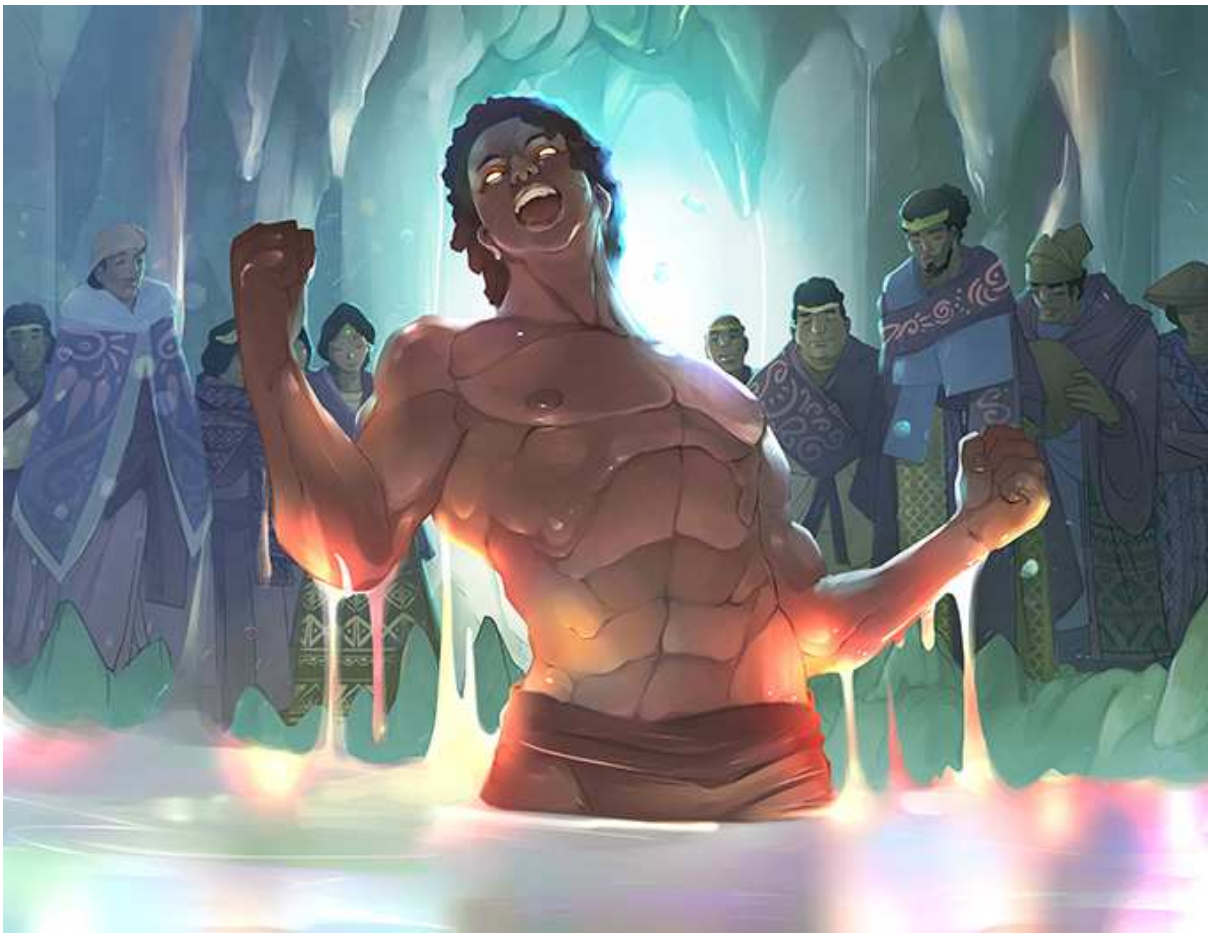
Exalted - Exigents

By Shapechanger



The Exalted Hosts have walked Creation since the Primordial War. The radiant Solars, the protean Lunars, the inscrutable Sidereals and the legions of the Dragon-Blooded had fought, ruled and died for thousands of years. More recently, the stolen and distorted Exaltations of the Abyssals and Infernals have started to follow their Solar siblings in a march for the future of Creation.

But these Hosts are not the only Exalted to live on Creation. Gods petition their cause to Sol Invictus and, if he finds it just, gives the god in question an Exigence, a flame found in the depths of the Wild that the Incarna brought with them. With a piece of an Exigence, a god can sacrifice part of his power to create an Exigent, an Exalted Champion. These unique champions were once common in the battlefield of the Primordial War, but since the Usurpation Sol Invictus removed himself from the concern of Creation and so very few Exigents have been sighted until now. But with the return of the Solars, the King of the Gods returns his sight on Creation and hears the prayers of the gods.

You're the result of one of those prayers, Jumper. You're Exalted.

Age and Gender

As you see fit. The Flame of Exigence doesn't discriminate. You can be of any gender and age as you want.

Location

You can arrive in any location you want, or you can roll a d8 and take 100 CP.

1 – **The North.** A frozen place where the icy winds from the Pole of Air blow constantly. It's filled with monsters, raiders, and snow. There are few people and plenty of space, and in these empty lands the Deathlords made some strongholds for themselves, while the warlord known as Bull of the North waged war against the Realm. But it's not all bad, since the terrible conditions have hidden a lot of ancient relics in the ice.

2 – **The West.** Water is the dominant element of the West, a great ocean filled with pirates, islands full of treasures, and all sorts of water life. The Realm has just started to make their presence in the West, and they haven't had a lot of success either. Still, there are a great deal of dangers in the West and many wonders, like the lost continent of Caul. Be warned though, that the further you go toward the Water pole, the more the waves become dangerous.

3 – **The East.** As the closest land to the Pole of Wood, the East is filled with life from vast forests to lush plains and lakes filled with fish. It's the primary font of food for many kingdoms even outside the East, and also one of the greatest slave markets of all Creation. In the deep jungles the ruins of ancient civilizations are inhabited by tribes of beastmen and other, older creatures. Be wary, Chosen, for you can never know what is hiding in any shadow.

4 – **The South.** Heat is the predominant trait of the South, from the savannah that covers the areas near water to the vast deserts that go until the eyes can see. The South is the most inhabited Direction, with Nomadic tribes traveling across this region, but several famous cities dot the Direction, including Gem, the pulsing heart of Creation's trade, with markets where you can buy anything from the most invaluable artifact to the lowest slaves.

5 – **The Blessed Isle.** Right in the center of Creation lies the Blessed Isle, home of the Realm. It's the most stable of the various lands, since the presence of the Pole of Earth reinforces the rules of Creation. This stability let the Dragon-blooded create the greatest seat of culture in the entire Creation, and also indulge in petty backstabbing and politics. Be warned, Chosen, that the Dynast don't react well to other Exalted, and their strength is in numbers.

6 – **The Satrapies.** The Realm expands outside the Blessed Isle and into the other Directions. These territories are called Satrapies and can be found everywhere in the areas that are closest to the center of Creation. These are usually separate kingdoms that pay tribute to the Scarlet Dynasty, with Dragon-blooded advisors and generals filling important roles in the government. While not as numerous as the Blessed Isle, the presence of Dragon-blooded makes the Satrapies dangerous for inexperienced Exigents.

7 – **The Scavenger Lands.** A collection of states in the East, the River Province, as it was called during the Old Realm, is home several important locations, like Nexus, the birthplace of the Guild, and Lookshy, a city state governed by Dragon-blooded that can compete with the Realm only because it maintain a vast arsenal of Shogunate and even some First Age artifacts. While Lookshy and the Realm don't like each other, they both participate in the Wyld Hunt.

8 – **Free Choice.** It seems you arrived in some strange place, Jumper. You are inside Creation, but also outside it. You could be in the dark depths of the Underworld, in the bronze walls of the Demon City of Malfeas, walking between gods in the city of Yu-Shan, at the borders with the Wyld, or in stranger places still. This is most dangerous, Chosen. Most of these places will not take your presence well and will try to remove you… some more lethally than others.

Origins

You can choose to have a previous life before arriving in Creation or to be a Drop-in for all Origins, except for the Outsider option, where it's mandatory to be a Drop-in.

Outsider – You come from a distant place, Jumper, and the blessing you received is not for this land. A deity from outside Creation has decided to grant you a part of his might, and now you walk Creation with foreign powers. That's both a good and a bad thing, for you're alone, but your powers are also a mystery for everyone else.

Champion – It seems like your god made an excellent job when giving you your Exigence, Jumper. They used the proper channels to communicate your ascension to Chosen and may even found you a position in the Celestial Bureaucracy. You probably wouldn't have to worry about being targeted by the Wyld Hunts anytime soon.

Renegade – Oops. Seems like your Exigence was either stolen or illegally passed through several hands, Jumper, and to make things worse, more than one god poured their divine essence inside the Exaltation. This means that your powers are more varied than normal Exigents, but if any divine essences didn't mix well, you'll run into problems.

Perks

Take 1000 CP and make your mark on Creation. Perks are discounted by 50% for their Origin, and 100 CP Perks are free if discounted.

General

Prince of Earth [Free] – You're Exalted, Jumper. This means that your body, mind and soul is being improved, and you can channel Essence to achieve impossible feats. Furthermore you learn at a pace so fast you can master in months what normal people take years to achieve, are immune to most common diseases and you can stop bleeding simply willing it. You are also longer lived, capable of reaching a couple of centuries without much problems, and potentially live even longer. Most Exigent are Terrestrial Exalted, and so you are too. As such, your powers are more limited and less conceptual in nature, but still more than enough to face most monsters that roam Creation.

The Divine Fire [Free] – Each Exigent has been empowered by a specific deity, and as such their powers are aligned with them. The vastness of the theme is related to the type of god that empowered your Exaltation. Most Terrestrial gods, for example, are gods of a specific thing, like the god of *a* volcano, or the god of a specific tract of land, with only the most powerful reaching domain over entire Directions. This is important, for the god an extinct volcano will grant different powers from an active one.
In practice, this Perk lets you flavor your Exalted powers as you wish, and if you want, you can even write down an appropriate Charmset for your Exaltation. If not, assume you have a Charmset similar to a pre-existing Exalted Host but flavored as relevant for your Exalt. For example, a volcanic Exigent could have a Charmset similar to a Dragon-blooded, but replacing the five elements with fire, lava, cinder, volcanic rock or similar elements. (See Notes.)

Glorious Exalted Bullshit [First free, 50 CP] – Choose an area of competence, like combat, diplomacy, statesmanship or artistry. You're among the greatest in Creation in that specific area even without the use of Exalted magic, and you'll find that your Essence is particularly powerful when enhancing actions in that area, granting your two times the result you'll normally get with half the cost. This Perk can be taken as many times as you want.

Skin like Jade [Free/50 CP] – One of the common advantages of the Second Breath is that it restores the body, removing all manner of scars and blemish, with only things like missing arms behind its reach. As such, all Exalted are at least pleasant to look at, and now you have this advantage too. Or you could pay 50 CP to have the sort of beauty that makes people turn their head as you pass.

Great Sage [50/100 CP] – Seems like you were enlightened by your ascension, Jumper, for you have gained something that even great Exalted often lack: common sense. You can always tell when your emotions are compromising your judgment and what course of action is the most logical. For 100 CP, your wisdom extends to the effects of the Great Curse. It will not stop it, but it will reduce the gravity of your outburst.

Enlightenment of the Perfect Lotus [100 CP] – Martial Arts are common across all Creation, and anyone can learn them. Of course, learning them doesn't mean *master* them, for only the most puissant or mystical of the Celestial Exalted can claim to have such an insight of the martial arts that they can get beyond the mechanical movements and peer into the spirit of it. Most people, including Terrestrial Exalted, can only master the more physical part of the martial art, and even some Celestials, while not that limited, cannot pierce the true secret of the techniques. The only known exceptions are the masters of the Immaculate Dragon Styles, who can through pure enlightenment shed their limit as Terrestrial Exalted.

And, now you. Your insight is so great that you can learn martials arts of a tier that you'll normally not be able to master, even if you'll need a master to do so… which could just be an enemy Exalted using the technique on you repeatedly.

Sorcerous Gift [100 CP/200 CP require Heavenly Destined Champion] – You're a Sorcerer, ~~Harry~~ Jumper. What does being a Sorcerer mean? Well, it means you can manipulate the Essence of Creation to alter it. Originally the way used by the Primordials to shape Creation to their whims, it was torn from them at the end of the War. Now you wield that power too. You are immediately initiated to Terrestrial Circle Sorcery, also called

Emerald Circle Sorcery, and you automatically learn three spells from this level. You also have the ability to perform sorcerous rituals to permanently change the rules of Creation. At Emerald they're quite restricted, only putting minor blessings on houses or granting livestock non-magical mutation.
If you possess Heavenly Destiny Champion, you instead automatically achieve Sapphire Circle Sorcery.
For 200 CP more, if you possess Heavenly Destiny Champion, you can instead break the limit of Celestial Sorcery and gain access to Solar Circle Sorcery, or Adamant Circle for the more erudite. Unlike the base Perk, you don't gain instant access to it, but just the potential to learn it. You'll have to reach the pinnacle of magic on your own.

You can still learn Sorcery without this Perk, but it will require more time. You cannot learn Necromancy unless you take Dark Gift of the Dead.

Dark Gift of the Dead [Free/100/200 CP, requires Heavenly Destined Champion] – This is most peculiar, Jumper. It seems that your Exaltation is attuned to the dark energies of the Underworld. For free, your usual affinity for Sorcery is inverted, and instead you can learn Necromancy, but doing so prevents you from learning Sorcery. By paying 100 CP instead, you are instantly initiated to Shadowland Circle Necromancy, the equivalent of Terrestrial Circle Sorcery, and you have no penalties learning Sorcery.
If you possess Heavenly Destiny Champion, you automatically achieve Shadowland Circle Necromancy instead.
Finally, if you pay 200 CP and possess Heavenly Destined Champion, you can learn Void Circle Sorcery with time and effort.

Sky Toppling Method [200 CP] – Exalted were not created equal. Terrestrial Exalted have a more limited theme, their powers are less abstract and more down to earth, and their Essence is not quite as potent. And even the Celestials have differences among themselves, with the Solars having greater potency in their magic and vast reserves of powers, with only the Lunars coming close to matching them. Now, your strength is unmatched in your tier, so much that you can threaten opponents of a higher tier, assuming you are equally matched in everything else. It's not enough to win decisively, but it could be enough to snatch victory from the jaws of defeat.

Mechanical Mind-Pattern [200 CP] – Seems like you possess an innate ability to make Artifacts, Jumper. Not only you're an exceptionally skilled craftsman (or the most, if you have taken Glorious Exalted Bullshit), but you also have an incredible insight on how magical items are made, being able to understand how even the most complicated First Age Artifice work in a fraction of the time usually needed. Replicating it could be difficult without First Age resources, but it's a step in the right direction.

Heavenly Destined Hero [400 CP] – My, seems like your patron was a special one. Either they're a Celestial god that decided to mingle with the world of mortals, or they consumed themselves to power up your Exigence, because you're now a Celestial Exalted. As such, there are a series of advantages.
- Your powers are better. You have more Essence, you have access to more themes related to your deity, and in general your powers cost less while being more effective. You can also have access to Perfect defenses and attacks, even if they're expensive and should be used

sparingly.
- If you possess either Sorcerous Gift or Dark Gift of the Dead, you instantly gain access to Celestial Circle Sorcery or Labyrinth Circle Necromancy (or both, if you bought both perks).
- Your Martial Arts are not limited by your Terrestrial nature anymore.
- Your lifespan is calculated in millennia, not centuries.
- As your power increases, the curse of the defeated Primordial weighs more on you, increasing the viciousness of your Great Curse.

This is also a Capstone Booster.

Outsider

From Strange Stars [100 CP] – Your powers are not exactly… standard. As such, you'll find out that your Exaltation had mixed with the powers you possessed before arriving on Creation. As such you'll find that the rules of Exaltation, the ones that bind together all the Hosts are… less absolute for you. It's little things: you have just a little more Essence, you recover just a little faster, you are enhanced just a little more. etcetera. But it's not just that your highs are higher, your lower are also higher. Your Great Curse takes more time to build up and it's less intense, your Anima shine less brightly, the weak points in your powerset are less obvious… a lot of little things that make you just different enough that some would as if you really are Exalted.

Occult Resonance [200 CP] – The Magical Materials of Creation are not just durable, they possess mystical properties, like the elemental affinity of Jade or the power over Fate and time of Starmetal. While everyone can wield Artifacts made of those materials, they resonate with the Essence of the Exalted of a certain Host, and only those Exalted can push the power of the Artifact to the utmost limit.
Curiously, your foreign Essence seems to be able to do the same. You can ignore the general requirement for needing to wield artifacts of power. In Creation, this usually means belonging to a particular Host, but in future Jumps it could be being of a specific race or having a particular class.

Eldritch Way of the Cosmo [400 CP] – Sorcery is a peculiar art, the ability to bend the Essence of Creation to alter the world's own laws, and require great sacrifices to be obtained. But from people from outside the boundaries of Creation, it's just another way to power. When you have to make a great sacrifice in order to perform a spell or acquire great magical power, you can just… not. Be warned Jumper, this will only work once, if you try to use the same spell or acquire the same power you'll have to pay it fully.

Outside Fate [600 CP] – Not coming from Creation makes you an anomaly. This grants you a couple of interesting abilities. First off, you're immune to all kinds of Fate and destiny alterations, as well as most forms of magical tracking and information gathering, and your actions are impossible to predict. Furthermore, your disjointed Fate makes it impossible to affect your past or future in any way, for only your present matter. As such your existence cannot be undone by paradox and similar retroactive change of the timeline.
Capstone Boosted: Now you're able to control your immunity to Fate. Roughly, admittedly, but better than nothing. You can actually decide what affects you and what not, with an effort comparable to flipping a switch. By default, this lets pass all positive alterations and blocks all negative ones, but you can manually make exceptions if you want. And, as a final bonus,

once per Jump or ten years, whatever comes first, you can avoid a situation that would end your chain by twisting your foreign fate to a better outcome. Use carefully, Jumper.

Champion

Law Abiding Stance [100 CP] – Since your patron was so thoroughin your recruiting, your Exaltation emanates an area of innocence. This will not save you if you're caught red-handed, but it will make law enforcers ignore you under normal circumstances. You will not have to fear the Wyld Hunt unless you unleash your full might in front of them.

Divine Pleasing Attitude [200 CP] – The gods smile on you, Jumper, and it's not a figure of speech. Your patron did some serious work here and now the Celestial Bureaucracy views you with favor. Which, considering the place is insanely corrupt, means favoritism. Gods of all strata will throw blessings and magical artifacts at you, and of course, you'll always make a good impression on them, even if their opinion will change if you treat them with disrespect. In future Jumps this will apply to the local gods.

Genial Disposition [400 CP] – Of course, being favored by the gods means nothing if you cannot make good use of it. And the Celestial Bureaucracy is not called that at random. Now you have an infallible charm, making you able to make fast friends with anyone outside those who are openly hostile, and even them can be persuaded with enough time and non-aggressive interaction… or the right price. Yes, you also have an instinctive knowledge of how to best obtain what you want for people. It's not very specific, but it will inform you of the best way to approach the problem. And as a bonus, any request made to a bureaucratic body will be speeded at miraculous levels, making you able to obtain in hours what would require weeks.

Absolute Mandate [600 CP] – Exalted are the rulers of Creation, as established when the Incarna left it to them. You incarnate the very essence of the Divine Mandate and so, once per jump or every ten years, you can issue an order to the universe… and the universe will listen. The resolution of this rule is very subtle and requires absolutely no Essence or ritual to be performed. The only problem is that the greater the effect, the longer it will take to happen. If you order someone to be smote, a storm could form in an hour, but if you ask for the Great Curse to be undone, then the result would be a lot of people slowly realizing that the Curse is a thing and putting the work to remove it, something that could requires years of research and experimentation. Use this power wisely, Jumper.
Capstone Boosted: Your unquestionable authority has given you the ability to use this Perks once per year, instead of once every ten years. However, subsequent uses of Absolute Mandate are not cumulative with the previous ones. Also, by focusing, you can get a sense of what you can ask to solve a particular problem, just in case you're not bright enough to figure it out yourself.

Renegade

Inauspicious Mixture of Essence [100 CP] – Your Exaltation was created by several different gods, a common way to reduce the diminishment required to use the Flame of Exigence. If the domains of the gods are aligned, the result is a practically perfect Exaltation, with some minor downsides to it. But when the gods have wildly different domains, the result

is an unbalanced Essence that greatly tax the user. You can add another, different theme to your Exaltation, but you have to be afflicted by a similar effect to Corrosive Essence, The Toll on the Mind, or Vengeance of the Fallen Gods. This Perk can be taken up to three times, one for each effect.

All-Consuming Essence Void [200 CP] – Oh my, what happened here? Seems that the conflicting Essences inside you generate a peculiar reaction. When pure Essence based attacks hit you, they get caught into the clash of the Essences and they're partially or totally negated, depending on the force behind them. Of course, this Perk does nothing to stop the empowered fists of an angry Solar from breaking your jaw, but against bolts of pure Essence and most Shaping or Psyche effects? You're pretty much guaranteed to be able to resist, or at least to make an attempt to disrupt the effect. Post Jump, this applied to all forms of purely supernatural attack, like a dragon's breath or a spell.

Sublime Harmony of Essence [400] – Seems like you managed to figure out how to mix the different Essences inside you, Jumper. The different types of Essence whose clash caused you many problems, but now they work in harmony, negating most of the negative consequences of Inauspicious Mixture of Essences. In future Jumps, that means that you cannot be harmed, corrupt or changed in any way by your powers, possession, Companions or anything else that you possess in any way. Those powers are now yours to bear and will never impair you in any way.

Voracious Essence Leech [600 CP] – This is dangerous knowledge to have. Apparently, your mixing Essences left you with the peculiar ability to absorb part of the Essence of a defeated enemy and add it to yours. This has the minor benefit of partially recharging your reserves, but with the much more interesting ability to *use* that Essence yourself. You'll never be able to fully replicate the ability of the opponent, at least not for Exalted, but you will be able to develop powers similar to Spirit Charms given time and effort… or repeated leeching of the same type of Essence. For this Perk, Exalted of the same Host count as having the same Essence, but other creatures, like Elementals or Undead, don't. Each monster has a specific type of Essence different from the others, even if the origin is the same. Mortals don't grant any bonuses unless they possess Essence somewhat, but even then, Mortal Essence lacks the peculiar traits that let you branch into other themes. For the duration of the Jump, at least. In other Jumps, any kind of bloodline magic is valid for this Perk.
Capstone Boosted: This power of yours is amplified to a great degree. Now, instead of developing powers similar to Spirit Charms, you're able to include the theme of a defeated foe in your own Essence, being able to develop Charms like they're your own, requiring less Essence to use while also being more powerful, but also less specific. Of course, since they're *your* Charms now, you can also develop entirely different Charm trees from them.

Items

Take +300 CP only for this section.

General

Most Humble Possessions [Free] – Armor, a melee weapon, a shield or a ranged weapon, and some money to start the journey. Nothing impressive, but better to be armed and not needed than find yourself in a fight without, right?

Resonant Artifact [100/200/400 CP] – Usually Exigent have difficulty using Artifacts, for their Essence rarely resonate with more than one of the Magical Materials, and more often than not it requires very specific material that are not so easily accessible. Fortunately for you, you managed to find an Artifact that resonated with you, giving you the ability to make the most of its innate powers. This Artifact can be of any Magical Material, but it will only have some minor power useful for complementing your fighting style, nothing more. For 200 CP, however, this Artifact will have power comparable to your own. For 400 CP, finally, the Artifact will have either extremely powerful but specific effect, or the ability to affect vast areas.
This Item can be purchased as many times as you want, obtaining a different Artifact each time.

A Craftsman's Joy [100 CP] – Seems like you managed to get a hold of a constant supply of Magical Materials, Jumper. Once a week, you'll receive a shipment of one Magical Material of your choice, roughly 50 lbs that has still to be made into something. You can even change what kind of Magical Material you receive every week, in case you want to explore different uses. Just be careful to not let people discover that you have a regenerating source of Magical Materials, for wars in Creation had been fought for far less.

First Age Laboratory [200 CP] – What a rare find. You managed to find an –almost- intact First Age laboratory, one of the places that lent to the creation of the vaunted First Age Artifice. It's a little ruined by the passage of time, but if you are able to fix it, you'll have the best place to craft Artifacts of all Creation.

Home of Dragon Lines [200/400/600 CP] – This tract of land is special, for here the Dragon Lines intersect and give birth to a place called a Demesne, a place where the natural Essence of Creation manifest strongly, usually aligned with one of the five elements, solar, lunar or heavenly Essence. Necromantic Demesne are rare in Creation, but can be found in Shadowlands. For 200 CP, you own a Demesne of one of the types with no actual structure built atop it. For 400 CP you instead have a Manse, supernaturally enhanced building that channels and focuses the Essence of the Demesne in a form usable to Exalted. You automatically obtain a Hearthstone aligned with the Essence of the Manse, and some minor supernatural feature to enhance the beauty of the place or give some minor quality of life support. For 600 CP you instead possess a Manse built on an incredibly powerful Demesne, so not only the Hearthstone is exceptionally powerful, but the magic infusing the Manse has now grown to be able to help in some limited field to your choice (and related to the Essence infusing it, for example Solar Manses could be indestructible or help with Sorcery).

Factory-Cathedral Blueprints [400 CP] – Where did you find this, Jumper? A collection of blueprints of the famous Factory-Cathedrals of the First Age, massive Artifact-Manse built to mass produce Artifact of all kinds. With the right kind of resources and manpower, you could be able to build one in less than a decade, and start to produce Artifacts in numbers never seen since the Deliberative. Usually this kind of structure requires specialized operators able to manipulate Essence, but for some reason these ones seem to have been built in a way that makes it possible for normal humans to maintain the structure without problems. Sure, if something breaks you'll need an Essence-wielding craftsman to undo the damage, but aside from that, you could reasonably man these with people taken from a random village.

Mechanical War God [400/600 CP] – A rare sight in this time, you seem to have managed to take possession of a Warstrider, a mix between a power armor and a gigantic robot. Most were forged in the First Age and were used to fight giant monsters and hordes of enemies that no Exalt could face alone. Using one of these massive war machines is a difficult task, but fortunately commanding this specific one is fairly easy for you. For 400 CP, you have possession of a noble warstrider, a powerful machine able to lay waste to entire armies and wrestle behemoths, but whose powers are all very direct. For 600 CP you instead have possession of a royal warstrider, a creation of sublime craftsmanship and unmatched sorcery so powerful that one alone could conquer an entire kingdom.

The Exigence Flame [600 CP] – Alright, what the fuck? I can accept all the rest, but this… Sigh, whatever.
Congratulations, Jumper. You managed to find (or steal, I don't want to know) a piece of the Exigence Flame itself. This glorious golden flame contains the power to grant mortals the Second Breath. Now, normally you wouldn't be able to use this, for only the gods are able to transfer their divine Essence inside the Flame, but this Flame is special. You can use it to empower mortals with a fraction of your own divine spark, but the result will always be inferior to you in strength. You should also lose *something* when empowering a mortal, even if what precisely the gods lose is not clear, but clearly whatever happened with this Flame let you avoid that fate. In future Jumps, if you manage to get your hand on some sort of divine power you will be able to make true Exalted. Until then, you'll just be able to grace mortals with lessened versions of your own powers, with complete control on what powers you can transfer.

Outsider

Most Strange Bauble [100 CP] – A little trinket of your choice from outside Creation, something that defies the current capacity of even the greatest smith among the Chosen, but that doesn't offer any combat advantage, like a phone. This item is supernaturally resistant, far stronger than it should be and perfectly functional even if lacking some key component, like the Internet. You can summon this item from nothing, and in case it's destroyed, you can just summon it again.

Exotic Weapon [200 CP] – And in this case, it's not just exotic for the strange form. This weapon was forged outside of Creation's rules, and as such it doesn't respond kindly when something tries to undercut its main objective, which is to kill people. Defenses of all kinds fail against this weapon, and even Perfect struggles as the weapon drains more Essence that would normally be required to use them. As a bonus, it refuses the touch of anyone that's not his wielder, and it just instantly returns to his owner the moment it's separated from him for too long. Finally, you can combine Exotic Weapon and Resonant Artifact in a unique weapon with the characteristic of both.

Steed of Metal and Magic [400 CP] – You have a peculiar method of transportation, either something mundane like a car or something more esoteric as a golem in the form of a horse. Whatever it is, this vehicle is faster than any sorcery outside straight up teleportation and all natural animals, and can travel both on water and air if the need rises, even if it will probably require a little infusion of Essence to do them. It doesn't possess any form of attack aside from ramming into people, which to be fair can be quite dangerous considering the mass and

speed it possesses on top of being made of an extremely durable metal. Despite being an object, it can be infused with the magic of the Chosen that interact with animals, so as to make it even more durable and fast. Furthermore, it ignores difficult terrain, even supernatural one, and while it's going at full speed it's conceptually immune to effects that would slow it down or stop it, and you are similarly protected by effects that would remove you from it or any damage that you could receive by the steed crashing into something. It can be called from anywhere in Creation and outside, and it usually arrives materializing out of thin air, and no effect can stop this from happening.

Sky Fortress [600 CP] – This is something you don't see any more in Creation, and even when it was possible to see them they were pretty rare. It's a flying fortress, a massive structure kept afloat by unknown magi-tech and armed with all kinds of Artifact siege weapons able to shoot rays of fiery death. Or it could be a giant spaceship, the details don't really matter. The fact is that this fortress is almost impenetrable, with only the weapons able to scratch its surface are the greatest weapon systems mounted on the most powerful Warstriders, while the only defenses able to sustain a concentrated attack from this fortress are the some massive defensive array fueled by an entire line of Manses. The only saving grace it's that it's not particularly fast and the weapons of the fortress, while impressive, are not especially good at hitting small, fast moving targets, and it doesn't have additional, internal defenses, so a small group of Exalted that manages to infiltrate could cause serious problems.

Champion

Heavenly Stipend [100 CP] – You have a source of income that is equivalent to the standard stipend for an employee of Yu-Shan, which is pretty much the entire monthly revenue of a Dynast. You can afford a spacious but not especially expensive home, a horse or another method of transportation, and finely crafted weapons and armor. You can even afford to spend some on luxuries. For another 100 CP, undiscounted, you're instead well off from the standard of Yu-Shan and so disgustingly rich from the perspective of anyone else. You have a vast mansion, a horde of servants, can afford the richest and most delicious foods and drinks, and can spend fortunes in whatever flight of fancy may occur to you.

Divine Office [200 CP] – Seems like your patron really put a good word for you, Jumper. You now hold a relatively minor office in the Celestial Bureaucracy, small but important enough to warrant a modicum of respect, while also giving you enough free time to not interfere with your Jumper activities.. This gives you a foot into the entire system that controls Creation and enough importance to interact with it without being dismissed out of hand. With the right leverage, you could even make some changes in the Bureaucracy. Or you could just enjoy the benefit of a cushy job in the City of the Gods. In future Jumps, this will translate in a similar (if mostly ceremonial) position among the courts of the gods.

Church of the Jumper [400 CP] – More like Cult of the Jumper, but Church sounds less ominous. Basically, your fame has reached enough people that a number of them pray to you, like you're some sort of divine sub-contractor. While you gain no power from this worship, the spark of divinity inside your Exaltation is rekindled by prayers, letting you recover your stamina far faster than usual. But you didn't spend this amount of CP for something like that. No, the real prize is a little fountain that will be added to your

Warehouse, and that can convert the prayers of your followers into Ambrosia, a substance that can be shaped into almost anything depending on the purity and thematic resonance. Impure Ambrosia can only be shaped into common substances, while pure Ambrosia can become almost anything, except Magical Materials and some exotic substances or natural mystical resources. Ambrosia is also the lifeblood of the Yu-Shan economy. You will need the help of a prayerwright to shape the Ambrosia, for the techniques required elude mortals, even Exalted, but you gain one for free with the fountain, even if it's still pretty new to the job. In future Jumps, you can continue to add followers to increase the quantity and quality of Ambrosia.

Little Yu-Shan [600 CP] – This is a copy of Yu-Shan, the City of the Gods, with the difference that it is the size of an actual city and not, you know, an entire continent. It's also empty, because having it filled with various gods would be a little unfair, but it's still in a separate dimension protected by a very sturdy dome, and a lot of divinely empowered wards blocking anything from teleportation to sensing magic. You can fill it with your people and start to work. It lacks most of the infrastructure needed to actually govern Creation (and the Game of Divinity), but it has everything to function as a city, and even some of the more mystical features like the geomantic patterns that make easier transform Ambrosia to anything, and of course the controls of the wards to fine-tuning who as actual access to the city and who doesn't.

Renegade

Belt of Shadow Walking [100 CP] – A lesser Artifact, this one, but still a useful one. When you wear the Belt of Shadow, you gain the ability to channel a little Essence inside it and give your body shadow-like appearance and qualities. Using just a trickle of Essence, you'll be able to use shadow to conceal yourself, making it easier to hide from hostile gazes. With a more substantial expense, you'll be able to turn into a humanoid shadow, gaining the ability to slip through very slim spaces, like under doors or cracks. You're also dematerialized, so you are invisible and cannot be affected by a materialized opponent (no, you are not intangible). Be warned that dematerialized spirits can interact with you and a lot of them have this ability, and while Exalted cannot dematerialize, they have magic that can both sense and interact with dematerialized entities.

Cowl of the Twilight [200 CP] – This silky gray cape is more than it looks like. Spun with gossamer and infused with Moonsilver, this mantle not only will keep you cool when hot and warm when freezing, but it will also conceal your presence by making you look like part of the scenario, a background character unworthy of attention. When you need something a little more direct, the Cowl can also cover you with a semi-real illusion that will conceal your features. You have complete control over what is hidden and what is not, being able to completely obscure your face or to assume a completely new appearance.

Heretic's Armor [400 CP] – This is a Silken Armor, an Artifact made to be as strong as steel while being as light and unobtrusive as silk. Contrary to similar Artifacts, though, this armor is made to look like a simple, if elegant, robe, the kind that's usually worn by merchants or small functionaries. It possesses a very useful power, for it suppresses the manifestation of Anima, absorbing the light emitted by the Exalt, at least until the Anima explodes to Iconic, at which point the power of the armor results insufficient to mask the glory of the Chosen. Of

course, the armor has also the ability to use the absorbed light, letting you use the level of the trapped light instead of the one the one you're at the moment (if higher) to fuel Charms and similar powers, spend the trapped Anima instead of your own, or even discharge the accumulated light in a bright flash able to blind even Exalted, granting you the perfect opportunity to strike or escape. In future Jumps, the armor can absorb other emission of light generated by the use of your powers, letting you use them stealthily if the situation requires it.

Wings of Murder [600 CP] – These Soulsteel and Moonsilver Artifact is similar to the Wings of the Raptor, a Moonsilver glider able to make the user fly like a bird. However, the Wings of Murder has a lot more abilities. To start with, the flight speed of the Wings of Murder is far greater than the Wings of Raptor, able to outpace all but most divine artifacts. Also, the Moonsilver frame of the wings can bend in ways that are not normally possible, letting the sharp bits of metal stab and slice like swords, while the Soulsteel plating absorbs the life force of its targets with every wound. This required but a thought, letting you wield your favorite weapon as usual. But the most exceptional power of the Wings of Murder is the ability to move to the Underworld and then return, letting the user escape from most situations without any warning. The Wings always bring the user in a safe location of the Underworld, 'safe' in this case meaning without dangerous monsters trying to kill you. Once inside the Underworld, the Wings of Murder obtains even greater powers, masking the user from hostile creatures and improving even more their speed, which combined with an instinctual knowledge of how to exploit the difference between the law of Creation and the Labyrinth, will let the user move hundreds of kilometers in mere minutes. In future Jumps, the Wings of Murder will let you travel to any sort of afterlife dimension or realm of shadow or equivalent.

Companions

Standard Import [100/200/300 CP] – You can import a single Companion for 100 CP, a Circle (4 Companions) for 200 CP, or eight for 300 CP. They get an Origin, 600 CP for perks and 300 CP for equipment.

Familiar [50 CP] – An animal you bound to you. It can be anything from a mouse to Tyrant Lizard, up to some magical beast you found. They're extremely loyal, and the perfect target for Exalted Charms based on increasing the size and power of an animal.

Your Patron [50 CP] – Well, seems like your patron god didn't die consuming his power to the Flame of Exigence, nor they abandoned you after you solved the problem you were made to solve. This doesn't mean they will fight (if he was able to act it would have done it by themselves), but they're still able to advise you and they're a useful contact to have, for the network of favors and friends a god possess cannot be underestimated.

Jade Smith [100 CP] – This is curious. Apparently, a lone Mountain Folk decided to follow you for whatever reason. He's grumpy and of few words, but he's an extraordinary smith and he can hold his own in a fight. For some reason he wears a helmet with horns like a ram, and his weapons are a hammer and an anvil. Ah, don't ask him to forge you weapons, he will refuse. Although, the common tools he makes are so extraordinarily powerful that they can be used as weapons anyway.

Dragon King Ninjas [100 CP] – Four Dragon Kings, expert in stealth and their peculiar martial arts, have decided you're their new master. They're very physically imposing but don't have the raw explosive power of the Chosen, so they're better used to deal with mooks, and their stealth training makes them really dangerous if they have time to prepare. For some reason, they sport different colored clothes around their heads.

The Green Knight [200 CP] – A young man with blond hair, dressed in green clothes similar to those worn by hunters. It brandishes an indestructible sword which is particularly good at destroying Creatures of Darkness and a shield. He decided to follow you around because, for some reason, he thinks you'll be able to find the Princess he's searching for. He's an extremely talented warrior, maybe Exalted, maybe not, it's not really clear. But sometimes you can see the form of an upside-down triangle on his forehead.

Pakpao the Puppeteer [200 CP] - Born for revenge, Pakpao is the Exigent of Karana, god of marionettes of the Meiyu's Coast, who stole the Exigence from another god to forge a weapon to use against the Immaculate Philosophy. What emerged was a masterful manipulator and socialite, with the ability to project strings of Essence to manipulate both her puppets and other people. Her puppets are not to be underestimated: they can do pretty much anything under her command, and she can both control and sense them remotely.

Divine Dragon Slayer [300 CP] – It's not clear *who* this warrior actually is, their identity seems to be fluid, changing at the drop of the hat to better fit the situation. What you know is that they're covered in an armor made of the bones and hide of some reptilian creature, who is, for some reason, impervious to all forms of damage, and that the only form of combat that seems to be constant between all their identity is the ability to speak an foreign language capable of altering reality. They follow you because they think you're funny, or maybe because they can sense you'll find yourself in trouble, or something, the motivation seems to change randomly. Still, they're with you and they're powerful.

Strawmaiden Janest [300 CP] - Strawmaiden Janest is a pretty unique case, for she's a Celestial Exigent born from a Field Guardian, a humble terrestrial god whose power amount to grant a bountiful crops to a village and, if he really wants, harvest a single field in a few seconds. But when the village Ten Sheaves was endangered by a Fair Folk army, the god sacrificed all of himself to empower a single girl working as field-maiden. Either the sacrifice of Ten Sheaves or the Unconquered Sun, moved by the courage of the little god, personally giving more power to this one particular Exigence gave the new Exigent abilities beyond what the field god could even hope to achieve. When Strawmaiden Janest fight to protect a community, even Solars could find themselves matched. She also has a great sway over crops of all kinds, being able to teleport using fields, make the grass fight for her, and can work as a hundred men when it's time to help a village. Despite not being particularly versatile, in her fields Strawmaiden Janest is as great as any Celestial.

Drawbacks

At the End of the Era [+0] – If you want to be there when the Solars finally save Creation or destroy it, you can take this. With this Drawback, add 10 years at the time you will remain here. You can take this Drawback as many times you want. I hope you're prepared.

Early Entry [+0 CP] – Usually, you start your Jump five years after the disappearance of the Scarlet Empress, but with this, you can change the entry point of your Jump. Remember that, whatever the period, Creation is always a dangerous place.

Of a Different Fate [+0 CP] – Maybe you don't like some setting elements of Creation, or maybe you want to meet some character you've seen in a story. Well, with this you can. Choose a fanfic, an alternate setting of Exalted or homebrew one and go.

Original Exalt, Don't Steal [+ 0 CP] - The Supplement option, for when you don't want to be an Exigent but just a super-special Exalt of a different kind. Supplement this Jump with any other Exalted Jump and go crazy.

Corrosive Essence [+100 CP] – There has to be some problem with how the Flame of Exigence fused with the divine essence of your patron, because using your Essence now causes you a mild discomfort. It is not really serious and will not impair you in a fight, but after going Iconic you'll be nauseous for a while.

The Toll of the Mind [+100 CP] – Did you hear that voice? Well, you're the only one that did. For some reason, your Exaltation has caused you to hear voices, or to imagine shadows where there aren't… you know, some mild hallucination. Who knows, maybe they're not even hallucinations but the ability to perceive things nobody usually does, not that you'll be able to make sense of them.

Burning Exalted Passion [+100 CP] – It's not that you're stupid. You are smart (or at least you bought the Perks to be smart), it's just that most of the time you prefer to… not think. Especially when emotions are high, you tend to rush head first into danger instead of taking time to make a plan. Well, at least you have the power to survive, hopefully.

Vengeance of the Fallen Gods [+100 CP, +200 if Celestial] – Your patron god must have angered the Primordials something fierce, Jumper, for your Great Curse is especially vicious. If you're a Terrestrial, your curse is at the level of a Celestial. If you're already a Celestial, take 200 CP instead of 100 and prepare to have your Curse rear its head far more often than usual.

Glorious Exalted Manifestation [+200] – You know how one of the best ways to avoid a Wyld Hunt is to keep your powers low and not explode in a column of light? Well, forget that, because now your Anima explodes with half the effort it required before.

Divine Scorn [+200 CP] – You or your patron made someone in Heaven very upset, because they have hired (or bribed, more probably) someone and now misfortune follows you anywhere you go. Fortunately, this streak of un-luck doesn't seem to manifest as random incidents and so it doesn't really threaten to kill you. Instead, it will make anything you do slightly more difficult. Obstacles and random events will conspire to make your job more difficult, but with sufficient skill (or raw power) you can beat it.

Anathema! [+200/+400 CP] – Anathema is not as much a type of Exalted as a convenient label to slap on Exalted that doesn't work for the Immaculate Philosophy or the Bronze Faction. Exigent are usually Anathema, because they contradict the Immaculate Philosophy's teachings, but they can also not be depending if they're willing to work for the

Realm. Well, you don't have that luxury anymore, as now all Dragon-blooded are convinced you're a monster equal to the Solars and must be killed. For 400 CP, a Wyld Hunt is already approaching your location. Run, Jumper.

Raksha Interest [+300] - Your arrival didn't go unnoticed. The Raksha Courts sensed it and now are interested in studying you. Fortunately, they cannot stay inside Creation for long and they are bickering on who should keep you, so unless you decide to walk on the Bordermarches you don't have to worry about an entire Court trying to abduct you. Still, assume that some Wyld monster or minor Raksha will emerge from the Wyld to hunt you from time to time.

Mercantile War [+300] – You have caused some problems to the Guild, Jumper, and they are going to make you pay. Both literally and figuratively. All merchants of Creation will unanimously decide that you're going to have to pay more and they're going to pay less for every article you intend to buy and sell. You can repair the Guild, but it will cost you. And if you don't pay them back, assassins will start to attack you at random times. They start as just mortal assassins, but as time goes, they'll hire more.

Exigent of Nothing [+300 CP] – Ops. Seems like you are not Exalted, after all. Maybe the spark of the Exigence just didn't find grip in your soul, or maybe it has been lost somewhere by a clerical error. Whatever the case, you don't get the Prince of Heart and The Divine Fire Perks, and all other Perks you bought have been reduced to a fraction of their actual power. Well, at least you don't suffer from the Great Curse, unless you took Vengeance of the Fallen Gods. Have fun!

Enemy of Destiny [+400] – For some unknown reason, you Exaltation ping at every detection method the Sidereal uses to monitor anomalies in the Loom of Fate. If they weren't so busy already, you could probably reason with them, but at this point, most Sidereal will just prefer to kill you and solve the problem permanently. So they sent one of them to do exactly that. It's a slippery foe with a fair share of Martial Arts to cover the gaps in his Charmset and they'll always manage to escape if you defeat them in combat. They don't really become stronger the more time passes, but it's still a Sidereal assassin. Beware.

Rejected by the Loom [+400] – Seems like the metaphysics of Creation doesn't like something trying to intrude. Every Perk and power you gained before entering this Jump is gone, and you'll find that accessing your Warehouse is difficult too. The only things that could possibly pass this block are other Exalted powers, your Bodymod, and whatever you bought here. I hope you're ready to spend 10 years in Creation without your toys.

Death Marches On [+600] – Seems like your arrival whipped the Deathlords in a frenzy, since they all decided to make their plan start *right now!* Sure, they will take a while to actually start the plans, but not as much to let you avoid the wave of undead commanded by Abyssal Exalted trying to swarm all Creation. It will take at least six years for the Deathlords to actually invade, but once they start they will. Not. Stop. The only positive thing is that they aren't specifically targeting you, so you can avoid their hordes, but they aim for the annihilation of any living creature, and unfortunately you fall in that category.

Infernal Nemesis [+600] – The Exigence you own was destined to someone else, Jumper. When the moment came, the Exigence didn't come and they failed. It was then that the Yozi

reached for them and offered them the power that it was rightfully theirs. Now they're Infernal Exalted, and they're coming to take back what you took from them. Or so that's what they believe, at least. The Infernal Exalted that's on your tracks is powerful with complete mastery of their demonic powers and a great number of assets in Malfeas all bent to catch or kill you. Their Yozi masters are a little puzzled on why their servant has come to the conclusion that you stole their true Exaltation, but until it wrecks Creation to get you they're ok with it. Be careful because the same power that gives them the knowledge about the Exigence also showed them all the other powers you possess, and they came prepared with a slew of Charms meant to counter them, and they will always be as powerful as you are.

Scenarios

Minor Scenarios grant +200 CP on completion, while Major Scenarios grant +400 CP.

Monopoly of Creation (Minor)

The Architects are a peculiar group of Exigents, not quite an entire Host but close enough. Empowered by Wun Ja, the Goddess of Shining Metropolis, and one of the city fathers, the gods of a specific city. As such, the Architects have an overarching theme of being the Exigents of Cities, but each one is the protector of one city in particular.
Whether you're an Architect or just want to get the favor of Wun Ja, your quest is simple. You either have to establish or expand one city until it becomes a thriving metropolis. Once you have done this, you'll be rewarded with the **Blessing of the Architects**: when you're inside a city, you're empowered by it and you empower it in return. You're stronger, faster and tougher, able to perceive everything that's connected to the city with a bit of concentration, and the city becomes more prosperous and difficult to disrupt the more powerful you are. Also, the Architect of the city you expanded will agree to follow you in future Jump, or a new Architect will be chosen for your city if you founded it.

Crystal Crown (Minor)

In the Northwest of Creation stands Uluiru, a city that shines thanks to the Sovereigns, a peculiar Exigent Host born when Cantata-of-the-Depths, a minor gem god, tried to mingle his Essence with the imperishable blood of Aurora, an Incarna that was slain during the Divine Revolution. The foolish god was consumed, leaving behind a pool of liquid fire called the Font of Glories, where the royal family of Uluiru bathed to gain the flame of Exigence. This until Nuwa Lyre-Song, heir of Queen Ulu, was killed by fae assassins, prompting the Queen in a one-woman crusade against the Fair Folk that concluded with her death. And with her death, the strict control over the Font of Glories slips, and the hierarchy of the city trembles. Your goal is to siege control of the city of Uluiru with whatever means necessary. Be a Sovereign fighting to become the rules, take the place of an important member of the bureaucracy, or conquer it, it doesn't matter. Once you've done it, you'll find that, at the end of your Jump, a pool of divine fire has taken residence in your Warehouse or in any property you want. This copy of the **Font of Glories** will let you grant to your Companions and Followers the powers of Sovereigns. And as a bonus, your Font of Glories will grant the Exigence 100% of the time instead of killing or deforming those unfit to wield it.

Dream Fever (Minor)

The Dream-Souled are mysterious Exalt. They seem to exist between reality and illusion, able to impress their vision on Creation and Wyld alike. They're dominated by a grandiose vision, one that they try to impress upon reality, not realizing -or ignoring- the damage it imposes on Fate. They're unmatched in the dreams, but even awake they possess power over illusions and transformations that they use to great effect.
Now, you have met one of these Exalt and you can either aid them in their quest. The quest is something difficult but doable using Exalted power. For example, a Dream-Souled could want to find a city that exists only in the Dreams, or collect a vast number of artifacts from a peculiar culture. The objective in question doesn't even have to be real, for it's in the power of a Dream-Souled to make imagination reality.
Once you've helped them complete their quest, you'll find yourself able to walk the line between dream and reality too. You're now a **Dreamwalker**, and you have the ability to enter dreams and manipulate them to your advantage. With time and exercise, you may even be able to wave objects from dreams, even if you're never going to be able to make anything with magical properties from them.

Fallen Aurora (Major)

The tale of the Hearteaters is a tragic one. Once, during the Divine Revolution, they were the Chosen of Incarna Aurora, Hopebringer, Lord of Delights, the Muse of Seven-Colored Flame. They were muses, mentors, spiritual guides, and they protected the hearts and the morale of the Exalted Hosts against the mighty Primordial. Then, Aurora was killed and, using his still beating heart, the ancient enemies of the gods cursed them, perverting them in a cruel parody of what they once were. They made them the Heartheaters, Exalted whose power let them dominate the mind and souls of mortals, transforming the once glorious Exalt in spiders laying in a web of stolen lives from where they continue to grow and eat… until their peers decided they couldn't let them continue, and trapped them in a prison deep in the Wyld, for even if killed they would have just reincarnated in one of their victims. Until now the prison that housed their indestructible, pearlescent bones Hearteaters held… but now they're returning. And it's your job to either destroy them completely, find a way to return them to their previous glory, or restore the prison so it will not let them escape anymore.
If you manage to succeed in this dangerous quest, a spark of Aurora's own glory will attach to you, making you a **Hopebringer**. You'll become a beacon of inspiration, able to sway entire crowds with a single sentence, guide them to the right path with but a few words, and soothe spirits with your mere presence. And this is just the lesser of the gifts you'll receive, for wherever you go, you'll bring light with you, filling people with hope and desire to be better. The more you'll stay in one place, the more things will get better, and the more darkness will take to return, the positive changes you bring will become very difficult to remove.

Lord of Shadows (Major)

Nebiru, Lord of Things Unseen, the Subtle One, was the only Incarna to not join his peers during the Primordial War. Saturn foresee his treachery and together they rend his limbs and trapped him in his own celestial body, where he remained up until the end of the First Age, when in an act of desperation, he poured all of himself in the very reason he initially refused to join his brothers and sisters: the Exaltation, and the diminishment it brought. Rather than remain imprisoned, he preferred to consume himself and die.

Yet something remains.The Umbral Exalted, Chosen of Nebiru, still walks Creation. Masters of shadows and darkness, both literal and the ones nested deep inside the soul of mortals and spirits alike. They're a disorganized bunch, but they're powerful… their only problem is their *Shadow*, their unique variant of the Great Curse. A secondary personality, born by their twisted weaknesses and fears but that can give great power to the Umbrals.
And now you must transform this raggedy band of Exalt into a force to be reckoned with. Find them and convince them to join you: flattery, intimidation or persuasion are all valid options. There aren't a lot of them, a couple hundred at worst, and not all Umbral Exaltation are active at the same time, so you don't have to get them all. You just have to gather enough to organize them into a proper Host, from where they can find their siblings for themselves. Fifty should be enough.
Once you manage to create a proper Umbral Host, you'll be rewarded by your own **Shadow**. Contrary to the Umbral's one, this shadow will not prey on your fears, insecurities or weaknesses. Instead, it will just stay inside you until you call it, letting you control shadow and darkness on command, spy into the hearts of the people you talk to understand what they want and how to best leverage this knowledge to get what you want. Be sure to not abuse this power.

Notes

- On **The Divine Fire**: it's mostly a flavor perk, and what follows is only important if this is the first Jump you make, because otherwise you'll have a lot of Perks to help you. However, if it is your first jump, be careful on who exactly your god is, because being the Exigent of a bloodthristy god of war and massacre doesn't lend to being stealthy or social. It's not that you *cannot* have Charms for things that your god is not interested in, for Exaltation still uses mortal abilities as a baseline, but you'll be very lacking in those fields.
- **Sky Toppling Method** used as Terrestrial makes you on the same ground as Alchemical Exalted in power. Combining **Sky Toppling Method** and **Heavenly Destiny Champion** makes you Solaroid level.
- Yes, **Enlightenment of the Perfect Lotus** taken by a Celestial makes you able to learn Sidereal Martial Arts. I suggest limiting Sidereal Martial Arts to styles that resonate thematically with your Exaltation, but it's technically worded to be able to learn all of them.
- **Heavenly Destined Hero** works on all Terrestrial Exaltation, by the way. You always wanted to be a Celestial-tier Dragon-blooded? Now you can.
- Be careful with **Inauspicious Mixture of Essence**. You can take three times for free if you're Renegade, but the drawbacks are cumulative with the Drawbacks with the same name. That's why I put a 'similar' there. Of course, you can solve the problem by taking the 400 CP Perk from the same tree.
- When in doubt, fanwank… responsibly.