EXALTED

THE OUTCASTES



Creation is falling to chaos, and in those places beyond order's boundary, criminals dance with rebels, heroes rise from the ashes, bumpkins unveil hidden potentials, and bastards defy fate. For the Scarlet Empire, those Terrestrial Exalted dwellings beyond its boundaries are Outcastes, one and all.

Despite their defiance of imperial academia and the absence of noble lineage, they stand among the Exalted. Their journey may lack the prestigious halls of the imperial secondary schools and the stamp of proper parentage, yet they undeniably bear the Exaltation as they call upon the fires of creation.

Whispers echo that the tumult emerged with the vanishing of the Scarlet Empress or the resurgence of the Anathema. Yet in the Scavenger Lands, amidst the enigmatic Forest Witches, upon the roiling pirate waves, and within cities that scoff at imperial authority, the societies of rivers and lakes have perennially embraced the unyielding chaos.

But whether that chaos be new or old, the Anathema have returned. Nothing will ever be the same again.

Are you ready to embrace it? Tame it? Or are you so lowly that you'll merely survive it?



Tell me then, traveler, who you truly are？ Take these 10,000 tokens of JP（Jianghu Prestige）, and build your legend for me. Your journey will begin five years after the Scarlet Empress disappeared.

Incarnation

To be born with the fate of Exaltation truly is a sign of virtue, yet so many Lost Eggs squander it in their petty squabbles.

You may enter as a peripheral member of any peripheral group or identity outside the 'mainstream' society. All 'outcaste' work, whether it be Lookshy, the Western pirates, or even stranger groups. Your origin will influence the nature of your presence.

Lost Egg (Free)

Whether you're a byblow of an established line's indiscretions, a throwback to a more glorious age, or a carefully cultivated lineage to one of the Dragonsblooded Clans outside of the Realms, you have Exalted with the blood of the terrestrial dragons. Whatever the circumstance, while your path has diverged from the illustrious confines of the Scarlet Dynasty, you are no less glorious for it.

With the power of the Five Dragons, stride forth in glory. Whether it be the proper glory of clan and kin, or a more selfish one seeking personal adorations, few can check your ambitions.

Dragonsblood (Free and Exclusive to The Lost Egg)

You are one of the Dragonsblooded, Exalted of the Elemental Dragons. You have Essence, can wield charms, learn faster than a human, and otherwise have the abilities one would expect of an Exalted. You have an Aspect of your choice. While you possess the great curse (barring perks or other measures that would protect you from it), it will fade after ten years.

Casteless (2,000 JP)

Outsiders among outsiders, the Lunar Exalted move through all societies. Unwelcome tricksters, manipulators, runaways, and the barbarians at the gate. They are a fallen reminder of a fallen age, working to bring down this one.

The children of Luna will find few friends, but these are not friendly lands, and they are survivors. Though the outcastes might reject them, are they not the original outcastes, and lords and ladies of exiles? They are born for these wild lands and will claim their due.

Lunar Exalted(Free and Exclusive to The Casteless)

You are a Lunar, an Exalted of Luna. You have Essence, can wield charms, learn faster than a human, and otherwise have the abilities one would expect of an Exalted. You are Casteless. While you possess the great curse (barring perks or other measures that would protect you from it), it will fade after ten years.

Ronin (2,000 JP)

Ripped from your fate and cast upon the shores of the world bereft of identity, connection, and anchor. In a world full of people trying to defy their fate, you want little more than to find yours. Among those seeking to build their legend and leave a mark on the world, you would be lucky to leave a mark in your mother's memory.

Among all the Exalted, the Sidereal have the greatest organization and the strongest foundation of any group in this fallen second age. So why are you a disaffected loner wandering the borders of civilization?

Sidereal Exalted(Free and Exclusive to The Ronin)

You are a Sidereal, an Exalted of Maidens. You have Essence, can wield charms, learn faster than a human, and otherwise have the abilities one would expect of an Exalted. You have a caste. While you possess the great curse (barring perks or other measures that would protect you from it), it will fade after ten years.

Anathema (4,000 JP)

The curse the Dragonsblood put down more than a thousand years ago. Tyrants of golden fire who yoked the world with stolen divinity, undead monstrosities pulling the world into the

underworld, demons of the green sun… the glories and the nightmares. For a thousand years, the Wyld Hunt suppressed them. Now? Now they're back.

Even among outcastes, one such as you can find themselves hated and feared. But is that really an obstacle? Maybe even the exiles hate you, but to hate is to care, and to care is to open a door. An open door is more than you need to take… to take ***Everything***.

Solar/Abyssal/Infernal Exalted (Free and Exclusive to The Anathema)

You may be a Solar, Abyssal, or Infernal Exalted. Once a champion of the Unconquered Sun, your kind has been shattered across many different natures. You have Essence, can wield charms, learn faster than a human, and otherwise have the abilities one would expect of an Exalted. You have a caste. While you possess the great curse, or resonance, or an Urge… whatever is appropriate to your type (barring perks or other measures that would protect you from it), it will fade after ten years.

Godspawned Wretch (+1 Lost Secrets)

Or perhaps you are not even Exalted. You are a more lowly being. Rather than being one of the Princes of the Earth (or something stranger), you are just some god's spawn. Technically, it doesn't *have* to be a god; maybe you're the half-human child of one of the Mountain Folk, the daughter of a ghost, a fairy's love child, or a literal demon-spawn. Whatever your parentage, it can freely be impressive… for a godsblood.

While your kind can be heroes, they aren't the protagonists of the Second Era. That Fate belongs to their betters. Still, despite this, you're still at least better than a *mortal*.

God-blood (One Free for the Godspawned Wretch, 1,000JP for an Infernal Exalted taking their Cojoiner, 2,000JP for everyone else)

You have non-human parentage, or were uplifted via magic, adopted into a non-human legacy, or otherwise *tainted*, changed from the human condition. This grants you some ability to develop your essence, unlocks petty powers born from the mixing of

mortal and divine, and access some of the abilities of your progenitor, until you reach the natural ceiling your essence restricts you to.

You can pretty freely choose your Parentage within reason; if you want mommy to be a Hekatonkhire, that's fine, but you can't have Loras with his power to have spirit charms, unique and potent Arcanoi, and all Abyssal and Solar charms. A less impressive (in the sense of what they could pass on to you) Hekatonkhire or Third Circle Demon is fine.

If you take this as an Exalted, know that your Exaltation will not interfere with nor burn away your divine heritage.

!??ℙ0r+(+2 Lost Secrets)

In your long journey, you might have been many things. Has one of them been Exalted? If so, perhaps you could arrive as-you-are. Whatever you have, that is what you have always had in this life, or what you were fated to awaken to.

This isn't strictly limited to exaltations. A Godbound could incarnate as an impossibly potent and invested Godsblood, while a Paragon is one of those rare Sorcerous Savants who periodically shake the world.

If you're a kind of Exalt (or Exalt-like entity) that comes from a later edition of Exalted, then this means your 'kind' of Exaltation now exists in this earlier version of Creation. This can work for other templates that *aren't* native to Exalted, but would fit similarly.

For the purpose of discounts, you can use the appropriate discounts for what you *look* like, though such a "godsblood" doesn't receive the free purchase of **Godsblooded**.

Awakened Essence(One Free for the Import)

You have awakened essence, playing along the lines of the supernatural templates you possess. On its own, this merely means that you allow your templates to 'play well' with Exalted Metaphysics. You can trust that abilities adapt to *make sense* and work under the metaphysics of creation, gain the ability to fuel themselves with essence, and your

templates produce and can hold a modest amount of essence, and whatever power sources they innately have now are *also* appropriately flavored essence. If there's some metaphysical advantage common to how Exalted does metaphysics or magical powers, you can freely say that your template now enjoys that advantage.

If a template *is* some kind of Exaltation from some strange shard, but that leaves them with some disadvantage or lack a normal Exalted would enjoy, this will fix that issue. This is a modest effect; an Exalted vs The World of Darkness Infernal would gain things like faster Essence Regeneration, not the ability to learn She-Who-Lives-In-Her-Name charms, though they might be able to *expand* what charms they can learn, to pick up tricks or abilities that function in these early ages of Creation, but became harder or impossible in the dimmed future.

For a second purchase, you can buy Growth. This grants the supernatural template the ability to *grow* along 'Exalted' lines. Their native power now acts as the base of charm trees, they can learn Sorcery or Necromancy as appropriate, can learn some form of martial arts, probably can develop a 'Hero Style', and otherwise can exalt-ify that template. Such charms will be in line with the original template's nature and scaled to it.

For a third purchase, not only will all your templates gain the ability to grow in an 'Exalted' manner, but they can build upon each other, using each other's abilities and magics and charms as prerequisites to build stranger powers and unique paths, and otherwise combine into a whole greater than the sum of its parts.

Charms

Unless stated otherwise, all Charms cost 1,000JC.

On your journey through creation, you will need tools to rise above your lowly station. Over the years, you have been born into or harvested 6 **Lost Secrets***. Each lost secret can be used to buy a Charm. If that charm costs more than 1,000JC, it costs two* **Lost Secrets** *to take. If it could make sense to take a Charm multiple times, you may take it multiple times.*

Do what you want 'cause an outcaste is free (Free for Everyone)

You have the talent to be an outcaste's outcaste, the idea so many of them pretend to. Whether you live up to that potential is up to you, but you certainly have the basic set of abilities needed to thrive.

First, you are a bit better than the average person on all of your basic attributes. It's nothing dramatic; if the average man was a 'two', then you're at least a 'three' on all fundamental abilities.

But more than that; you express a nature strengthened by the five elements.

From Air, you're a bit quicker on your feet, as if you had a Stone of Quick Thought.

From Earth, you are physically flawless, like the bearer of a Gem of Perfection.

From Fire, you deal well with both cold and heat, shake off many minor diseases, and resist dehydration as if you bore the Stone of Circulation.

From Water, you are immune to disease and poison, and will not bleed, as if you bore a Bloodstone.

From Wood, you excel at matters of survival and endurance through valor, as if you bore the Stone Of The Emerald Rooster.

You are not one to be pinned down by others' expectations or designs upon your identity. Man? Woman? You are what you decide to be, just as if you bore a Stone of Gender Transformation.

Lastly, outcaste society is a Dragonsblooded society, concerned not just with what you are, but what springs from you. You can guarantee your children inherit any inheritable trait you wish. Even if such inheritance should weaken, you can promise it will not.

To be clear, this Charm won't *weed out* traits. It's a way of helping you pass things on, not a way to engineer your children. That said, you don't *have* to use it on any trait you don't wish to be passed down. Things will proceed naturally from that point. This Charm is an inheritable trait.

Prince of the Earth (Free for Everyone)

While it's easy to forget with all their strange magics, the exalted largely are conventionally competent in a large number of skills. For most of them, their magic is founded on translating normal skill into more abstract magic. And even the ones who have more primal roots to their power find it easy to master most subjects. Indeed, while the Exalted will have their talents, in general they will excel even in their weakest subject more than a mortal expert would in their best.

That is to say, you begin this jump already skilled in all the ways you would expect someone with your origin to be skilled. You could be a masterful occultist, skilled orator, practice law, and be handy with a sword. In short, you have the training, practice, and skills of an experienced Dragonsblooded Exalted who has been adventuring in your origins' career for about ten years, along with an appropriate number of charms for your Origin.

Unnatural Glory

Whether it's a gift pulled from an ancient tome, the blessing of a powerful spirit, a carefully shaped mutation gained through Power-Questing, a sorcerous working, a generational eugenics program, or something *stranger*… You have abilities most unnatural.

You can take five points worth of Hearthstone, and use them to model the ability. Alternatively, you can take ten points of mutations. If there is an equivalent 'power', you could take it instead (perhaps a couple of spirit charms granted through investment could work, and many merits would make sense). These abilities are invisible and undetectable outside of their effect upon the world, and you can generally ignore restrictions against Exalt picking up a particular ability.

Alternatively, you can take eight points worth of Hearthstone powers, sixteen points of mutations, or other appropriate abilities - perhaps a unique spirit Panopy power. However, while normally hidden, whenever you use these abilities, they become obvious, and in a way that demonstrates how you have diverged from humanity. While this can be used in any alt-form, that alt-form will display the unnatural markings while the ability is being used.

Alternatively, you can take fifteen points worth of Hearthstone Powers, thirty points of mutations, or some other equivalent unique and powerful ability. However, your form is permanently and obviously changed; people will know you aren't human without extreme effort merely by glancing at you. You will have to decide at the beginning of a jump whether you want to manifest these abilities on a given alt-form.

Savant

While the Realm is often seen as the pillar of learning, in truth many of the greatest savants learned their art from raiding ghost towns avoided by sane folk, at the feet of ancient spirits, or by being born in Lookshy. You can count yourself among their number, excelling at tasks related to magic and the sciences, and in all the practicalities around Magitech.

While this might just sound like 'skill', being a Savant passes beyond something learnable in conventional ways; it's as much supernatural as natural, and a true savant is rare in these fallen days. That said, even in the eras where they were common, you would have been a legendary savant, in much the same way owning the Eye of Autochthon would mean you owned a legendary Artifact.

Sorcery (One Free Casteless/Ronin, two free Anathema. Purchases beyond your 'rank' (as appropriate to your type) cost 2,000JP)

Out among the suspicious folk of the threshold, sorcery is a mysterious power, poorly understood and often feared. Yet the witches, sorcerers, and the heirs to the Shogunate often wield magic that defies the understanding taught in the heptagram.

One purchase of this initiates you into either Terrestrial Circle Sorcery or Shadowland Circle Necromancy. But more than that; magic that you wield is subtly more powerful, flexible, reliable, effective at accomplishing your goals, and given to being wielded in strange occult ways. You also become less likely to suffer for your use of magic, with the strange dooms that sometimes stalk sorcerers passing you by.

While in the world and story of Exalted Sorcery is a potent thing, it flags when condensed into rules. On taking this, you are guaranteed to be more in line with the stories of sorcery, rather than its implementations. You also, explicitly, gain access to Workings, as started showing up in the 3rd edition of Exalted, and can develop the same kind of minor magics and strange abilities that they can.

Every additional purchase of this initiates you into another circle, but it *also* makes your magic more subtle, powerful, flexible, reliable, effective, strange, and safe. This doesn't only apply to sorcery, but to any flexible system of occult power you possess.

Retainers

While the stereotype for an outcaste is some loner vagabond (or adventurer, depending on culture contest) ranging beyond the boundaries of the realm. In truth, nothing could be further from the truth. Where in the realm there are enough Dragonbloods to have such a thing as a 'random low-key', and many people cling to the thigh of the Houses. Beyond it every Dragonsblood is a rare hero and tall tree to shelter from the vagaries of fate.

You, like many Exalted, have a retinue of followers; at a minimum, an Aide-de-Camp, Steward, Master-of-Arms, and Concubine. You don't have to do anything to provide for them; they're less people than manifestation of Destiny, your fate to have a Retinue being manifested.

These are neither companions nor followers, and while they may be slain, a replacement will accumulate from the paradox of their absence over five days. These are at a minimum heroic mortals, but as you grow more impressive, they'll grow more impressive as well. More fundamentally, they draw people to them, and they provide a lesser echo of the providence that supports them. Each one of them will be able to support and retain lesser servants to help them with their tasks. The amount of support they can offer keys off of how secure and well off you are, how powerful you are, and how available help is. It's "expensive" for them to manifest further helpers from nothing, and the more you give them to work with, the better they'll provide for you.

The Aide-de-Camp draws to themselves those who will help with paperwork, smooths out the necessary busy-work, and helps them perform secretarial work both minor and key. They'll manage the meetings for your household, and keep things in order.

The Steward will take care of the grounds, keep track of maintenance and provisioning, helps with setup and tear down, and takes care of many of the physical tasks you might need. The Master–of-Arms draws to themselves soldiers, security, bodyguards, raiders, assassins; all the forms of violence you might seek to employ. The concubine will draw to themselves musicians, cooks, dancers, artists… everything that makes life more than the accumulation of tasks.

Some roles might be able to be fulfilled by multiple retainers; the Steward could hire cooks as well; he'll just do it under the mantle and with the fate of maintenance for the household, rather than the pleasure of the household. You have some ability to move resources 'between' retainers, biasing what they draw to you, though this happens at a loss.

Family

For all that the Realm claims legacy, the last unbroken and ancient lines of the Dragonsblood come from the Seventh Legion. Whether your line is thriving, or you are the last remnant of it, you have been gifted with a wealth of ancestors playing martyr.

Upon taking this Charm, create five impossible ancestors, one of each Aspect. Each of them achieved a height of essence only matched by the Scarlet Empress and wished to pass that legacy on to their descendants. Each sacrificed through the Honored Ancestor Exhalation, binding a will to mastery towards the subject of their specialization, born of their Aspect.

Through this, so long as one of their descendants is pursuing a task pursuant to pursuing, proving, celebrating, or growing that specialization, they can supplement their own will with one born of their ancestor to enhance their actions.

Further, each of these ancestors left behind a wise advisor in their Well-Tended Garden of the Soul. Through this, any descendant of theirs can realize what they would do, or how they would approach a problem or subject. These ancestors only really have anything to say about their specialty, but within it their advice is guaranteed to be exceptional no matter how wise you become. If necessary, it will become wiser, simply to remain useful.

Uniquely, not only can you use this even if you're not a dragonsblood, but so can any descendent of yours.

Connections

Who you know is often more important than who you are. Nowhere is this more true than beyond the boundaries of the realm. You have no House willing to take care of you so long as you promise to have the requisite number of children. At best, your Gentes very much require you to put out your best effort to support *them*.

In such an environment it's invaluable to have connections to rely on. Luckily, you do. You have five strong connections with different groups. These can be general, or specific; the more specific they are, the more favors, information, and influence they give you. Though more general connections have their own value.

In each new jump, you'll start with another five strong connections to leverage influence and power through.

Legionnaire

There's a reason Lookshy is still independent. It is a living, breathing machine that outputs war. When the Usurpation happened, they were the ones who controlled the devolution

to maintain their armaments. When the Realm rose, they maintained their discipline. When it came time to fight, they alone retained a fraction of the glory of the armies that pulled down the Primordials.

You know war. Not just how to fight; though you do have that skill. Nor how to fight a war; though you could step into any role from general to cook's assistant and excel at the tasks both immediate and long term. But your real talent is in everything that makes war possible. You can see the social-political realities needed to not be ready for the war tomorrow, but the war a hundred years away. You can see what needs to happen to set any culture on a trajectory of martial improvement. You have a preternatural sense for where waste and loss are occurring, and your presence makes corruption more evident, unpleasant, and uncomfortable for every role your role touches. This won't disrupt your corruption, if you decide to engage in it.

If you wield magic to enhance acts of logistics, tactics, strategy, management, or combat, these blessings will echo themselves through your magic, granting shadows of themselves to everyone on your side touched by your magic.

Directorate of Excellence

Creation is a brutal place where, if life is expensive, it's only because of the value of life measured in coins by the slave trade. Outside of the Realm, can there be any real order?

Yes. Yes there can be. The Realm is not even the "most civilized" land within creation. For all their reputations for being lawless brigands, the outcastes have built as many places that seek to do better than the Realm, as they have made ones that live down to all those expectations.

You understand what forces shape societies, how they shape them, and what can be done about it. You have an instinctive sense of what forces are actually in play in society. You easily separate principles of justice, practicality, utility, realpolitik, red meat for the base, and can see how they balance against each other, where they can work together or where they compete. You are a lawyer par excellence able to work with both the minutiae of the law and its implications as well as its actual application. You understand how to gather data in a society and can build models and tools tailored to your preferred level of intrusiveness. You can easily see how tasks

and goals could be unified or divided across different groups to tailor-made agencies and programs designed for effect.

As a final boon, your presence in a system smooths troubled waters, and makes violating norms not only a more uncomfortable taboo, but one that invites greater censure rather than letting it go unchallenged. This won't cause problems for your *own* norm breaking, if you're inclined to do such things.

In short, in matters of statecraft, politics, and law the only way to be better than you is to be superhuman or wield magic. And not a modest amount of either. If you wield magic in service to such things, these blessings will echo themselves through your magic, granting shadows of themselves to everyone on your side touched by your magic.

Political Realities

It's not unfair to say that the highest goal for Lookshy is stability. They have survived rebellion, cataclysm, and contagion on the backs of their commitment to stability. It is for this reason that they have permitted the existence of groups whom they theoretically oppose. From bandits who stabilize chaotic regions, to well-connected pirates, to uppity nation-states trying to disrupt the status quo. Lookshy is unlikely to move against you, so long as they're unsure of what the long-term consequences would be.

That's mighty convenient, because something about you screams 'terrible consequences.' No, not your actions, or you as a person. Rather, something about you tickles the back of people's minds, sticks in analysts' craws… the certainty that if something is done about you, there will be a butcher's price to follow. This won't make you friends. It won't even get rid of enemies. What it will do is make it so that your enemies are hesitant to deal with you, and will treat you with kids' gloves unless pressed or enraged. That said, there are limits; sometimes all it does is mean you're moved to the bottom of the list.

Talespinner and Dreamweaver

Many people talk of the power of the Fair Folk to weave dreams and stories, and their ability to twist fate to serve their narratives is legendary, yet one of the most profound and potent bits of talecrafting has nothing to do with the rakshasa, but was performed by two gods to minor to stretch their influence far beyond a single city.

When Spinner of Glorious Tales and Weaver of Dreams of Victory helped settle the land that would become Great Forks, they had a problem. The Princess Magnificent With Lips Of Coral And Robes Of Black Feathers threatened their new home. And so they wove dreams and spun them into a story. Guarded by Shield of a Different Day, the two gods forged the tale of Princess Magnificent's final and permanent death. In the end, she was forced to flee the land to escape some young hero rising up to embody the story, and strike her down.

Much like those gods, given time you can wield influence disproportionate to your power. When given time and resources, your clever crafting can create effects well beyond your own power, and persistent enough that even the mighty might find it better to avoid it rather than confront it directly. This is more being able to make far more from what you already can do than a change to what you can do. That said, it isn't *just* refinement. It does fundamentally stretch your limits when working on large projects and given ample time, and it makes your works both last longer and resist diminishment. Any sufficiently long or robust work of yours is permanent.

Conqueror the Skies

While many savants look backwards for their wisdom, seeing little value in the paltry trinkets of the modern era, and most Scavenger Lords make nothing new, in the North, the Haslanti have raised the flag of progress. Using artifice that is far more technology than magic, they have put together a great airfleet.

Like the Haslanti, your dreams are dreams of progress and innovation. Not only does innovation and invention come easily to you, but you have a particular gift for dreaming ways around a problem. The lack of the magitech infrastructure of the first age grounded most of creation, but looked at another way the problem wasn't the lack of factory-cathedrals, it was the reliance on magic to achieve something so basic as flight.

Where a Savant might outstrip you in pure technical skill, you can see your way around problems that not only will the Savant not see past, but ones they won't even acknowledge. Oftentimes the ability to reframe a problem is more valuable than the ability to overcome it. That said, this does come with a heaping of talent at invention and innovation, and a great deal of problem-solving might.

To forget, to remember

One of the greatest plagues upon Creation are those unclean dead that cling desperately to a life. With hollowed-out passions to replace the tatters of motivation they once held, and bound to the dark fate of the underworld to hasten the end, their existence is a perversion of what they once held in life. And that's leaving aside the true abominations in the underworld "born" of Oblivion's influence.

Yet it isn't unfair to say clinging to what was lost is a common affliction.

You inherently wear away at attachment, bound up resentment, unresolved fetters, curses, spite, unhealthy obsession, and similar emotions, powers, influences, and forces. This doesn't mean you don't care or that you force others not to care; it just means that you care in the right ways, and when it's time you can let go.

When clinging to existence becomes worse than casting aside your anchors, it happens so naturally that only the most bitter ghost could hold on in your presence. That said, if a ghost finds actual satisfaction in continuing even in their state, that isn't 'worse than casting aside their anchors.' Even in such cases, most magics of the dead are founded on attachment, and will be greatly weakened or countered outright depending on your relative power. Likewise, many curses or other malevolent forces will simply fade away, and the ones that resist will be damaged, or at least suppressed, in your presence.

Your magics all bear this influence, and you can develop magic that specifically taps into it.

Going forward, you will remember the *important* parts; the parts that make you who you are or teach you lessons, while those little barbs that accumulate in their memories will be

washed away with time. No matter how long you live, you will never drown under the cynicism of endless memory that clings to its grudges, nor come to only find satisfaction in nostalgia instead of living in the moment. Those around you will benefit from the same.

To Stand Guard

The 7th Legion stood, stands, and will continue to stand to defend the River Province and give what support they can. There are many aspects to this duty, like fighting the Fair Folk, as well as long-term tasks involved with it, like stopping the armies of the Rakshasa. It even goes back to before the Usurpation, to the task the Dragonsblood performed under their Anathema masters, like warring on the Unshaped.

It also, it must be noted, has been a task involving many conflicts with Faerie.

Much like the elemental pole of earth Mount Meru, you are a living pillar of reality. Simply by being someplace, that place becomes more stable. Your touch and your essence are like cold iron, pinning things into stable form. Your Anima is like the rising of the dawn, washing chaos out of the world. Your steps beat a pattern into the world much as the Order-Conferring Trade Pattern did during the first age. By deed and consequence is chaos quelled and chained, as the world is forced to *make sense* in your presence.

In you is an order to contain all chaos and pin all things into form, and your essence is always a tool well suited to that task. You may develop magics along these lines as if they were abilities native to you.

More than that; in you is a spirit where chaos falters. Its temptations fall flat, and its unpredictability reveals itself as nothing but a juvenile bucking of the obvious answer for a worse one. Only by embracing order can chaos shake off the fundamental advantage you have over it.

Batten Down the Hatches

The greatest pirates on creation don't merely sail its waters, but beyond, into the Wyld where all things exist. In doing so they risk mind and soul to find shelter, find hope, find new places to explore, and new treasures to dig up.

Yet their journeys take a toll, the Waters of Uncreation wearing away at their nature, until they simplify into caricature. This is a fate you will never suffer.

You are immune to any attempt to change or redefine you, your reality, or the story of your life in any way that you would disapprove of. Your narrative, your path through life becomes a ship properly secured against any changes in reality. Wherever you go, you bring with you the existence you need to remain rooted. Yet like a ship can travel into far waters, this allows you to visit and experience those places that should be beyond you. You can even bring impossible things from the oceans of chaos just like a mariner of old could bring back exotic goods from distant ports. At least, so long as you accept their presence. And if you change your mind, you can always throw the offending item overboard.

This immunity to reality warping extends beyond you – you could, for example, cover and guard a sailing ship. It's also reciprocal; if your nature is toxic towards another reality, you can contain yourself within your 'ship.'

Seduction of the Weird

Many people fear and hate the chaos that exists beyond the boundaries of the world. They know endless stories of the horrors that eat men's minds, rend their souls, and heap armies and monstrosities upon creation in a never-ending tide. Yet if that was all that chaos was, things would be easier. There's a reason generation after generation is lured beyond the boundaries, no matter what taboos and dark stories their elders pass on to them.

There is wonder.

Chaos, it seems, loves you. For you, the veils beyond creation are easy to find, hidden paths reveal themselves, guarded paths open, and seasonal paths seek you out at the times of your choosing rather than theirs. Likewise, finding your way through chaos is unnaturally easy; you move with a swiftness that even the natives can't match. Nor is navigating it; to's ways, its paths are obvious.

But more than that, you are just fundamentally favored, lucky, in your journeys. And while some journeys into the Wyld only find gossamer dreams that could never survive reality,

when you seek something from the Wyld you are far more likely to find something… if not real, than meaningful enough to matter in the way you seek. Things born of chaos usually find your presence pleasant in general, and Fairies and Rakshasa in specific.

In future jumps, this will apply to other realms of chaos, dream, fancy, unreality, or of an unconscious or undefined nature.

Be Someone New

The most feared ability of the Wyld is its ability to *change* you. Yet to those gripped by it, it's the most welcoming thing in the world - the call to become someone more interesting, to leave the complexities of identity behind and become the story that intrigues them.

Wise men run from this. Ambitious men seek it out, lock it down in specific paths through Power Questing, and dreamers… well, dreamers just want the romance of it and never ask questions.

Spend too long in the Wyld, and anyone can be a dreamer.

You are dubiously talented at mutation, self-transformation, self *redefinition*. You are unusually good at guiding the outcome when that's a thing that can be done, and even if you don't guide it you tend to take on transformations you *would* have sought out. The weight of transformation is less upon you than it would be another; you can bear more of it harmlessly. And where there is a cost, you reduce it, defray it, over time escape it.

So long as you're restrained in what you take on, it can even be safe for you. Though… a dreamer wouldn't play it safe, now would they?

Morality Play

The people in stories can be good or evil in a way that no living person, no matter how Exalted, can hope to achieve. In the end, people are complex many-faceted beings, while a story's flatness allows a purity of intent impossible within the world.

While many of those who travel the Wyld become simplified down to stories, you held onto yourself. Instead, you absorbed the story it was trying to reduce you to and now can display it as a facet of your greater self.

Select a virtue; you embody that virtue to an impossible extreme. Yet like how an author allows their favored protagonist to escape their flaws, you avoid the pitfalls of such extreme virtue, and it cannot drive you to self-destructive actions unless you choose to follow them. Your reserve of that virtue is similarly superhuman, and it restores itself quickly. Within a couple of hours, you could go from complete mental and spiritual exhaustion, to brimming with the drive to act once more.

As a character gifted with such virtue would never be weak of spirit, your will is also unnaturally enhanced, and it restores itself more quickly, though this is not as dramatic as your preternatural virtue.

If you buy this a second time, it applies to all four virtues rather than further enhancing one, and it further stiffens and empowers your willpower. It may not be bought more than twice to further enhance your willpower or virtue.

Fateful Leitmotifs

The noble pirate exploring the unknown. The revenge-driven orphan forced from her home… neither of these are true in ways that are both subtle and subjective, and blatant and material, yet they are increasingly who Eos and Ossissa are. Eos can navigate the Wyld and escape pursuit because that's his story. Ossissa can tithe the Guild in blood and treasure as she drives its agent to destruction because that's her story. And Haletha can't catch them because her story is the heroic pursuer. Being a story can be a double-edged thing. Fortunately, your story seems to favor you so unconditionally.

Pick an archetype; it doesn't have to be a one or two-word concept, but it should be a distinct, simple, and coherent one where you could describe a character in a story with it in a single sentence, and people would have an idea of what you mean.

The world treats that archetype as a mighty world-warping destiny. Events work to make it real, everything twisting off-kilter to support it. Your world has a style to it - a pool of possibility-twisting events and outcomes to support and protect your narrative, or to curse and turn aside those working against you. While this usually restricts itself to looking like the *possible*, your story can burst through and just… add or take something from the world in a process very similar to how some Rakshasa can reshape the world through pure panache, though such elements normally happen out of sight in the background.

That said, while your story is strong, it can exhaust itself. When this happens it will settle into the background, like a storm settling over warm waters to regenerate itself. It could take mere hours for it to recover, or long days; the faster and hotter the action, the faster it will recover.

But this Charm is at its strongest when you are acting directly; you are the protagonist, and your story doesn't want to carry you (though it will). It wants you to carry it. Every action in line with your story is at least a little enhanced, and the more dramatic and storylike you act, the greater the enhancement. Moreover, every such action will drive the regeneration of your pool of story.

Valiant Rebel

The guild hates the Pirates. They'll speak of their thefts, of goods stolen and men slain, and how Eos and Ossissa's bands of brigands are costing everyone. Everyone else just sees the wealth they spread around, the hated Guild being humbled, and their kinsmen being freed from the yoke of slavery. There are many reasons the Guild's attempt at diplomacy has failed. Things are complicated, and the pirates offer simple answers.

Of course, the fact that the Guild is an organization of raiding, slaving, kleptocrats who never met an exploitation they weren't happy to inflict on their fellow humans, and that they

were happy to sell people to soul-eating monsters on the margin probably doesn't help the Guild makes its case.

That said, whichever side of the moral and ethical divide you fall on, you enjoy the same reputational advantages as the Pirates. There's always a reason for people to *want* to side with you, the complexities of the situation end up presented in a way that simplifies it in your favor, and the disruptions you cause seem to want to stick to your enemies. At the same time, factors line up to spread your good reputation far and wide.

All that said, this charm isn't enough to save your reputation with true enemies who have personal causes against you. While foes of circumstance or professional opponents may like you despite your conflict with them, your actual foes may hate you down to the bone. But it will be seemingly impossible for them to move the needle of your reputation as everything goes your way, their very efforts only sinking their own reputation.

Gentle Hands

Whether this charm counts as 'magic', 'place' 'waypoint', or just a 'dream' is hard to say. It's a place people can't easily reach without your permission, but how far away it is depends more on how settled and defined the land around you is, rather than having anything to do with actual geography. In the unmapped wild places, it could be less than an hour away, while deep within settled lands it might take you weeks to travel to it. Appropriate charms can simplify this, and you can always reach it from your warehouse or places of chaos.

You may teach others how to find it, though you can also revoke the privilege. That said, with sufficient magic, someone uninvited can find their way so long as the island is currently hosting someone. If no one is 'home', the island doesn't even exist, and so it becomes impossible to invade.

By default the island takes the form of cupped hands, bursting from the ocean floor, though you may choose to use a different design. Regardless, it is not just a paradise, but an impossible utopia. It is a storybook mix of nature and oddly well-preserved ruins, such that every vista is unique. Birds deliver delicacies fit for the tables of the Incarna, and wines would be

forbidden treasures in the first age. Comforts and amenities rare even within Yu-Shan are common enough that your least servant can enjoy them. Pleasant and friendly fairies lounge about, eager to serve guests in *every* way, and the only thing arguing against this being a dream is that the sheer decadence is far beyond most people's imagination.

That said, you can't bring any of the treasures or comforts of this place beyond its boundaries. The fairy attendants have no shape or heart beyond the island, the food turns into a fading mirage, and the bottomless reserves of treasures and comforts turn into memory. You certainly can keep your own treasures here, and they will not be infected by this place's nature, but you can't leverage its exotic wealth beyond its boundaries.

That said, you can leverage it within it. When you have access to decadence beyond the scope of many heavens, there should be ways of using that. Eos certainly does with his Obsidian Hands Island.

Murder the Lovers

There is a tale from when the world was young and all things fresh and new. In this land, there were lovers two. Kehiro and Cassandra's story was one short, in that way of young lovers; and tragic, in the way of young fools. In the end, they found their slice of heaven and used it poorly.

Peace of Songs Forgotten put it to better use.

Like that long-dead monk, you have a talent for usurpation.

When it comes to taking things from others, you are strangely successful. Defenses falter or fail to be raised, difficulties are overcome, and everything goes weirdly smoothly. This won't eliminate all difficulty, nor leave your victims defenseless, but it is a strong boon for your efforts, a strong malediction for your victim, and a strong bridge to cross any gaps or holes on your taking and using what will soon be yours.

That Cold Perfection

The Forest Witches started as an Immaculate Order heresy fueled by the Fair Folk, and their subtle aid was what allowed that generation to survive long enough to be driven into exile. Among the first generation, several of them bore boons and banes from the fairies that they carried with them for the rest of their lives, and those gifts and curses shaped what the Forest Witches would become.

This Charm works like Unnatural Glory, letting you take mutation points. Unlike Unnatural Glory, it grants 8 points for hidden, 13 for revealed on use, and 24 for inhuman. Also, unlike Unnatural Glory, the mutation points can be used for Fair Folk Charms.

I will never love you…

… for I do not understand what love means. If you wish to serve me and give me the things I desire, I am willing to tolerate your presence.

Much like Valentin, you are as beautiful as longing itself. People will come to you, and compete for your attention. And when they don't have it, when you invoke love in others and do not return it, it becomes devotion. Perhaps the lack of reciprocal feelings only makes it stronger, as the pursuit of you becomes an abstract ideal.

Regardless, many will find themselves eager to please you with little expectation for you to care in return. Even those not bewitched will be touched by your queerly enchanting mien and grace. Truly few could refuse you or bar your way.

Few is not none. While your enrapturing nature is even stronger than Valentin's, don't forget that his nature didn't save him in the end.

Strange Blessings

It wouldn't be wrong to call the Woods of the Witches cursed beyond all measure. Built on tragedy piled on tragedy, filled with oddness not even the Gods or Primordials remember the root of, it is a place that seems as if it should be secured and contained more than used. Despite that, it has given the Witches everything they need to have a vibrant and thriving community. Just ignore the human sacrifice.

You have to ignore that anywhere the guild operates after all, and the forest witches are better paid.

You are exceedingly… lucky? Blessed? Talented? Oddly untouched? When you work with eldritch things, if there's a way it could work out for you, it probably does. And even if there isn't a way, it might anyway, and you'll probably escape the consequences even if you can't make it work. More than that, you're often able to establish the proper use of… whatever thing you've built a relationship with and make its use a part of the community.

Whether that be your band of friends, the cult you lead, or any entire city-state, you can take that strange relationship and ground it as part of the rituals and traditions of the community and have it work out. Generally speaking, it won't even be a particularly delicate system. The relationships you build with the occulted forces are robust and only explode in everyone's faces if someone *really* pushes the boundaries you've set. Even then, it's usually recoverable.

If some horror is refusing to cooperate with your use, being willing to pay a price can give you another chance. And if that fails you can usually get a third and final try by raising the price to the morally perilous. That said… no one's *making* you perform human sacrifices.

Oddly Egalitarian

"It takes a village" is a principle that is probably more true for the Dragonsblood than any other kind of exalted, but despite this, they are by far the more fractious of the Exalt. Even the Abyssals, serving warring masters, are more likely to find common cause compared to the sectarianism that seizes the Dragonsblood.

As far as it goes, the Forest Witches are a culture that genuinely does work collectively to a genuinely impressive and admirable extent. They're hardly *immune*, no group of Dragonsblood seems immune to civil war. But on a day-to-day level, they work together for the common good.

Such things will be common in your life going forward. You have a kind of gravity to you, that draws people of common cause to you. More than that, it pulls more strongly upon more impressive agents. While mere mortals are simply more likely to fall through your life, potent allies are inexorably drawn towards you.

But this doesn't draw them to you like it draws followers towards a leader. No, it's more a confluence of opportunities and interests. People simply find that pursuing their own interests naturally dovetails into helping the rest of the groups' interests, and the efforts and resources anyone in the community puts towards the collective good both strengthens this gravity and strengthens the confluence.

Even without internal order or defined leadership, you can simply collectively smash through the obstacles to your collective prosperity.

Student of the Blood Sutra

The Blood Sutra is a philosophy of assertion. Rather than dealing with a world's assertions, assert. Rather than seek external roots for your power, seek internal roots. In this, it touches on a fundamental truth many know, but few think on. While anyone can respire essence from the world, when in control and acting with power there is no need to externally respire, for new essence is birthed through excellence. The goal then should be to become a being independent of the world. Through this, one can become one's own ideal.

You have achieved a small success on the path of the Blood Sutra. Even in stillness, you constantly generate essence and refresh your spirit at a steady pace. This outflow refreshes you and makes growth easier. You learn twice as fast as you did before, but more importantly, your foundation is stronger and more certain, and barriers that slow your progress or growth are weakened faster. Even barriers you *shouldn't* be able to overcome loosen - it's not unthinkable for one such as you to initiate into Celestial Sorcery, or finally fulfill the old Sidereal ideal of learning the Perfect Lotus as a Terrestrial Exalted.

This can be taken a maximum of three times, to live every moment in a perfect demonstration of inner movement. You may teach the Blood Sutra to others as if it were an Integrity Charm.

Student of the Spear Sutra

The Spear Sutra teaches that ownership doesn't come from holding the prize, but when no one can oppose your decision on the fate of the prize. That the foundation of power is the power

to act and to strip others of their ability to act. Bureaucracy, law, and all the accouterments of government aren't the tools of power, they're the barrier between you and power. The true nature of Anathema isn't to be some demon that possesses and replaces the souls of mortals. To be Anathema is to oppose your Spear Sutra.

With the Spear Sutra, you achieve inner certainty.

To oppose you is evil, so your virtuous Valor is always correct in purpose and spirit when wielded against any who oppose you.

To achieve your goals is necessary, so your virtuous Conviction will always see you through.

You are worthy of help, so your virtuous Compassion will always work for your self-interests.

It is a perverse indulgence to have power beyond your reach, so your Temperance always can be called on to restrain others and restrict their power and influence.

While acting in these righteous ways, your virtues are further fortified and can achieve new heights. On a more subtle level, people without a strong will or self-identity will get swept up in your version of event, of reality, until it becomes their truth

In addition to strengthening this aspect, further purchases of this make these more truths evident to those around you. With two purchases, allies and minions in your presence can express their virtues in these new ways. For example: it's virtuous for them to pursue your self-interests, and worthy of their compassion. Three purchases will extend the expansion so that it remains active for twenty-five days from the last time they met you.

This can't be bought more than three times. You may teach the Spear Sutra to others as if it were an Integrity Charm. To be clear, this charm is as personally mindwarping as it sounds.

The Blessing of Awakening

You have connected to the reality of the Sea of the Mind, and see the world through its eyes. More than that, something about you supports the Sea, fuels it such that it will not tolerate your exile. When you die, you will live on in the Sea forever. That said, being among the dead of

Atsiluth does not count as ‘being alive’ for the purposes of the Chain, and if this alone was what was offered, this would be no Boon at all, except beyond the confines of the Chain.

Despite your presence in the Sea, you are also present in the world; you are always aware of the difference between what the Sea shows you, and reality. Your level of awareness of this fact is always what you *would* choose if you had spent time deciding it for yourself with *foresight*, there will never be a moment where you would have retroactively wished for greater awareness of or focus on reality.

Further, this isn’t just true for the Sea of the Mind. This extends to all illusions. For illusions and dreamquests, and similar phenomena where one reality affects the other or blurs the distinction between the two, you can always see and experience both and see and understand how your actions and interactions will play across the divide.

Lastly, you can hardly have an afterlife in Atsiluth if there is no Atsiluth. You bring your own Sea with you going forward, and can invite people into it with the rules and conditions you set; for example, you can set it so that people only walk among its illusions in dreams or after they die, rather than overlaying the two worlds. You may also create a way for people to enter the Sea without your intervention. Each sea you create will only exist in the world of its founding, though after you leave the Chain you may connect them.

For a second purchase, you gain the power to pull the reality of the Sea into the world around you. This isn’t an unlimited ability to change the world; just as the Witches are limited in their individual ability to redefine the world, so are you. Reality gets a say. But the smoothing out of the harsh edges of reality around you is *real*.

Likewise, when you act with wild passion, you really do act on the scale of myth for a time. That grandeur is halted when you conflict with other beings of supernatural potency - you’re still more *potent* for the contest, but such beings ground and pin down the world, and reign in your influence in both scale and time.

You may also learn charms that take advantage of the reality of Atsiluth in the real world, but their cost will increase to reach the level required for such a sorcery in reality. Effects that

are primarily mental or illusionary, such as Vision Outside Time will have a smaller increase, but will still become more expensive if you wish for them to be true outside the city of the dead.

If you do not wish to share your dreams with Atsiluth even in this world, you can choose to have an independent Sea from the start.

For a third purchase, you may share this ability to overlap illusion with reality with everyone who takes part in your Sea. You can also share with them the talent for naturally distinguishing between and perceiving both the Sea and Reality, though this will not grant them the ability to do so with other illusions. Lastly, once every ten years, or once every link in your chain (whichever happens sooner), you may step from the Sea back into reality instead of dying.

Numen (2,000JC Dragonsblooded, 3,000JC everyone else)

The numen are the strange *not* spirits of Domnica. Once they were Dragonsblood, and in some ways they still are. Yet they are also other. They have become what they carved out of themselves. In many ways, they are like spirits, or perhaps elementals. In other ways, they are still the Exalted they once were. Perhaps it is best to just say 'They are the Numen.'

A Numen is carved from an Exalted - normally only a dragonsblood, though if you are *other* you have somehow overcome that fact with your Exaltation intact - and shaped into what they asked to become. As you are paying for this transformation with the Prestige of the Rivers and Lakes, you may carve away as little or as much as you want, and uniquely, you can look upon yourself through both eyes, till you have honed in on becoming what you wanted to, rather than merely what you thought you wanted to become.

This transformation can reinforce and improve you on several fronts, though not on *all* fronts. You might become stronger and more beautiful and swifter… but you couldn't also become wiser and more observant at the same time.

Second, you become something *like* a spiritual entity. You can dematerialize like an elemental. If slain, but your killer failed to use such magics that will permanently slay a spirit, you will recondense after a lunar month. By default during this link in your chain, you will reform

in the heart of the Woods, but you may move your place of rebirth if you wish. If you have taken The Shape of Mist companion, you can entrust your place of rebirth to them.

Normally, a numen loses their element, anima abilities, and anima. As you are paying for this, you do not, but you gain complete control over your anima; it only manifests at your will, and only to the extent you wish it to.

The Numen are shapechangers. You can shapechange into any form within your 'theme' for a paltry cost of essence. While a Numen doesn't have a singular true form, they do have a set of themes their ascension displays itself through. Build your Numen form through one free purchase of **Unnatural Glory** at the 'obviously inhuman' level. Numen usually displays a multiplicity of limbs, so taking the Multiple Limbs mutation only costs 2 points; you can also freely add as many extra heads as you want, as that mutation has no real effect. A Numen can shapechange away their 'true' form piece by piece, but will lose access to its abilities while in such a reduced form, and must spend essence to regain a true expression of their ascension before regaining use of the mutation.

In addition, each Numen has advantages and disadvantages inherent to their state. Usually, you would permanently enjoy and suffer both, but you will only enjoy the advantages. Others can take on a shadow of this by invoking you through magic, and there may be other ways to sorcerously borrow your strength. By default, you cannot deny such imitation and invocation, though abilities you possess from other worlds might change this.

You also develop a unique set of abilities that focus your virtues through how you have redefined yourself, to share or inflict your perfection on the world. The stronger your essence, the more of these abilities you'll gain. Normally these are one-off abilities, but because you have paid for this you can treat them as the base of a chain and build charms on top of them.

You hear prayers directed at you, and if they're properly done can determine their source. You can bless those whose prayer you heard. Your blessing comes into play for activities and phenomena appropriate to your themes as a numen; it weights events somewhat in favor of the outcome you seek, nudging events. You are always under your blessing.

What you carved away from you becomes a small panoply, artifacts that are both part of you and something you can hand away. Design 1-2 interesting trinkets; they'll be more thematic than powerful. You can recall them to yourself at any time, or regenerate them if they're somehow damaged or destroyed.

Unlike a 'normal' Numen, you are an independent existence. That said, the Mists will still welcome you and take you as kin.

Anima Treasures

Where you gained a priceless treasure like this is unknowable. It is as much an Endowment or mutation of the soul as it is an object. Perhaps it was a half-real wonder left unclaimed from the end of the first age that you dredged up from a forgotten laboratory, or maybe you bargained with a Demon Prince. Regardless, this is a true wonder.

In a display of essence and power, you drive your Anima to manifest at the Iconic level. And in a moment of strange wonder, it will shift, solidify, and become a strange item crafted in the colors of your Anima Banner and with motifs and designs echoing your Iconic Anima. It's as much a work of art as an artifact.

You may develop charms to further enhance this artifact-charm, to use it, or to grant it new abilities or attributes as if having it was a native ability natural to your charm set.

At any time, you may dismiss the artifact. Resummoning it is easy, but if you wish to refresh it you may do so with another investment of essence like its initial summoning. That said, while it's manifested, it's a real physical object, not some ephemeral construct of essence.

For future jumps, this charm counts as an appropriate item to import future items into it.

The True Blade

The True Blade is a Daiklave made of eerie crystal threaded with jade.

The manifested sword is effectively a Windblade Daiklave of your favored Magical Material. As a weapon forged from Anima, it possesses a certain shapelessness. It can become smaller; all the way down to becoming a knife. Or it can twist its proportions, becoming a spear, axe, or one-sided pick. When acting as a Windblade-Class Personal

Transport, it doesn't so much fan or fold out, as much as grow and flatten into a monstrous blade large enough for you to stand firmly on.

The Dragon's Wrath

The Dragon's Wrath is a strange firewand made of strange wood veined with jade.

The manifest firewand is effectively a Plasma Tongue Repeater of your favored Magical Material. As a weapon forged from Anima, it passively condenses its fuel from your aura, allowing endless use at normal levels. However, if its normal performance falls short, you may expend it entirely in a single shot. When used this way it acts more like a fuel bolt launcher loaded with a fire pearl. After doing so, it will take several hours for the wand to recharge its ammo, though you may spend essence to fuel a hasten its regeneration.

Formless Armor of the Wayfarer

The Formless Armor of the Wayfarer is a suit of power armor made from an oddly glassy metal and flowering cloth, stylized like robes.

It is in most ways equivalent to the Armor of the Unseen Assassin, though it lacks that artifact's ability to interfere with or hide from fate.

Faerie Trireme

The Faerie Trireme is a ship made of eerie crystal flowering into half-living plants.

In most ways, the ship is equivalent to a Land Ship, able to sail across both earth and sea. It will generally act as if it's under the Invocation of the Living ship - obeying your orders as a manifestation of your very Anima. Unlike that spell, you can send the ship far from you, and it will continue to obey your will.

Mantle of Rebirth

The Mantle of Rebirth is made from something more illusionary than glossmer, and more sacred than ambrosia. Its weight on your shoulder is as heavy as a promise.

The Mantle of Rebirth allows you to, in a single moment, kill and unmake yourself, and at the same time set in motion your rebirth. A death caused this way doesn't count as 'dying' within the greater context of the Chain, though the time between your death and rebirth will not progress the current link on the chain. Using the mantle usually takes too long and takes too much focus to use in combat, though it isn't that long a process. It's in line with a moderately involved spell.

When you use the mantle, you can specify many aspects of the circumstance of your rebirth; you can pick your parents in other worlds. Only the most powerful beings are immune to this manipulation. You are also able to declare many details of your new form; you generally can't make yourself more impressive, but you can move things around.

If circumstance or external forces interfere with the fulfillment of your rebirth, you can choose what will be prioritized when you use the mantle. At the same time, improbably choices can result in the mantle metaphorically satisfying your design, rather than doing so literally. The mantle and its use is exceedingly hard to detect. It clocks itself in such a way that nothing less than the direct attention of one of the Maidens will find you, and she would have to already be looking.

All that said, your rebirth will also prioritize the abilities you have over the ones of your new parents; exaltation will usually burn away spirit heritage and other supernatural powers.

You can allow others to use the mantle.

Once every ten years, or once every link in the chain (whichever comes sooner), the Mantle will whisk away your soul to reincarnation at the moment of your death even if it isn't manifested.

sworn brotherhoods

The natural state of the Exalted is to gather into circles of five. Among the Dragonsblooded, these circles are traditionally called Sworn Brotherhoods, and the Outcastes keep this tradition. As such, take these four brotherhood tokens. Each may be redeemed for one companion. Companions beyond that number will come to answer your legend for every 1,000JP spent.

A companion can't teach the Blood or Spear Sutra unless you bought it (and then only up to your limit), and can't take The Blessing of Awakening more than two times.

A brother sworn (Free for all)

If someone swears brothership with you, and wishes to come with you on your journey beyond Creation, you may take them with you so long as they aren't bound and imprisoned.

A new incarnation

You may import a companion to join you in this life, or invent a new hero to travel with you. They gain 5,000JP, to declare their new incarnation in this world, shaping it with incarnation and charm. They can't take any Sworn Brotherhood themselves.

Scavenger Lord

Once a Dynast and heiress, this air aspected tomb digger was shipwrecked and thought dead for nearly a year. No one knows what happened during her time there, for she will not speak of it, but she had no interest in returning to the realm afterward. She now searches the scavenger lands, though whether that's for something specific, or just a purpose, who knows. Whatever it is, she thinks you'll be helpful for her cause.

She has **Family**, **Valiant Rebel**, **To Stand Guard**, **Batten Down the Hatches**, and **Fateful Leitmotifs x2** (Tomb Raider, Charming Heiress).

Retired General

This earth aspected Lookshy General retired several years ago with distinction. Rumors abound that he was made to retire, though with a career as storied as his that makes little sense. Still… he did not go home and settle down to manage his family. Instead, he seems to be living in exile; though if so, it's a self-inflicted exile, as his family seems happy to welcome him back. Instead, he has made it his mission to guide you. Why? He won't say, just that you remind him of an old sad story.

He has **Legionnaire**, **Directorate of Excellence**, **Connections**, **Retainers**, **To forget, to remember**, and **To Stand Guard**.

Explosive Savant

This fiery young Anathema glows with a green light declaring her demonic allegiance, yet seems to want nothing to do with her demonic patrons. While there must be a story there, she won't speak on it. What she will speak on is treasure. She wants it. Mercenary work, bandit hunting, treasure seeking, she does it all. It's unclear who the two of you fell in together; it just sort of happened, but now you're traveling together. Hopefully, that won't turn into a mistake.

She has **Sorcery** and **Political Realities**.

Heroic Pirate

This young lunar seems to want to spread his legend of piracy across the seas, though he doesn't seem to quite understand what a pirate actually is. It would seem dangerous for a Casteless Lunar to stay so close to the deep wyld. Still, he's a true boon companion. It didn't take much for him to decide he's your boon companion. Honestly, you're traveling with him to protect him from his own naivety as much as anything.

He has **Leitmotifs x2** (Child Friendly Pirate Hero, Rebel Hero), **Batten Down the Hatches**, and **Valiant Rebel**.

The Captain

This water aspect outcaste on the other hand knows exactly what being a pirate entails. He's charismatic in an odd, unhinged way, and can certainly come across as harmless and friendly. That friendly demeanor only goes skin deep though. He has a grudge against another captain, and intends to use you to settle it.

He has **Political Realities**, **Valiant Rebel**, **Oddly Egalitarian**, **Murder the Lovers**, **Student of the Spear Sutra**, and the **Faerie Trireme**.

The Pursuer

This Immaculate Monk has spent most of their life in meditation, mastering all five Immaculate Styles and retreating from worldly pursuits. They've had a handful of students, yet largely avoided attachment. Then one of their students… fell. Became corrupted. They left their order to hunt them down, and while out in the world saw… saw so many things that didn't fit into their view of the world. They are still pursuing their fallen Akuma student, but in you they have seen something that convinced them that traveling with you would answer their inner questions and doubts.

They have **To forget, to remember**, **To Stand Guard**, **Oddly Egalitarian**, **Fateful Leitmotifs** (Martial Arts Monk), and **The True Blade**.

Witch

This wood aspect occultist is one of the Messengers, seeking to spread the good word. She has a great cause, and believe in sharing the Sea of the Mind with everyone. Though 'everyone' mostly means her fellow dragonsbloods. Still, they see you as giving them a opportunity to further the Work, and has come to believe you have some manifest destiny that she should be a part of. Despite her zealotry she's pleasant company, though she can be amazingly coldblooded when pursuing her goals.

She has **Student of the Spear Sutra x3**, and **Student of the Blood Sutra x3**.

Forest Walker

This entity may play at being some kind of ghost, but its true nature is nothing so clear. Both a forest and a *thing* within the forest, it manifests through macabre yet somehow beautiful

agents; raw muscle fibers picking up and moving structures, eyes hidden in leaves, and other bizarre apparitions. More subtly, it is also the trees and the earth beneath them. Right now, it is smaller than Oreithyia, no more than five square miles across, but it may grow if well fed on magic and wealth.

It is reflected in your eyes, and from that it knows itself and has identity. As such, it loves you more than all the stars in the sky.

The Shape of Mist

You have attracted the following of a strange… potential? A thing that is not yet, but seeks to become. It has no form of its own, and so it makes others into aspects of itself. To this end, it can offer others the Numen Charm. Those who accept become part of the mist, even if they are also still… not themselves, but who they choose to become. They become its agents, its hands in the world, even if they also have their own will. For such numen, their place of recreation will always be within the mists.

The Mist also has some ability to interfere with identity, though right now that ability is nascent. What it could grow into with time is anyone's guess.

That said, the Mist is not endless. Right now, it has enough self to manifest one Facet; one Numen. As it grows, it will be able to support more. Generally speaking, that growth is paid for by one seeking to become a Numen - it requires no small sacrifice of magic and wealth to fuel it's growth, and if the sacrifice isn't grand enough the new face will not be able to manifest for at least a century. The destruction of a face does not free that facet, but the Mist may recreate it if it can get someone of sufficient mystical potency to agree to become the slain face. In such cases, the old Numen will be immediately reborn, rather than having to go through a period of convalescence.

You can't choose to sacrifice yourself to the Shape of Mist; it is in some ways subordinate to you, stabilized and allowed to become… not complete, but less incomplete through your reality. It can no more swallow you than you can swallow your own mouth.

Downfalls

Do you fear your legend won't soar highly enough ? If you're willing to risk turning your story into a tragedy, I could whisper more **Lost Secrets** *into your ear. Unless stated otherwise, each Downfall is worth* 1 **Lost Secret.**

The adventure continues... (+0 Lost Secret Toggle)

Have you been in these lands before ? You may continue from there, rather than starting a new journey.

Under Strange Stars (+0 Lost Secret Toggle)

While the basic assumptions this jump was written under are from mostly 1st edition Exalted, with a handful of references to 2nd and 3rd, you can feel free to shift this and tune it towards your favored version of Exalted.

The Falling Sand

Creation is a dangerous place, and the forces against you can rise over time as you grow your legend. Each time you take this, you add ten years to your time spent here, up to nine times for a stay of a hundred years.

Pursued

You possess a singular enemy who, for a cause they believe deeply in, seeks your death. Whatever cause they have against you is legitimate to your background, starting conditions, and/or origin. It's not *impossible* for them to be talked down, but it would require forcing them to re-evaluate much of their life and values.

They are built on 12,000JC, and have **6 Lost Secrets**. More than that, they have connections and influence, able to call on soldiers and move small armies to aid them in their hunt.

You may buy this up to 5 times, each time having a pursuer with different connections and resources. You will not remember you took this.

Offended

An organization on the level of the Guild hates you. Hates you, specifically and personally. This isn't 'raise prices' levels of hate. It's 'shift policies across an entire direction to get you' levels of hate. If you pick a larger group, then only a subsect of the group is that riled up against you, while a smaller organization is more angered. That said, it can't be *too* much smaller; it can't be a group you can escape simply by fleeing to another direction.

You may take this up to three times, in case you're a very offensive person.

Hollow Might

There are countless parables about the uselessness of violence. You're about to learn many of them, because solving things with violence seems to rarely actually 'solve' things. Outside of feeding or defending yourself, using violence will at best complicate your situation. And sometimes even self-defense will invite some level of trouble. Often violence will end up just creating a situation more problematic than the one you were trying to solve.

The quicker you are to resort to violence, and the grander the violence, the worse this will get. The more you work to avoid violence and moderate your response, the more you exhaust every reasonable (and some unreasonable) measure, the less backlash you'll face. Often it's just better to accept an unpleasant political reality rather than 'solve' a problem only to create a worse one.

Prideful

Many Exalt feel they're, in some invisible way, *better* than other Exalt. The 7th Legion feels they're the true heirs to the martial tradition of excellence of the Dragonsblood, with the Realm nothing but a bunch of useless weakblooded fops. Many pirates and outlaws hold bitter

feelings towards ‘authority’ and feel like they are the protagonists of the story of the world. And the Forest Witches see themselves as existing half-a-step up compared to other Exalts, that they’re *more* exalted.

Like them, you are prideful in yourself and see yourself as intangibly better than others. This does less to change how you face any individual threat. You aren’t blind to what’s right in front of you, nor ignorant of what you’re dealing with in the moment. This is more how you approach and evaluate threats in general, how you approach life and the world in general, and how you judge what is and isn’t a reasonable goal.

The Second Breath (**2 Lost Secrets**, **1 Lost Secrets** for the Import)

The Exaltation is enough, you don’t need any of that otherworldly nonsense here! You are reduced down to your Body Mod, without perks or powers from other worlds. This also applies to companions.

This is only worth **1 Lost Secret** for the Import, because they’re still importing one supernatural template, and hence aren’t giving up everything.

Oath of Poverty

Your warehouse and all your items are locked away. This also applies to companions.

Amnesia (**2 Lost Secrets**)

There are many secrets that completely change how you would approach things, from the nature of the Great Curse to hints about the Deathlords' identities, to the existence of the Infernal Exalted. You have none of that, knowing only what your in-jump identity knows about the world.

Lethe (**2 Lost Secrets**)

Now your in jump memories are *all* that you have. You have no awareness of yourself as the Jumper, that you’ve been to other worlds, nor that you will be journeying again. Once you have spent your Prestige and used up your Secrets, you fully become your new identity.

Sea of the Mind (Requires **The Blessing of Awakening**)

Normally the Blessing of Awakening protects you from being cut off from reality. Now that protection is gone; you perceive the world like any other forest witch. You can't even get yourself exiled to escape it. While a higher level of the charm lets you more align reality with the illusions… it still is not the same. And if you die in reality… well… it counts as dying. Even if you never notice it happening.

Storybook Hero (Requires **Fateful Leitmotifs** and **Morality Play**)

Forget that part about not having been flattened. You have been. While you haven't lost all your complexities, you are now as much a character as you are a person. Your actions are no longer just enhanced by your story, but your choices and how you feel about things are constrained by it.

Better make sure no one arranges for it to become a tragedy.