You may collect them when you leave.

Notes: Fluff-wise Sorcery/Necromancy are supposed to be more powerful and versatile than Charms. In Keychain as well. Whether you want to homebrew a spell list or tweak the existing spells is up to you, but assume this is the case.

Hey, if you're reading this, odds are you have a computer with internet connection. That being the case you can read the whole comic at https://keychain.patternspider.net/archive/koc0001.html

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