Exalted

Mortal Hero Gauntlet

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Among some gods, when drunk on ambrosia and awake to the fundamental truths of Creation, a certain thought arises: *What if we are not the rulers of Creation?* For it is true that the gods treat mortals as playthings. Even those gods bound by the Immaculate Philosophy are still capable of working their will on and through the shaping of mortal lives. No mortal can resist a god's will, or even claim to resist an Exalt's commanding presence. Truly, Creation must belong by right to those who can work Charms and shape destiny as a potter shapes clay.

And yet…

For every little deity and spirit, there are ten-thousand mortals. For every Exalt, there are a million people who will never call upon the power of Essence to light themselves like a beacon. By sheer numbers, the world of mortals overwhelms the world of gods and Exalts as the ocean swallows the stream. Moreover, the cycle of birth, death and rebirth takes the Exalted back into itself, again and again. However long the lives of the Dragon-Blooded or the Celestials are, the Chosen can never escape the deep tide of humanity that is their foundation and their ultimate crown of being. No matter how glorious a destiny a Solar might have, he is dust, and to dust he will return, to become a mortal again in due course. Such is the order of things, as it has always been and always will be, until Chaos unmakes Creation and Yu-Shan falls. Gods scheme and Exalts bluster, but mortals are the glue and mortar that holds Creation in being.

Humans, whether they have webbed feet and gills, wings and feathers, fur and blubber, wherever they happen to live must acknowledge that they are all 'nobody special'. A human can try to live up to her greatest potential, but she always knows in the back of her mind that the least Exalt can overpower her and do greater things. Beyond them, gods and God-Blooded, elementals, spirits and monstrous beings from beyond the doors of the world are all individually more powerful than any dozen mortals.

Moreover, every culture in the world of Creation ultimately traces its history back to the near-monolithic cultural unity of the First Age, when I AM provided the best in music, art, literature and philosophy from the whole known world to everyone. The result today is a broad range of cultural divergence, but an underlying recognition that the typical mortal can work to constrain and limit the acts of gods and Exalts, but almost never oppose them directly.

Those who do so despite their humble origins are known as Mortal Heroes, they who do what they must in this Age of Sorrows.

You will be joining these honored few, however before you enter Creation you must lay aside all your powers, perks, abilities, myriad origins, and gear. The Warehouse will be barred from you and your otherworldly origin obscured. All that you are from before this endeavor will be held here until you come back. Now this will be a challenge but not impossible, while your are the very thing that runs against the grain. I have arranged a safety net, this is a Gauntlet after all you're 'not risking anything'.

In truth you are a Mortal Hero, one whose life is marked out in the Loom of Fate. No matter where you find yourself you will live in interesting times, after all you didn't come here of your own will and volition for a vacation, eh? This fate extends to all whom you carry with you so remember this. You wanted to be here and you're safe from breaking your Chain.

You start with 0 Choice Points.

DISCOUNTS ARE HALF OFF. DOUBLE DISCOUNTS MEANS THE FIRST PURCHASES IS FREE (ONE HALF, MINIMUM FOR ANY 800 CP PERKS), ANY ADDITIONAL PURCHASES ARE HALF OFF. (DISCOUNTS BELOW 50 CP ARE FREE OTHERWISE SEE TEXT)

Location:
Roll 1d8 to find your location, or pay 100cp to choose.
1 The Imperial City
Possibly one of the greatest cities still to remain in the age of sorrows, the Imperial City is the capital city of the Realm and has enjoyed eight centuries of constant development by the dragonbloods that reside there.
2- Lookshy
The only city able to rival the imperial city, Lookshy is the seat of power for the seventh legion, a potent force of Dragon Blooded soldiers who maintain their independence apart from the scarlet dynasty. Unlike most other places, lots of the old first age infrastructure such as rail systems and agricultural equipment is still operational, meaning while the city is small, quality of living for even the lowest peasants is far above those living elsewhere.
3- Chiaroscuro
The greatest port city in the south, Chiaroscuro is known to travellers as the city of glass. This is due to the fact that in the first age, this city housed 20 million people in a city constructed solely out of magically crafted glass. Unfortunately most of these structures have been toppled since the fall of the first age, and the once majestic towers remain as rubble littering the streets of the city. The city is ruled by a cunning man who has played the regional powers against each other, and the Realm, to maintain a shaky independence from outside control.
4- Paragon
One of the great cities of the South, Paragon is ruled in supremely orderly fashion by the Perfect, a mortal who wields his power through a First Age artifact that commands total obedience. Paragon is a rival of Gem and a staunch ally of the Realm
5- Cherak
A northern city state, and one of the most prosperous thanks to its coastal nature, Cherak is an example of a success story in the otherwise relatively inhospitable northern climate. There are few large settlements in the north if only because the climate makes agriculture a difficult task without advanced infrastructure that most simply do not possess. This city is often used as a gateway into the north by travelers thanks to its development and ease of access.
6- Nexus
The single most populated city currently within Creation, Nexus has consistently earned the descriptor of ‘wretched hive of scum and villainy’ over the years. It is the biggest hub of trade in the world, while the Imperial City may be close to its value of trade, it is completely dwarfed by the volume of trade each day in the streets of Nexus.
7 -Rathess
The lost former capital of creation, now a set of crumbling ruins overgrown with vegetation. Originally populated by the Dragon Kings, reptilian creatures who ruled Creation under the Primordials, such a city is full of abandoned pyramids and destroyed houses. Despite being surrounded by jungle, such a city is known among scholars and treasure hunters as a potential goldmine of ancient wonders and artifacts. That is, if such individuals can survive the humid environment, traps, and the dragon kings still remaining in the city.
8- Your fate is no great burden. So you can choose any location within the borders of Creation as long as it can be gotten to by Mortal means alone.

Destiny:
You are unique in that you have a control over the woes that come your way. These scenarios will change you, grant you memories or foes you didn't have before. Tread lightly because what awaits the sin of greed is a loss of everything you gain in this Gauntlet. A note, good Hero, where memories are given you may choose to not take them, this will leave you without certain information but the sanctity of your mind is sometimes more important, no?

Taco Cart [+50]: A Sidereal has been assigned to keep you from doing anything to complicate his/her superiors plans.
S/he will have a drab hand at astrology, basically manipulating your fate to make events such as combat lean in one direction or another. At only one purchase you can expect events to conspire slightly out of your favor when chance or variance would usually do so, but with greater intensity. At six purchases the Sidereal may twist events into cascades of bad luck and ill fate the likes of which will place you in the worst situations possible every few encounter, everything from social Faux Pax to losing your footing during heated combat on a boat in a storm whilst the waves are cresting can be expected.
The Sidereal is thankfully hands-off, but at the sixth purchase you could have a guy who can shoot you with the concept of love or racism watching over you with a few understudies.
This may be taken multiple times, up to a max of six.

Good Luck Crossing that Bridge [+100]: Banditry is just in style this Age, it seems. You will be plagued with bandits and Mortal Highwaymen who will ambush you every few days, with never a single one of them holding better than simple slashing swords and target shields. Still it's going to get annoying over time though, and here in a world where even the simplest cut can spell the end via bleeding out you may find yourself uncomfortable with the odds the bandits have taken a liking to. Four on one sounds about right.

A Pair of Moonsilver Pantaloons [+100]: Woven from Ambrosia, Moonsilver, and threads of Serenity. These tight breeches are able to make the wearer look absolutely fabulous and could easily turn heads the world over. Either a copy or perhaps even the very pantaloons that Luna used when seducing Gaia these fantastic pants are unique in their ability of enhancing one's raw animal sex appeal. Sadly for you this nets you all the wrong kinds of attention as well as taking a hearty chunk of your Essence, the pool of power used in this world, which will stay sealed away, committed to the pantaloons, for the duration of the Gauntlet.

A Lout, a Layabout, a Lice Riddled Beggar [+100]: The Beggar King, God of Beggars, has become your 'friend', and by friend he means you will be putting him up for nothing and he'll be leeching off you from now till your final Calibration. He's got a sharp instinct for danger so you might be able to use him as an early warning system, and he's fairly careless about who owns what clothes when he's in a hurry, but nothing else really. He will live with you, want your money, and generally be a couch potato resource drain who uses your money to buy trashy novels and cheap rice wine.

A Serpent and The Garden [+150]: Your feel a tug every now and again that, if followed, unerringly brings you to a vast hidden garden, even when such a place would be completely impossible. It is a place of impossible natural beauty where every sort of mundane plant from across the whole of Creation, some even that were thought lost after the Primordial War, and an example of every animal who has set foot upon the face of Creation. Truly this place is a grand garden and should you follow the

tug to completion you will find yourself at a strange peach tree, upon the branches of which a massively resplendent vermillion and obsidian serpent lays. It always speaks in double meanings but it outlines what exactly this place is to you.
This is a demesne, a location of where the leylines come together to create a natural point of power, and it is the first of all gardens upon which all mundane things have grown at least once. You've been here before, back when you grew in the garden, and thus your entry is not just permissible but seen in a positive light. The spring has honey-sweet waters, the trees bear fruit year round which taste just shy of too ripe, and the serpent is an engaging, if two-faceted, conversationalist. Also whoever enters the garden may not do harm unto other sentient living beings in the garden, a property enforced not by violence but by what amounts to a potent geas enforcing the rule by threat of death, all the animals here seem to understand this at a fundamental level. They live on, somehow, seemingly without needs.
The fruit of the tree the serpent points out is actually the first of the line that would eventually turn into the Peaches of Immortality trees found in Yu Shan, the very city of Heaven itself, and whilst not quite as potent the peaches found in the Heavenly Gardens these are able to grant one a strange sort of vitality. After consuming the fruit one can expect to grow to over three hundred years; barring violence, diseases, and accident, of course.
Of course, as with many good things, there is a catch. Several, in point of fact:

- Firstly, the Heavens themselves seem to look down on any attuned to the First Garden and every year, during the week of Calibration, you seem to undergo a heavenly tribulation where the most mild thing is getting nearly or outright if you're not careful struck by lightning a few times and the worst is opening a door in your house to find yourself staring out at the lowest levels of the Underworld usually with weird shit on the other side happening, these things happen often enough during Calibration that most people will have one or two odd occurrences like that but you're a unique one for the number of times it happens. However this is easily taken care of, the serpent will helpfully inform you that should you summon up a Demon of the Second Circle or higher you should be able to ride out the Heavenly Tribulation, it also happens to know how to summon up Makarios,, a very popular Second Circle among craftsmen and merchants with any skill at Thaumaturgy and Economics who trades in dreams..
- Second, as you were 'born' of the First Garden it is a part of you and refusing to follow the tug back to it for more than a week sends your body into a series of symptoms similar to the withdrawal from a mild opiate. Whilst not crippling you'll be shivering with fever, wracked with convulsions, and generally miserable until you enter the First Garden once more. This can be fought, oddly enough, by intaking opiates and drinking strong sake every day, usually enough to buzz you removes the edge at the start, but you'll need stronger and stronger stuff as time goes on.
- Thirdly, any time you enter the First Garden you must speak to the serpent at the peach tree before you leave. Conversations with the odd creature have to give him something from outside the First Garden, though the reasoning for this particular rule isn't explicitly explained. However if you verbally pin the serpent down it will admit that it uses outside information to craft the keys to the garden as the 'locks change every time you enter'. Should you bring anyone with you the same rules apply to them as well and they are also wracked with your 'addiction' to the First Garden.
- Finally, over the door is a sign. Cinnabar written on ebony wood. "They say all my gifts are poisoned, but that's not true, not at all. I only poison the gifts I know you'll take. You may have this one."
- You may choose to take this demesne after you have completed your time here in Creation. The addictive traits vanish once you're out of the Gauntlet.

Forgot My Sword! [+150]: Every freaking time… Realm poets have used “The Sword of Forgetfulness” as a trope for the cruelty and kindness of memory and it’s loss. Those poets would be surprised to know that the weapon they speak of is in fact a real weapon. However no one can describe the sword in detail because as soon as their eyes stray from the weapon in question it vanishes from their mind. Capable of stripping away a person's willpower, leaving them a person driven by their virtues with no tempering, this sword is akin to that legendary blade in the fact that it fades from the mind of those not directly observing it in some way or fashion. You personally are attuned to this weapon and as such can ‘feel’ when you’ve forgotten it somewhere, which you do with a frightening frequency.

But a Stepping Stone [+150]; Now this is just rude. People Exalt around you during times of desperate need, but it never turns out well, for you. Expect a Solar Exalting nearly kissing the local Realm Ambassador and for random bandits you fought weeks ago return as Abyssal with a chip on his shoulder the size of the Pole of Earth. The Solar thinks of you as a sort of combination Sidekick Multi-tool and the Abyssal doesn't want to kill you in particular but he does blame everything on the Solar, whose ability to successfully talk his way into blaming you for everything else always leaves him whilst in the presence of Abyssals. Oh, yeah remember that Ambassador? She’s in love with the Solar and thinks she can redeem him for the Realm and the Abyssal is her betrothed.
Cause all that and more? That’s going to happen.

- If you can solve the love triangle non-violently then you can get training from the Realm Ambassador in Five Dragon Style, a style which can rip open plate steel throw grown men around and even block so well that attack that could have shattered a man’s entire body are lessened. They will also help you care for those you bring into their now Eccentric family.

Fuck me, Sidereal! [+150]: You have a problem. A Half-Caste of a Sidereal has set their sights on you, as in you are the only thing they thinks about and they’ve got some nifty charms under their belt that would make even the most professional stalker blush with envy, their name starts with a Y but for the life of you you can’t remember past the blurring power they seems to have inherited from her Celestial father. They are capable trackers, can craft Fate to give themselves direction, can step out of attacks by abandoning that Fate and finding a better one (Though at the cost of nigh all of their power all at once) Better knock the dust off your social skills because if you bring them too close and they’ll get stabby with your friends for so much as looking at you, and if you push to hard she'll be fine 'keeping you with her' as a human leather bag with ivory plates. Thankfully she's very forgiving and you can use her intimacy for you sometimes.

- If you can manage to keep the balance between close friends and simply friends, or the more dangerous route of significant other vs making the local womenfolk into bags, without getting any of your friends and yourself murdered in the ten years you’ve got here they will agree to follow you should you ask.

Slave [+200 or +300]: Born in a section of Creation that supports slavery, not uncommon, you were used to settle family debts. Years have past and you have finally managed to free yourself from the Guild's chains, however now you have to deal with being an escaped slave of the Guild, a massive organization that has many nations beat in the amount of resources at its disposal.

If your took the 200 option you're just a regular human slave, but if you took the 300 cp option you are actually an extremely exotic specimen of Creations many sub-humans getting a Thaumaturgy Marker making it much easier for the Guild to find you and get back their investment.

- Should you be captured before reaching a Free Kingdom, fairly uncommon on this world, you'll lose the Gauntlet. The Marker makes it about eight times easier for the Guild to find you.
- Should you take the 300 cp option you may get a discount on one of the Created Races.

Marked By Perfection [+200]: Upon the palm of your hand is the brand of a crimson eye, the sigil of the Perfect of Paragon. This means you are a bound person, a citizen of Paragon, and that the binding of loyalty that you have given was made more than lip service by an ancient artifact known as the Sceptre of Peace. Your oath was, thankfully, mild as you have agreed to uphold the Cities myriad laws, however many are those who do not trust the ones branded by the Perfect's sigil, some even say that while he may never take possession of someone that he may have use of their senses no matter their distances.

The Paragon's Own (Requires and **Replaces**: Marked By Perfection) [+300]: You are the Perfect of Paragon's own, as in the most absolute dispot's own child. You have been raised up as a ruler in training, but also your life is under the omnipresent gaze of your father. No woman nor man have you known that has not borne the mark of the crimson eye until recently. You have been freed from your jail-like education with three absolute orders:

1. Communicate to no one in no way, on threat of your life, your heritage.
2. Search wherever you go for the Orb of Peach and Order, sister artifact of the legendary Scepter of Peace and means of making the Perfect's rule truly absolute beyond a shadow of a doubt. The item is the carrot to the Septre's omnipresent stick and rewards those who go beyond the minimal effort to obey laws set down by the user.
3. Upon discovering the Orb of Peace return it to the ruler of Paragon.

Upon fulfilling those orders the oaths you made as a youth will be lifted forevermore with only your oath of citizenship being held, to keep the appearance that the Perfect isn't playing favorites. These orders have passed down to you and you have already fulfilled them. The Perfect of Paragon now holds the orb and with his shadowy mistress at his side is able to use it as well to enforce his Peace and Order. You are a key piece that the Perfect has yet to actually release any information on, but some shadowy organizations may already know your kinship with your parents. (You may Choose to start in Paragon)

The Mortal from Hell [+300]: This guy has been sent after you. Whom he works for is unknown but he is a freak of nature, like someone took the entire world and pushed as hard as possible to fit all this power into him. He's on the bleeding edge of what a Mortal should be able to do and he's got some pretty nasty surprises. He owns a replica of the Storied Sword, wields a jette in his off-hand, is in peak physical condition before he started drinking a potion that pushes him a little further past that, he wears a suit of Ashigaru Battle Armor, and he is out for your blood. Any argument will be met as if everything you said were against his motivation for life, but you might be able to convince him with enough time. He's fucking ruthless but not morally bankrupt so sticking around others should keep him from opening up with five to ten firedust grenades.

A Deal Made in Good Faith [+400]: Written on your very bones is a deal, a compact made between yourself and one of the Fair Folk. In exchange for Graces and power you have agreed to make the life of The Ebony Forest easier. That's right you're working with a fucking forest, but it's a fucking forest with Mad God Mein, happens to be a living narrative that grows stronger the greater its story has gotten, and lots of Fae-Blooded living within it's borders. You put up one soul so that the can feed for a day for the first three years and the Fae grants you power beyond Mortal ken,

Over a thousand souls just for an additional sliver of power, is this truly a destiny you wish upon yourself?

A Part of the Family [+400]: You are a child of the Lintha family proper and have made some significant inroads to the point where Charms are being taught to you. The first and foremost Charm is the the Feast, a simple enough Charm that has addicted you to Long Pork, otherwise known as human flesh. You must have at least a pound of the stuff a month or you will fall terribly ill and need attention, don't let this happen the Lintha around are like sharks waiting to scent blood. Other than that you are unable to have children thanks to having been ritually castrated.

A Book That Should Never Be Opened [+100 or +500]: This book should never be opened, that is your remit. Upon the cover is crane lain upon the ground with broken wings. The book is the Broken Winged Crane and it is a strange piece of the local demon realm's propaganda, moving backward in time to act as an adapting prophecy and having some serious ability to rape the mind of the reader unless they have active mental defenses, It is a vast repository of Yozi, the local Demon God/Demon Realms lore, as well as the best, bar none, books on the local demonology
If you've taken the 100 option, you 'merely' compulsively carry the book on you at all times. It, at the very least, must be within sixty feet of you or you'll wind up having to ignore the NEED to retrieve through an effort of will alone, though it will be as if you're staving off hunger or thirst as you do so. If you took up the 500 option you've instead read of the book and in it's pages you have found stark truths. Truths of you becoming a sage, a master of arcane and terrifying arts, of a future in which you wrote the very book in your hands. Of a world that you helped create, of Reclamation. Thankfully, as the author of the book, you are immune to the worst of the Charms lain upon this tome, truly otherwise this cursed tome would have destroyed your every memory and painted it black with despair, but you are bound by the ouroboros of the loop. Fate itself bends to have you summon the demons, befriend them, call upon their knowledge, act as a cog in the grand plans you will learn of, and most of all write the book you are destined to receive.

Breeding Program [+500]: Born of the Lintha's secret breeding programs deep in the islands. You have been trained to greater extremes than that of a normal child but inversely you have more eyes on you. You have all the problems that A Part of the Family does save you've yet to be ritually castrated, as you are a breeder for the future generations of Lintha. If this is taken with A Part of the Family you gain no points from A Part of the Family and are ritually castrated.

Ten-Thousand Winter Nights [+500]: On a rainy day and for no reason you will find yourself on that hill, facing a person who has only one objective. You'll face a consummate murderer in melee combat, for reasons unknown you will stand on that hill. To cut or be cut down. To speak or to ignore. Choices will have to be made when you face the bearer of Ten-Thousand Winter Nights. This is a nightmare you have constantly, at least once a week, and you know the future you see is growing closer by the day. This day will happen in three years if you do nothing to stop or change it, and you will lose.

- Ten-Thousand Winter Nights is hunting you. As the rumors go, and will slowly become true, a person starts by having dreams of battle with the infamous killer and with every dream the killer is a little closer to your death. Every blow dealt in dream is felt in real life and slowly but surely you are slowing down. You will to live is being burned when you should be recovering it and you are collecting dark lines of frostbite each time you take a hit, because the blade is absolutely cold and even the slightest graze blackens flesh.

- However with each dream you are able to glean more from your foe. Information seems to trade in this dream battle and for every parry or dodge you gain insight into the person behind the devilish blade. A child of a Ghost and a Cultist who has spent it's entire life being molded into the unseen monster that carries the blade that it has been given. Ten-Thousand Winter Nights is a blade that twists the wielder mind and allow one to haunt their foes dreams, doggedly battering the person's mind and body until the person is given no choice but to fulfill the dream in reality.
- Your unique destiny has somehow granted you this insight and you may now chose when to fulfill this dream, however you feel a deep compulsion to save this child, who has not even a name. You may slay the wielder of Ten-Thousand Winter Night if you wish but saving them would indebt a Ghost-Blooded to you and gain you someone whose feet have known the Shadowlands longer than the raw earth of Creation and whose skill with a sword match people several decades ahead of them.
- Weather kill or not you will come in possession of Ten-Thousand Winter Nights, a perfect slashing sword whose Lesser God has somehow gained enough Essence and power to power a suite of Spirit charms it knows and make it an absolute killing weapon. Beat this being in mental or social combat and you will have a three foot razor blade that can cut anything less than one of the magical materials and deals aggravated damage to everything.

Gem, The City of 1001 Immanent Dooms [+600]: Wherever you were destined to have started before has changed. You start in Gem as every seer, and astrologer, predicts that a circle of Lost Egg Dragonblooded that have arrived hold their only thread of hope. A defense never seen before is needed and while it isn't as bad as what the seers and astrologers usually predict you will have trouble from nearly every faction at least once yearly, but be prepared for a Monster-of-the-Week kind of lifestyle. This Circle of youths with attitude need you to help them, for reasons unknown they will be utterly incompetent without your aid. Emotional, Economical, and Spiritual support are all good ways to lend your aid. You must lead them, even if from the backlines, and show your support in some way, but thankfully there is a manse nearby which can be repaired and within it are housed a full Circle of mystical Warstriders which will aid in their coming battles, if you get them up and running. (Any Discounts you would have gained from your location are not revoked)

- Should Gem be standing at the end of your duration you gain access to a Perfect Master Magi-Tech Workshop which also happens to be set up as a Manse, a mystical building that enhances Essence recovery by a bit and empowers certain actions (Crafting in this case.)

A Simple Soul Illuminated [+600]: Born to a family that secretly fights the Immaculate Philosophy you've been trained from a young age by mysterious masters in support of the Cult of the Illuminated. Your Fate may seem bright, however you have been entrusted with a child whose small frame houses one of the legendary Shining Ones. She's only eight, however, and has yet to fully accept her inner light yet it already burns brightly within her. Thankfully her aura has a way to cloak itself into the shape of a Dragon-Blooded's own, or so you have been told.

- Hide She-of-Fair-Eyes, the minor Solar Twilight Exalted until her fourteenth birthday, six years on the run from what amounts to a world power, you can be free of this world. This won't be easy as her hunters are supernaturally skilled and some have centuries of experience tracking down the Sun's Chosen.
- Due to the memories gained, or just know-how if you don't take the memories, you have been trained in either the Golden Jannasary Style, basically a martial art hand made to fight creatures of darkness, or the Golden Exhalation Style, using the local flame throwing weapons in Gun Fu,

and should you gain the ability, either in this Gauntlet or during any other jump, to use Terrestrial Martial Arts you can learn the Charms of those martial arts without the need of a mentor and with little effort.

- She-of-Fair-Eyes can craft many times faster, and help those who are crafting in the same way, has an aura that reduces damage, and innately knows how to parry swords with her tiny fists. Given time she'll learn how to train others to literally be smarter, know more about the occult and various lores, and craft anything from twenty meter tall magitech Warstriders to a magical building that takes hold of the local Essence known as a Manse.
- Should you manage to keep She-of-Fair-Eyes alive for a total of ten years she will have a chance to join in your adventures. She isn't tied to you by anything other than her personal preference, loyalty is not a coin sold lightly and thus as a Companion she won't be absolutely loyal to you as some others would be.
- Another option is that if you leave She-Of-Fair-Eyes in the hands of the Gold Faction after your duty is fulfilled perhaps you can reunite with her in another Jump? One that will make a hero like you into something more, or perhaps less.

Silver Light Scattering (Requires A Simple Soul Illuminated) [+200]: After two years with She-of-Fair-Eyes you'll be told to take on her lunar mate, a very bouncy animal-girl named Makoto who can't control her Tell, a major show that she's a Lunar, and has spoiled a few of her mother's plans so they've thrown her over to you.

- This is basically everything with She-of-Fair-Eyes but she doesn't build anything and likes to get more attention than She-of-Fair-Eyes, which often will piss the Solar right off. Good luck.
- She can transform into a small fluffy animal, a hybrid form that is on average stronger and more agile that most grown men, and she can develope charms that basically involve her being a small werewolf, sans the wolf.
- She has Moonsilver Tattoos, and therefore is relatively safe from the worst ravages of her own protean form and even some of the Wyld.
- You may chose her animal state, but the default for Makoto is Squirrel.

True Love (Requires Silver Light Scattering) [+200]: During the years after Makoto and She-of-Fair-Eyes were to be returned to the Cult and their mother respectively they will come forward with a startling revelation. They both hold a true abiding romantic love for you. This is going to be cause of conflicts between the pair, as their true nature of their bond pushes both to out-do their counterpart. Though they will never harm your soul or trespass the sanctity of your mind they are Exalted true and they can be quite… physical.
Whether the Love is unrequited or not you're going to be the middle person in various contests, challenges, fights, and more often than not you're going to need to calm these girls the heck down. You're pretty sure you've read about their antics before...

A Plague of Locusts [+800]: Once a year, every Calibration in point of fact, the air shimmers and then the world gives way to a massive crash that creates a prismatic tunnel. This is the entry point of the Locust Crusade. The Locust Crusade is where the Eight Nations of Autochthonia, a bunch of countries who live inside of the Machine God Autochthon himself, who sleeps beyond the edges of Creation, decide to invade Creation. They do this for resources of magical materials, nifty new stuff (like wood), and souls, which they are starting to have a major problem with due to them being consumed by something or the other in the Machine World.

You are both their number one target because of your soul, which they would rip out and enslave to the Autochthon as a number of Drones equal to the Jumps you've Jumped, and the fact that your strange Fate has allowed them to 'aim' at you no matter what so they will open those portals.

- Get caught and enslaved to Autochthon and you fail the Gauntlet.
- The Eight Nations of Autochthonia are seeking you out and will, over the years send an Alchemical out after you. Infinitely Sorrowful Sentinel is a Soulsteel Caste Alchemical and it is after you and it appears first out of any portal made by the Eight Nations of Autochthonia.
- Infinitely Sorrowful Sentinel is able to shift their entire charm set with a little infrastructure beforehand. Sentinel can go from a pure tracker with long-range tracing abilities, sending out flying drones that they can see through with uncanny ease, to a combat specialist, arm mounting a cannon and incorporating subroutines so that aiming it even in close combat won't be a chore, in about eight hours or so. Versatility is the true beast that the Alchemicals bring to bare and they have plenty of it.
- Portals opened do not automatically fade, one must shut down the systems by entering and running a 'final run' program on the portal before exiting through it before anyone else does. (This is something you 'somehow' instinctively know how to do if you take this Destiny)
- Should you make it the length of time here without becoming the Eight Nations of Autochthonia's slave you may try to talk Infinitely Sorrowful Sentinel into coming with you but this is a difficult endeavor. Each of your words will be weighed against lifetimes of propaganda. However whilst nigh insurmountable the Alchemical has compassion and perhaps that is the best path to their heart.
- Without the constant debate the Alchemical will find itself cold and full of Clarity throughout its hunt, making Infinitely Sorrowful Sentinel so robotic in nature that you wouldn't believe they had a soul.

Thrown down a Flint Canyon [+1000]: You don't know how you got away. You don't want to remember the past. You aren't ever getting caught again. Once you were the subject of the First and Forsaken Lion, Abyssal Deathknight, and through experimentation they have created a Charm that allows them to pour Resonance into you. You, and the Charm, were made for the First and Forsaken Lion's love Black Heron, who found this effort so 'moving' that she was willing to suffer the First and Forsaken Lion's presence to get ready access to you. You have escaped, likely due to the Curse that keeps the First and Forsaken Lion's love unrequited, and Black Heron will not suffer her hatred without the incentive that you provide, thus the Lion hunts you with a burning passion, but his Neverborn has designs that don't include you and thus he's had to resign the hunt to a low Essence Abyssal.

This Abyssal, The Most Secret and Sorrowful, has experience with tracking, a suit of Ashigaru Armor, a Soul Steel Power Bow, learning in the Wood Dragon Style, and a God-Blood Giant Wolf (Named Mountain Hero but Secret introduces it as just Hero) that she can ride into battle.

This isn't the path for the faint of heart, in fact should you chose this it may just be suicide or worse.

- Should The Most Secret and Sorrowful ever capture you, you lose the Gauntlet.
- You have access to the Charm that The First and Forsaken Lion has developed and may take various things like Whispers, Limit, Resonance, and Torment onto yourself for the duration of the Gauntlet. After the Gauntlet you may reverse this process choosing a target and shifting debuffs on them, but those you do this to must be as far below yourself as a Mortal child is from a Deathlord.
- Secret is an Abyssal of the Day Caste, basically the espionage focused caste, and with the armor she's got and her personal training she's able to curb stomp any Mortal in the areas of archery,

as well as a few other non-combat areas like stealth and espionage, her master of Wood Dragon Style makes her adept at soaking damage, marking a foe so that each strike is more accurate than the last, and healing herself of damage just to name a few of her tricks.

- Should you somehow turn The Most Secret and Sorrowful onto the road of redemption you may take her as a companion at the end of the jump, this should take a Herculian effort risking life and limb to get a few words in and ever balancing your words against her Neverborn's Whispers. The key may be hidden in the Charm the First and Forsaken Lion forced upon you.
- Should The Most Secret and Sorrowful enter a jump where you become a Solar after becoming a companion she will do so as well, though she'll still have all her nasty charms from her Abyssal days to use as well as the newly reborn Solar powers

Drawbacks:
It’s a Keybl… [+000]: The world you have found yourself in is different from a bog standard Exalted Creation. Keyb… Keys of unusual size, the God of the Beach might wanna hang, people swearing despite being mute (why put a three point specialization in something normal), and a power that is outside canon bounds by about… alot. This is the place where you can find some weird stuff but you could also perhaps find things unique to this world.

Celestial Reality TV [+000]: Your life is literally being watched by the Gods as a day-time Dreamstone Serial, directed by a bunch of Sidereals for reasons unknown. You life seems a bit odd and often just plain weird twists of fate happen around you. Expect enemies thought long dead to turn up 'with amnesia' and everyone to just accept it as par for the course. This doesn't take the sense from you, just dulls it so that odd circumstances seem 'okay'. Because of this you are less prone to dying than the average mortal, as you are the star of the show, but the world isn't just out to get you it's out to make a show of it. Things will get weird, Jumper.

A Mile in Mortal Shoes [+000]: If before you strode creation as one of the Exalted then this shall be a humbling experience. You find yourself at the very moment after you left your last exit from Creation, if you had one, and suddenly in the Location and with a new history about you.

A Dragon's World [+100]: This will come up at least once or twice throughout each month. Dragon-Blooded instead of birthing children who are normal Mortals or Dragon-Blooded now birth only Dragon-Touched and Dragon-Blooded. With the Eugenics program the Blessed Isles have been running, and simply the amount of Dragon Blood that has been spread across the length and breadth of Creation you could say that one in every fifty bandits is a Dragon-Touched with some talent in Essence coming from their bloodline. In addition this is a huge force modifier for the Dragon-Blooded as every last soldier of the Empire's forces is either Dragon-Blooded outright or Dragon-Touched. Thankfully this seems to have just upped about every organization in the world a bit so the balance is still, tenuously, stable.

True Grit [+100]: This doubles the time that you spend here. This drawback may be taken up to five times, but you'd likely age out after three-hundred twenty years.

An Echo of a Bastard Child [+400]: Half-Caste are those Mortal Children of an Exalt and an Enlightened Mortal or another Exalt and long ago your blood can trace back to a legendary Solar of great strength. This is not a good thing. See most people have Motes of Essence and when they're used they kinda have a nearly invisible aura, Exalted explode with an battle aura known as an Anima Banner. Whenever you use any Motes at all you light up as if you were a Solar burning through Charms. You also ping as a Solar by Charms used to hunt the Anathema, which is bad. Good Luck.

From Another Time and Land; Luna What Did You Do!? [+400]: An army of wolf based Beast-Men invade creation, just another day in Creation right? No, these are Werewolves of an old realms of darkness and they are the kind that perform the Culling, literally practicing culling on humanity, religiously. They’re a bit much for most single Dragonblooded to deal with, as they are all able to turn into towering Hybrid forms that have claws both in the physical and the spiritual world, cleaving through most armor with aggravated damage, hide as strong as medium armor, and strength that can be measured by how many hundreds of pounds they can lift over their heads. These are the sons and daughters of Luna, called here by a black wolf made of shadow, things just got complicated.

Through the Well of Urd Strode... [+400]: An enemy has arrived through the Well of Urd and it is one of those many who could easily be dealt with the application of a few perks, but now and here you are in a great deal of danger. This enemy is at the Well of Urd and is having an Abyssal welcoming party show them the ropes, straight from the shadowlands to your back door right as you go to sleep. At least that's what you think has happened. In truth you won't be sleeping much and the few winks you get will be filled with visions of either personal attacks creative enough to bring you to tears or the end of the world as you know it can. Reclamation and the End of all Things.
Basically you are having visions of another being who is slowly being turned into the perfect weapon for the Abyssal's plan to kill everything so dead death dies, this is such a depraved and warped act that would make you consider nuking the place from orbit a mercy. The enemy is a foe you have faced in previous Jump that you could fight at your currently level fairly, and they are getting an Abyssal Exaltation on top of their old powerset.

Nightmares 3, Eidetic Memory, and Amnesia [+300]: Oh god! No! It's not worth the points. Don't get it. It's you, you are the one who constructs these dark horrors for yourself. You will never rest easily and the nightmares are always new because of your case of Selective Amnesia.
Basically a person only has so much willpower before they can't find it in themselves to fight off mental influences. Because of a series of nightmares, the fact that your amnesia doesn't cover the raw fear, and your eidetic memory memorizing the fear your willpower is permanently lower than it would be.

No Easy Road [+500]: Most mortals in Creation have no innate access to their Essence. Their souls are small things when compared to those of other beings, and they cannot manipulate the fabric of creation in the ways required of those who would wield magical might. However, through a variety of means, some mortals reach above their station. Some walk a path that is easy to follow gaining aid from a spirit, fair folk, demon, or even on of the Exalted, but for you it is a different path you tread.
You walk the path of the Priests and Sages of humanity, the road of hardship and true Enlightenment from before even the Primordial War. Insight into grander truths, years spent living in asceticism, and meditation are needed to surmount each of the steps in your path. Awakening your Essence is a journey in and of itself but you'll have no shortcuts here.
Should you have been given or purchased a way to awaken your Essence, it is instead merely a path you know but have yet to complete.

A Note on the limits of a Mortal before you go further. Mortals Essence the very fundamental building blocks of their body and soul can only grow so potent before they find themselves at the peak levels allowed. If you wish to learn more there will be a bit about this in the back of the Gauntlet's Notes section.

Races:
You may choose one of the following as your race.

On the Wrong Side of Reincarnation [+100]: You are an animal. You may only chose to become any animal that has ever crossed your original world's surface, though with your Body Mod applied to the animal form and your base (Perkless) intelligence intact, or you may spend the cp you gain here to chose a beast that is unique to Creation. Yes, even the Beast of Resplendent Liquids. If you chose this race you may also chose to be a Child of the Mighty in addition but you must pay the costs as normal. You may not chose to be a Behemoth or any one-of-a-kind creature.

Children of Earth [Free]: You are a human, simple and clean, born of Creation. It may not be much but it is better than the alternative.

The Created Races [Varies]: At the height of their First Age power, Creation's Law-givers performed experiments on human beings to produce servitors who would possess unique abilities. Some of these creations were designed for colonization, to tame the distant winds of the North, to monitor the savannas of the South or to dwell in the great ocean of the West. In a more extreme case, the Djala were modified from an already diminutive race into creatures known as minikins.
Many of these crafted races developed a sufficient breeding population, or were successful enough, and thus supported by their Exalted overlords, to establish cities and colonies, and to form a homogenous culture or cultures. Those that are left from these experiments are few and far between, but they live both among and separate from the normal stock humans.

- The People of the Air [200]: The Blessed of the Air are a winged folk of long lives and incredible sight.
- The People of the Dunes [+100]: Albinos all these people have been scarred badly by a time in captivity, they can no longer take the touch of the sun nor can they hunt the deserts that are their homeland without awaiting the night.
- The People of the Earth [300]: The People of the Earth have perfect night vision, hard skin, long lives and the ability to walk on walls.
- The People of the Sea [100]: Born with gills, long life, and the ability to take the seas less gentle touch the people of the sea are often seen as very useful for multiple reasons.
- The Djala [200]: As a people they are short (3.5 ft to 4.8 ft) and long lived with pokadots across their flesh. They are natural Essence users though.

Children of the Mighty [500]:Nearly every being naturally capable of channeling Essence can mate with mortals or animals to produce half-blooded offspring. Yet, not all do so. Some beings, such as the Primordials, rarely bothered doing so and of their infrequent dalliances with lesser beings only the degenerate Lintha remain. Creatures such as behemoths would destroy any humans or animals with whom they tried to couple. The remaining Essence-users; the gods, demons, ghosts, Exalted and Fair Folk can and do mate with mortals on occasion.
You blood runs with the power of the Mighty, and this grants you access to the charm-set of your parent, though they seem more diluted and weaker than your parent's, and the ability to attune to the magical materials that your parent could.
Hopefully that blood will be enough.

- Ghost-Blooded are the Mortal children of Ghosts and sometimes spirits of the dead. Their mortal blood makes Creation a more comfortable and less costly place for them to travel than

ghosts, zombies and other undead. As a result, many Ghost-Bloods operate as agents, messengers, and merchants for the dead, whom oftentimes are taken advantage of by the locals of Creation. (Discount: Ten-Thousand Winter Nights or Thrown down a Flint Canyon)

- God-Blooded are Mortal children of those who work the Celestial Bureaucracy. Your Godly parent may not be the most powerful being, even locally, but their blood instills within you a portion of their purview.
- Demon-Blooded are the Mortal children of Demons. Know that you were born for a purpose, for demons don't give birth or lay with Mortals for no reason. Understand that your life will be monitored and carefully sculpted along lines your parents wished. Freedom will be a fight but is more than viable for the skilled. (Discount: A Serpent and The Garden)
- 'Of the Lintha Family' isn't normally seen as a good phrase, your blood runs with an ancient bloodline, one that can be traced back to the original form of a Yozi and from that Blood you can breathe freely underwater, have essence control come easily to you, and the ability to use charms beyond the norm of any whom could attempt to call themselves Children of the Mighty. However this bloodline comes with its measure of ills. The Lintha are consummate pirate, rapists, murderers, slavers, and torturers with an ancient history of worshiping their Yozi Mother, basically their bloodline can be traced back to a being whose true nature is that of placid sea that is in truth composed of acid, with all the symbolism that has being a reality. (Discount: Breeding Program)
- Fae-Blooded are the Mortal children of those who have dallied with the Fair Folk. You are a bearer of Graces and your powers are as ephemeral as the writings of a poet, or so you'd like to think. In truth you have some skill at manipulating your personal narrative to make things happen, making others ignore you because you seem insignificant or exacerbating your strengths slightly by being larger than life in combat are some of the gifts you could have.
- Half-Caste are the rare children of Exalted who don't themselves Exalt but aren't quite of pure Mortal stock. Born with power beyond the norm you find it difficult to move without utter confidence in your steps. You may be Solar, Sidereal, Lunar, Abyssal, or Infernal Half-Caste. (Free [Half-Eclipse Caste]: The Paragon's Own)
- Dragon Touched (Exclusive to A Dragon's World) are the Mortal children of those whose blood carries the Dragon. Dragon Touched are, like all Mortals restricted to a mere three Essence but their Essence carries with it enough of an echo to the Princes of Creation. Choose an Element of Wood, Wind, Water, Fire, or Earth and you're Essence is now attuned as one of the mighty Dragonblooded to that element, grant all benefits and drawbacks of that line.

Origins:

Warrior—One who lives and dies by his skill at arms. Professions include gladiator, guard, soldier, thug or warlord.

Priest—One who acts as a religious leader or as an intermediary between mortals and higher powers. Professions include hermit, hierophant, mendicant, monk or shaman.

Savant—One who seeks knowledge and understanding, whether for enlightenment or in pursuit of personal power. Professions include craftsman, physician, scavenger lord, scholar or thaumaturge.

Criminal—One who makes her way through the seamy underbelly of Creation. Professions include assassin, gambler, master thief, racketeer or scam artist.

Broker—One who facilitates social or business interactions. Professions include courier, diplomat, merchant, noble, or spy.

Perks:

Gratuitous Skill Kata [100]: You are terrifyingly good at doing things in an over the top manner. Even something as mundane as cooking can become a ballet of dancing blades and artistry with the colors of spice. Also it seems that the more over the top you do things the more chance conspires toward your end. This boost is always enough to lean the task a little more in your favor, but can be applied to only actions that takes pure skill perform, and doing so restores your energy stores as well as sometimes eases your stress to more manageable levels, allowing your willpower to return. In addition to this ability you have become skilled in at two forms of combat from the following; Melee, Martial Arts, Thrown, and Archery (Discount; Savant, Criminal, Children of the Mighty) (Free; The Created Races, Warrior)

Adamant Virtue Meditation [100]: You have the ability to channel emotional energy into actions. To be exact you can channel your Temperance, Valor, Conviction, and Compassion into actions to make them more effective. In addition to this simple ability to focus your emotional energy more effectively you also gain a slight boost to your willpower. (Discount; Warrior, Savant, Broker, the Created Races) (Free; Priest)

Guild Smile [100]: Your presence is somehow both subdued and enhanced. You've learned that sometimes battle is not on the field but over a table with fine wine and warm food. You only have a decent presence about you and have a fine look about, far above average but you've yet to master walking in way that would turn heads in Yu-Shan. (Discount; Savant, Criminal) (Free; Broker)

Heroic Tale Embodiment [100]: A power that allows the Hero to become the ideal that you are bound by. As a true archetype of Heroes you have the ability to shift into a different form, on that embodies the Hero you can become. This is an Assumption that allows you to suddenly gain a new form tailored to fit an ideal Hero. It grants you a slight boost in all abilities as well as some unique features. (Discount; Fae-Blooded) (Free: A Deal Made in Good Faith)

A Pirate's Life [100]: The Lintha family are consummate pirates and now so are you. You've gained the raw skill to crew a deck alongside other deckhands, hold a heading on calm seas, and fight in a melee on a rocking boat. In addition you are skilled in the art of torture with an eye watering array of tools that the Lintha family have invented over the years. (Discount; Lintha-Bloodline, Criminal)

Passion Fettered Soul [100]: Inherently the providence of those tainted by the Underworld's touch, this is a strange ability to process not just the vital Essence of Creation but also the blacked Essence of Death which can be found within the Shadowlands of Creation. By itself this is a boon beyond the norm, however in addition to this gift which few, if any, of Creation's people have ever contemplated you also have the ability to form Passions, ideals that usually represent a ghost's unfinished business in the realm of the living, which you can then use in the place of raw Virtues. Instead of being ruled by your emotions you can be ruled by your goals. (Discount: Criminal) (Discount: Ghost-Blooded) (Discount: Ten-Thousand Winter Nights)

Just a Very Clumsy Person [100]: You cannot be blamed for your accidental bumps and sometimes completely outlandish pratfalls. You are just a very clumsy person. Truly your skill is not buried deep under a cloak which hides a dagger, and in truth you have by no means the skill nor the ability to be seen as threatening in any way. You are just a very clumsy person, and people understand that. The fact that people get sick and die weeks after meeting you is not your fault, after all people would have noticed such a public figure as you make yourself to be during parties 'sneaking', the idea of such things just is pretty much exactly the opposite to what you project. Indeed, were you not so publicly a clutz folks would think you very graceful, but as you are they have more fun talking about the times you dropped that white shawl thing in a fire and panicked for days before replacing it.
However, some point out, rightly so, that you could easily move through a crowd when you wish, that you have been seen in seedy parts of the town's talking to people who no one knows the faces of, and that you do have a very exclusive in among the Realm lot. While a clutz and a bit clumsy you have face and everyone knows it, though who your unseen patron is is a mystery. You're respected even if the source of that respect is something outside your control.
Should you ever gain access to your essence you'd be trained in a style that does not exist by a patron who cannot be named. (Discount: Children of the Earth) (Discount: Warrior or Criminal)

Capacious Spirits Servitude [100]: There are gods lower than even the lowest terrestrial gods and often they do nothing but sit around while Creation moves upon the Loom. You can summon up a small horde of beings like these to serve under your command. This host of spirits can be given any form you will, as long as they are in line with your personal theme, and even beyond this you can deal with spirits of unimportant things like particular sand grains and blades of grass to amass even greater hordes, though some negotiation would be required it might not take much since being a Least God is boring work. These beings can be your unseen eyes and ears or immaterial messagangers. They're not very good at much more than being non-combatant attendants and secretaries but they have their uses. (Discount: God-Blooded or Demon-Blooded) (Discount: Priest, Savant, or Broker)

Mind-Like-Manse Understanding [100]: The mind is the seat of innovation, the house of creativity, and the fortress of awareness. Why not improve upon it? With this your mind is able to instantly recall virtually anything you've experienced personally in a detached, clinical manner. This also improves your mental faculties to the point that you'd easily be one of, if not the, most intelligent Mortals within Creation. Finally, this allows you 'build' your up your skills without any need of a mentor, however if

you happen to have an expert on hand who knows a thing or two you'll find yourself learning far faster due to their aid and instruction, at least doubly so! (Discount: Half-Caste) (Discount: Savant or Broker)

Secret Power Slumbering [200]: You inherently have a greater pool of Motes per unit of Essence than the average Mortal should, by around a quarter again.
In simpler terms: Not only do you have a slightly bigger personal pool of Motes, but also magic based equipment or anything powered by generic life-force/Chi/Kai works better when you're using it. (Discount; Savant, the Created Races) (Free; Children of the Mighty)

The Flow of Essence [200]: You have access to your Essence and can now utilize it, however this is the rawest forms of Essence manipulation. For a single action that can take no longer than eight seconds you can enhance either your strength, speed, or dexterity to nearly superhuman levels. For a frame of reference you could use this to lift three times your own weight with no other strength enhancements, run as fast as a Olympic sprinter without any other speed enhancements, or run full sprint across a tightrope without any dexterity enhancement. (Discount: Warrior, Savant, Criminal, Children of the Mighty) (Free; The Djala)

Sweet-Voiced Beggar's Petition [200]: For a Mortal is little more than a beggar before a Prince of Creation, but at times even a beggar's voice can charm the mighty. Social combat is the arena in which words strike blows and jaded repartee affords parries and ripostes. You've gained a drab hand at this art, allowing you to strike out a person's intimacies and shield you own with you will alone. Sticking a person's Intimacies can change how they think on things, however this can only do what a very pointed argument could have done before, the argument is merely more streamlined and easier for the target to understand. Mind magics, among other unnatural influences, can be countered through beating it back with your will, however this is mentally exhausting and may leave you open to other more natural attacks. (Discount; Priest, Criminal, Broker, A Lout, a Layabout, a Lice Riddled Beggar)

Heroic Tempering (Requires Fae-Blooded or A Deal Made in Good Faith) [200]: By embracing the archetype of a Hero more completely you have gained the ability to fundamentally shift your inner narrative closer to the ideal. Actions that fit the ideal are easier to do and defenses brought forward with a flourish are often more effective than they would normally be even without the flourish. The greatest benefit is a slight control over how the Wyld and other Shaping effects change your body, and only your body. Negative mutations can be 'played down' as more minor than they actually are and as long as no one calls you out on the ruse the world complies. Falling out of character ends the effects of this ability for a time equal to however long it had previously been active, doubled. (Discount; Warrior, Criminal, Savant) (Free if Fae-Blooded and A Deal Made in Good Faith are both taken)

Mother Sea's Love (Requires Lintha-Blooded AND either Breeding Program or A Part of the Family) [200]: Kimbery never forgets those that have not betrayed her, yet. The Lintha, through various rites and rituals have made your Lintha blood come once more into her strength and love, you can take her Charms up to Essence 2 and are suffused with a sense that there is at least one person who love you no matter what. The charms range from creating lashing tentacles from a cupful of liquid to summoning a creature of any sea to you and binding it to your will. (Discount: Criminal, Priest)

Within the Shadows of Creation (Requires: Ghost-Blooded OR Thrown down a Flint Canyon) [200]: You are able to use places of death as entry points to the local Underworld. This desolate realm is inhospitable in the extreme to any being born of pure life, most beings of Creation for example, and

they find the air stale, the water stagnate, and the lifeforms hostile. Access to this dreary world may seem silly but many would value one who could get in and out of Creation in a hurry. (Discount: Criminal) (Discount: Ghost-Blooded) (Discount: Ten-Thousand Winter Nights)

Faith is the Coin of Gods [200]: Prayer, the act of giving praise to the beings who uphold the underpinnings of Creation together. It is the central reasons humans of Creations were shaped in the first place. There is no being whose Essence and soul so clearly and instinctively refines faith and prayer into something that Gods and Spirits can use as those of human race. You have managed to go even a step beyond the norm to the point where the Gods and Spirits are willing to grant prophetic dreams or even waking visions to aid you. If you were willing to go beyond the call of normal duty and enhance your prayers even further, an action you have an instinctive skill at intuiting, you could even broker for minor miracles from these beings. Even outside of Creation you'll find that the local spirits and gods are more than willing to listen to your prayers, you're voice is heard because you understand the coin of their realm. (Discount: Children of the Earth) (Discount: Priest, Broker)

'Perfect Delivery' [200]: The key of a Spirits Charms are how adaptable they are. A martial arts using warrior god can deliver things via kicking them to their locations, a messenger god might get pissed off enough to 'deliver' a rock to some poor schmucks face, and a god of cooking could turn a battlefield into their personal kitchen to block attacks with massive marble 'counters' dug straight out of the ground. You too have this strange flex to any of your special abilities that grants you the ability to not only do something with the wrong tool, but to also do it just as well as if you had the proper tool all along. (Discount: God-Blooded or Demon-Blooded) (Discount: Priest, Savant, or Broker)

Eclipsed Light [200]: Powerful are the children of the Exalted and you like them possess the innate ability to utilize your own Essence. You can color your own souls power with your 'lesser' mortal soul and seem as average as the greatest average denominator at the drop of hat by locking your Anima and the power stored within your Essence away. This makes you seem mundane to all form of supernatural insight and you may even use abilities and magics while in this stealthed state at a surcharge, meaning the abilities themselves will cost more but they will spring forth without a tell.
Of course if taken alongside Overwhelming Obstructive Overdrive you will no longer have to commit such a surcharge to maintain such a stealthed state.(Discount: Half-Caste) (Discount: Savant or Criminal)

Silver Dragon Coiled Amongst Ivory Teeth [400]: This is a complex thing you've learned, speaking entirely in truth whilst never once revealing anything you don't wish unintentionally. With this you are more aware of what other are seeking, to the point where you can answer everything about their question but what they are seeking most of the time, and even when the observant or socially savvy catch on you can almost always recover if allowed. For those who wish to break your rhythm with actual combat they will find themselves surprised as you can continue to speak even in the midst of heated conflict, though if they can do so as well they are afforded the same ability to continue social combat. (Discount: Broker)

Dragon Breaking Feather [400]: You have a talent for completely going around defenses. This manifests in an extra sense that slowly accumulates information unconsciously as you face obstruction. You can act on this information as if you had time to review it and think on it for a solid minute. The information gathered is merely as if you had focused your attention on observing instead of some other action. (Discount: Children of the Earth) (Discount: Warrior, Criminal)

Lord of Shattered Mirrors Understanding (Requires Fae-Blooded or A Deal Made in Good Faith) [400]: As with many, it is often the case that the creation is not fully appreciated until it's creator is gone from the world. You, however, are able to understand, and have great insight into, creative minds that work in ways alien to your own. This allows you to understand how a living narrative like the Fair Folk works, grants you a better understanding in the manipulation of Gossamer, and grants your body a stronger sense of 'selfness' in places that would otherwise change you. This 'selfness' allows you to actively monitor was the changes are doing to you and edit it in minor ways as long as you are returning to a previous state. (Discount; Fae-Blooded) (Free if Fae-Blooded and A Deal Made in Good Faith are both taken)

Crimson Stained Pools (Requires Lintha-Blooded AND either Breeding Program or A Part of the Family) [400]: A Lintha consumes the flesh of his lessers as they do the veal of animals. In their body flesh is just another source of food. Lintha who gain this perk can regain Essence by feasting upon humans and other Mortals in addition to the normal ways. In addition the Lintha can utilize Charms of Kimbery up to Essence 3. These include permanently spraying poisoned blood any time you're wounded to literally washing off mutations you don't like with a quick dip in the sea. (Discount: Criminal, Priest)

Shaman (Requires: Ghost-Blooded OR Thrown down a Flint Canyon) [400]: The denizens of the Underworld have few proper representatives in the world of Creation. You can, through an act of spiritual ritual trance or sanace, communicate between the worlds of the living and the dead to the point where you can have the Dead's Passions fulfilled and the living benefit from it, help coordinate trade between the living and the dead, or evne call hauntings down upon those who insult you. This talent will mark you out as someone to be feared, or respected. So strong is your understanding of the dead and the workings of the Underworld that you could step into Iron Circle Necromancy. (Discount: Priest) (Discount: Ghost-Blooded) (Discount: Ten-Thousand Winter Nights)

Born to Rule Among Cloaks and Daggers [400]:Some wear authority as easily as a comfortable, well-worn cloak. Others are simply accustomed to giving commands and expecting them to be obeyed without question. Whether you have worked hard for the authority you asserts or were to it born, the result is the same. You have two powerful tools in your arsenal that makes you a being not to be trifled with.
Firstly, you are incredibly attractive to the point that you could put legendary beauties to shame ahd you have the ability socially eviscerate a king in front of his subjects in a public forum while still wording things in exactly the correct way as to not draw retribution down upon you without seeming excessive.
Secondly, at your will you can invert your internal charisma to such a point that you are neither beautiful nor ugly but merely so plain and unremarkable that you create a form of supernatural occlusion around yourself, to the point that remembering anything but the most superfical details is a nigh legendary challenge.
It also has a side-effect of 'shirking' baggage from one persona to the other, thus spells and powers used upon you to make your thinking not your own fall away when the switch is done.
A grand assassin could use this tool for evil, a king could use it for escape from his troubles, and for you it will be a tool for what exactly. (Discount: Children of the Earth) (Discount: Priest or Broker)

Innate Conceptual Mantra [400]: The Gods are beings who uphold Creation's myriad forms and ideals up. You personally have such a power, either through bloodline or through some other means, where you are you and represent your whole and unaltered self down to the concept of your personal sense of self. This concrete core sense of self allows you to build up far deeper reservoirs of willpower and fight off influences of the mind, both mystical and otherwise, through sheer force of will. In addition, there is a part of you that remains unchanged by the ravages of the mind and body, meaning there seems to always be a nagging feeling if you're going against the very core or your self, even when brainwashed or enthralled within illusion.
Most of all this raw form of crystalized conceptual solidarity is able to make you highly resistant to harmful effects of external manipulations of Fate, Destiny, the nature of Creation, or even Reality itself upon your personal history, memories, objects upon your person, or soul. Such machinations are not so much countered outright as they are actively and instinctively resisted on the conceptual level, one of the Fae phasing you out existence would damage you but not vanish you outright for example.
(Discount: God-Blooded or Demon-Blooded) (Discount: Priest, Savant, or Broker)

Flawless Form [400]: You're pretty much a living breathing example of the Golden Ratio, the ideal form that represents a harmonic form that anyone who can appreciate does so. To put this more simply you are preternaturally alluring and anyone able to feel sexual desire for you can do so. On top of your simply stunning feature you also have gained a few other benefits. Your body is in aestically the best shape that's genetically and spiritually possible, your limbs are so flexible that you could easily perform feats that would have master contortionists scratching their heads about for years, and to top it all off you are legitimately omnidexterous, having not just no off-hand but also being able to use even your toes and feet as easily as your hands and arms.
This form isn't just a pretty face however, your body holds a secret. Your most formidable power from this perk is a spiritual gift rather than the physical, your very Essence is appealing to the underpinnings of the universe in a unique way which allows you to 'stock' luck up until such a time that you really need it. This can allow you to avoid even the effects of a Exalted Oath curse of the machinations of those outside of Fate. Perhaps it's a hold-over from a relative whose soul forced Fate to conform instead of the other way around? (Discount: Half-Caste) (Discount: Warrior or Broker)

Thaumaturgy, the Mystical Arts [600]: Thaumaturgy lacks the raw power of the Charms and spells of the Exalted, but it is embedded in the natural laws and principles of Creation.
Mortals who understand how to coax the existing Essence patterns of the world can perform minor miracles without the control of Essence that comes with Exaltation.
With the right technique, the thaumaturge can call upon dead ancestors' Ghosts, invoke the perfect form of a mundane weapon or tool for a time, or brew an alchemical mixture that slows his aging.
In addition to this you also know the step to enter the first level of Terrestrial Sorcery, but to do so you must gain the ability to control your own Essence.
Outside the Gauntlet this allow you to create much lower powered alternatives to any power that uses a supernatural source of energy and teach these techniques to people. Whilst these lower powered alternatives lack the raw power of the originals they don't use any energy whatsoever and can, with a little effort, be prepared ahead of time. (Discount; Savant, Priest, Children of the Mighty)

Grasping the Perfected Lotus Root (Requires The Flow of Essence) [600]: You can now perform and learn Terrestrial Martial arts. These Charms are a mere flexing of your Essence that form new rules for your actions to abide by, allowing you to literally throw your metaphysical weight around. Learning

Martial Arts Charms is easy to you and if you had a proper understanding you may even be able to develop your own branches and Charms for the Mortal Hero Style, a style of which you are a master. You're also amazingly skilled at martial arts in general, to the level where you can take multiple armed enemies whilst still showing off without lessening your combat value, in addition to the secrets of using your internal Essence for Charms.
The Mortal Hero Style, functionally, allows you to have a slight chance no matter how much of an underdog you are, redirecting attacks force back on themselves or riding the power of an opponent's strikes to bleed off damage are both right up this styles alley. (Discount: Warrior, Children of the Mighty)

Unassailable Tower of the Adamant Soul (Requires Fae-Blooded or A Deal Made in Good Faith) [600]: An island in the ever changing world of the Fair Folk your story is strong, an Epic that rings with so much weight that all attacks must face the weight of your past to affect your present. You have control over your inner narrative and when others would gain control over it you have at least some say in what happens. With time your resistance to change manifests itself in a sort of inner world, a mindscape that slowly grows and when you enter locations that would otherwise be defined as pure chaos or everchanging you find yourself standing upon an island of that is your history, the very bedrock of the soul. Beings can assault you here but you have a much greater control over it and the area around it than they, so much so that smart being will try to draw you away from your home field advantage. (Discount; Priest, Savant)

Favored Child of Savage Sea Mother (Requires Lintha-Blooded AND either Breeding Program or A Part of the Family) [600]: In addition to the normal qualities befitting a Child of the Mighty you have been graced with a special power, the Sea that Marched Against the Flames own Excellency. This is an advantage that many Mortals would kill for, and in truth you have done just that. Please Mother Sea more, Dear Child. (Discount: Criminal, Priest) (Free: Breeding Program AND A Part of the Family)

Lethe Blessed Bone Child (Requires: Ghost-Blooded or Thrown down a Flint Canyon) [600]: The cycle of life and death in Creation has become a broken thing. Ghosts are able to have children with Mortals and use those same children as emissaries and assassins in equal fervor, but you are something completely different from their normal aberrations against the cycle of reincarnation. Unlike many Mortals you have an Anima Banner, a spiritual representation of your very sense of self set in imagery which can manifest at your will. This not only grants you a seperate, roughly equal, pool of Essence for you to draw on, but also allows you to manifest a your Anima which has taken on the properties of the Lethe itself, corroding willpower at a touch and sometimes even scouring the memory of the time spent near it entirely away. At the apex of the Anima, when the flares are at their height and your totem is clear cut to see from across a battlefield, you will find yourself cloaked in an aura much like the venom of the Lethe Serpent, sending all beings who can through the Lethe in spite of bindings upon the beings. (Discount: Priest) (Discount:Ghost-Blooded) (Discount: Ten-Thousand Winter Nights)

Mastery Equals Flow [600]: In the grand scheme of things the ways of the warrior, the scholar, and the charlatan are all the same. Like waters flow from rivers to sea, like the great Poles of Creation, like all things in its proper place you have masters the truth. An understanding of unity of motion in things beyond the simple material has allowed you to gain a new view on the world. Your skills are all augmented by a clarity of focus, a zen mindset some would say, which allows you to more easily make connections and correct consolations between things as you come upon them. This, at the very least, allows you to be better at myriad skills, even those of which you have little to no training within. This

allows you to connect to the needs of others, bring about the best possible endings while saving yourself as much of your personal expenses as possible, and even tend to empires far beyond the scope of your personal purview. However, the true power of this mindset is simple.
You understand how to link together various different desperate Essence Patterns to form out of normal Charms the flowing combination that is greater than the sum of its parts known commonly as a Combo. This nigh impossible task is yours and yours alone as mortals can learn such patterns which make the user able to use sometimes dozens of various Charms and abilities, but cannot seem to innovate them by themselves.
Furthermore, this mindset can be trained for any new skills that you develop later on and the application of understanding the flow of various magics and Essence Manipulations will allow you to combine and create new abilities with other powers after this Gauntlet. (Discount: Children of the Earth) (Discount: Warrior, Savant, or Broker)

Inheritance of Dominion [600]: Domain, the term by which a God is defined in this world. A God could be as low as God of That-One-Grain-of-Sand-on-the-Yellow-River or as powerful as the spirit of the entire Yellow River. God-Blooded, and some few chosen Mortals otherwise, gain a touch of that divinty when their blood and Essence is stained the color of spirits, and your soul is stained deeper than many before you. Whether a sign of a stronger bloodline or a sign of a patron whose powers are heavily invested in your growth you have a strong relationship with a Domain like a spirit does, to the point that you can create a house sized pocket of space for you that can be entered from anywhere that touches your domain. The stronger inheritance also affects how you start your adventure as your stronger blood and Essence allows you to have a more formidable start, easily being a skilled user of charms and generally peak human in nearly all of your attributes. (Discount: God-Blooded or Demon-Blooded) (Discount: Priest, Savant, or Broker)

Overwhelming Obstructive Overdrive [600]: Essence, as as person’s metaphysical weight, allows for an Exalt to fight against fate, to overcome the hurdles of Destiny, and to choose their own way. Whilst all those Mortals who have awakened their Essence share this trait in some minor way you have something beyond even that. Either by blessing or design on someone's part you have the ability fight off the shackles of Fate’s grand design and walk your own path, but even more than that you have a pool within you that starts off empty but the more you fight obsticcals in you personal path in life, whether placed there by Fate or by insiditious design, it fills. Each time a charm, spell, or feat of outrageous skill brings you closer to your primary goal in spite of such obstructions you gain more Essence with which to fight further down your own path.
This ability to buck the hold of Fates design, at its peak, is so powerful as to disrupt and usurp the flow of preordained instances unto yourself. Your own path and destiny overriding whatever future was ordained by starry sky or strong armed god. This accumulation of Destiny due to your powerful Essence can of course be ignored but doing so grants no Essence accumulation. Though, perhaps most notably among the hidden and hiding this ability grants the user method to calm their raging Anima and will not count towards outward manifestations of power if the user doesn’t wish to, though this does take quite a bit of willpower to maintain.
Of course if taken alongside Eclipsed Light you will no long have to commit such willpower to the act of calming your Anima. (Discount: Half-Caste) (Discount: Priest or Warrior)

The Gunzosha's Choice [800]: Power, however fleeting, at the price of your very life, this is the Gunzosha's Choice. Whilst you don't have to do so you now have all the knowledge of how to craft the Magitech systems to fuel a suit of full Power Armor solely upon a man’s will and life-force. In addition

you have an expansive knowledge of the Shogunate period Magitech, and whilst it's no First Age it is far and away a more complete understanding than most Mortals have, save those taught either by the very best craftsmen in Lookshy or a God of Craftsmen. With time, resources, and a few followers you could craft artifacts like Gunzosha Commando Power Armor or even a full Warstrider of the Scout or Common Class, though any greater works are beyond you. (Discount: Savant, Lookshy, The Imperial City)

The Shogun of Dirt (Requires Adamant Virtue Meditation & Secret Power Slumbering) [800]: Essence is the very building block of Creation, and by that measure, your body. To extend your essence is to extend your very self.
By learning this charm, you can now extend your essence outside of your body to act as an aura which shields you from damage and extend your attacks beyond your body.
While this aura is active you have an extended melee range as your aura lashes out half a dozen feet at the least, at Essence 3 you can expect a punch to 'make contact' ten yards out.
This aura also acts as armor that scales with your Essence, starting out as basically as a good leather buff coat before becoming as protective as articulated plate armor at Essence 3.
The Shogun of Dirt is flawed though. Whatsoever damage it blocks whilst protecting you is taken from the pool of energy within you and damage can still get through if it is above the armor's ability to soak damage, though it will be partially stopped upon the Shogun. (Discount; Warrior, Priest, Children of the Mighty, Children of Earth)
(Basically your Mote pool becomes your HP and you gain a extended melee range.)

Dreaming Pearlescent Courtesan (Requires Guild Smile & The Flow of Essence) [800]: An art that focuses on grace, beauty, and finesse. A soft style that emphasizes subtle strokes, skillful motions, and knowledge of the target over brute force. Master of this style are said to twist hearts and wield desires like swords. You have learned this art and fundamentally mastered it’s social element. While you can’t use the martial arts Charms, as they are beyond the grasp of a mere Mortal, you can count as already having learned it should you ever gain the ability to do so, but for now the martial element remains dormant. With this you have become able to ‘see’ the tells of a person through pattern recognition and ‘feel’ intimacies and relationships through pure intuition, while neither of these abilities will improve your skill in social combat they along with a healthy dose of charisma and rhetoric have made you a monster in the social arena, so much so that most magistrates would rather strike you in reality whilst you tie them in a web of words.
(Basically this increases you unpowered skill with debating skills and such to levels where a professional politician would very rather strangle you than take on your social combat acumen. A professional debater could fight you, if they were in proper form, but they’d find your speeches to almost read legalize and be harsh. In addition you may should you ever gain the ability to learn a Celestial Martial Art through means your own instantly learn Dreaming Pearlescent Courtesan)
(Discount; Criminal, Broker)

Virtue Expressed Through Grace (Requires Fae-Blooded or A Deal Made in Good Faith) [800]: A raksha who knows the appropriate Charms can forge a Cup, Ring, Staff or Sword Grace for any consenting creature, including one of the Creation-born.
This act has been done for you and you have gained the ability to utilize the powers of a raksha, a living narrative, for yourself, their Charms can now be learned as if you were one of them now, perhaps you’ve already started to become one of them in your own way. (Both Fae-Blooded or A Deal Made in Good Faith get a Grace free, being both nets you two) (Discount; Savant, Priest, Fae-Blooded)

Mother Sea's Returning Tide (Requires Lintha-Blooded AND either Breeding Program or A Part of the Family) [800]: You have been through much, stepped over many bodies and completed vile rituals to get this far. You now have the same grade of Blood that your ancient ancestors had so long ago, enhancing your Essence pool beyond normal mortal ken and into that of the Ancient Lintha. The raise in strength of Essence is great and allows even greater access to the Mother Sea's powers to the point that they could match even her greatest children.
In addition, you gain the ability to pass on your own form of Inheritance to children of your bloodline, as well as a strong bloodline that allows your Lintha blood to breed true when you wish it to. You can, like the Lintha before you, plan the bloodline of multiple hundred generations and create very specific breeding programs that will balance the razor's edge of thick enough blood versus new blood, children born of the program would possess all positive inheritable traits planned for with virtually no risk of negative traits breeding into the bloodline, newborn. Also you are now selectively fertile and possess the ability to breed true with just about anything, like Gods, Exalted, and Demons of this world. (Discount: Priest, Lintha-Blooded)

Creation's Natural Warrior Pattern Ingraining Meditations (Requires The Flow of Essence AND Dragon Breaking Feather) [800]: You are something different, weather through heritage or simple good will of Creation or Gaia you are able to use the a suite of natural essence patterns as if they were your own. These Essence Patterns were meant for a God of Martial Arts, but Creation has never told a story of such a being in memory. Thus you have inherited some shred of the abilities that that God would have been granted granting you the ability to learn martial arts simply by observing a master moving through a Kata and you have the ability to apply divine will upon your own martial arts skills, allowing you to strike and block Perfectly, though the cost is a vast chunk of Essence equal to about a third of the greatest Mortals pooled power. (Discount: Warrior, Children of the Mighty)

Heirs of Dust and Ashes (Requires Passion Fettered Soul and Secret Power Slumbering) [800]: The bindings of life and death have been loosened by your 'condition'. Savants generally agree that the mortal soul contains two components: the hun, or higher soul, which is the seat of reason, memory, and positive emotions, and the po, or lower soul, which is the seat of negative emotions such as anger, hatred, or pride. At the moment of death, the two facets detach from one another. Either through ritual, mutation, or something else you have achieved harmony between Hun and Po. You may, at will, manifest a being of spirit and necrotic Essence, your own Hungry Ghost, into the world and fight side-by-side with the very being that will one day protect your remeniant remains.
In addition to this impressive feat of spiritual enlightenment, you can also choose not to die to attacks that would kill you by dematerializing, though such a feat would leave even the most Essence flush Mortal almost completely drained of their Essence and this ability cannot protect against blows meant to slay beings of the spiritual world. (Discount: Priest, Criminal) (Discount: Ghost-Blooded) (Discount: Ten-Thousand Winter Nights, or Thrown down a Flint Canyon)

Blessed by the Heavens [800]: The overwhelming majority of mortals have no idea how fate and destiny function. The average mortal either believes in the lies of other supernatural powers or has some vague inkling that the stars display the shape of Heaven's future plans. They is almost certainly not aware that destiny is written within a rather large structure in Yu-Shan. It is only the greatest scholars and masters of the occult Art of Astrology who know the Loom of Fate to be more than just a euphemism for the grand vault of the sky. You however, are one of those scholars of the skies who knows better.

Destiny is plotted in broad eventualities, with details left undecided until the moment of truth, and it is thankfully the very plotter in control with your own Fate with whom you have found yourself allied. A being who strums the very strings of Creation's grand Destiny has seen fit to aid your journey. The supernatural voyeur aids you in a number of ways both subtle and overt; tasks will seem less monumental than they otherwise would be for a Mortal like you, tasks that reward you seem to crop up from time to time, and more overtly sometimes you gain flares of inspiration on the vague path of your own Fate and idea of how it should end though you still have the ability influence how it all happens. In essence this allows your goals to be more easily realized with greater celerity and clarity while granting you the ability to see your objectives through.
In future worlds the vault of stars above your head will always hold a certain star which, in truth, is the seat upon which your voyeur friend is plotting your fate from, your own personal star and their Astrology boosting manse. You can, of course, send messages to them via mail, which always gets to them in a timely manner somehow, and maybe with a few gifts they could even communicate with you in other ways.
You may also find that they have an unknown grudge against moons. (Discount: Children of the Earth) (Discount: Priest or Broker)

All-Encompassing Shintai [800]: The God-Body is a well known feature of many God-Blooded which allows them to temporarily obtain a body akin to their Divine parents, but this is so much more. While most God-Blooded would gain some reflection of their Divine parents form this allows a mortal to use the process to become a attendant spirit of the chosen type temporarily, allowing the user to break free of Mortal limits for a time as the God-Body safely boosts their Essence temporarily into the next stratum, allows their physical attribute to reach literal legendary heights far beyond any normal Mortal, and even grants a boost where their Divine power and physical might acts as an argument to their personal charisma as long as they act in service to their chosen theme. You will even have a full mote pool at your new Essence level and a few charms will be unlocked innately when you enter the mode automatically.
Whilst this 'super mode' is great and readily solves many temporary problems it's power would be exorbendently exhausting for a person to maintain beyond a single fight or twenty minutes. Perhaps with time and experience you can even hammer out this flaw to your mantle. (Discount: God-Blooded or Demon-Blooded) (Discount: Priest, Savant, or Broker)

Glory Unto Me [800]: To the Mortals of Creation there are naught but limits to their actions. They are the lowly and the ones above them, be they Exalted or God, are beyond them. Your reach is ever so slightly higher though. While this does not actually allow you to grasp the power that is beyond your Mortal body it does allow you to touch it in your own way. When attempting to learn something that you really shouldn't be able, such as Perfects or Charms Native to some other race, you instead create your own versions of these powers, abilities, and Charms. This newer version is always in line with your own limits but is usually on the very apex of what was possible within those limits. This could make a Perfect Dodge Charm that dodges the Undodgeable ALWAYS into a Dodge Charm that has a chance of dodging the Undodgeable or a Terrestrial Martial Art Charm imitation of a Celestial Martial Art Charm. As long as you have a proper bases to look up to you will be able to at least developed a facsimile of your goal with your own skills, powers, abilities, and attributes and that is a unique gift unto itself.

Companions (Companions may take a Destiny of their own, however the responsibility is shared amongst the group, after all a burden shared is a weight lifted, right? They may also take Echo of a Bastard Child Drawback for additional CP):
The Pack [000]: You may import or create up to eight companions (Or just pets if you don't wanna subject your friends to this) in with The Wrong Side of Reincarnation Race for free. They each have 100 cp to spend and have an origin of their own.

The Talon [000]: You may import or create up to five companions as Children of Earth for free. They have nothing but the freely given Origin, Items, and their wits but they are your friends, would you lower them just to grant them power?

A Chipped Dragon Scale (Require A Dragon's World) [500 or 300]: You may import up to five companions as Dragon Touched. If you are a Half-Caste of the Solar or Lunars you may get this for a mere 300, discounts still applicable. (Discounted: Dragon Touched) (Discounted: The Imperial City, Lookshy)

The Misfit Circle [500]: You may import or create up to five companions with the Children of the Mighty choice of their wish. (Discount: Children of the Mighty, The People of the Dunes)

Followers (Followers may ***Not*** take Destinies nor Drawbacks for extra points, though they are subject to your own choices of Destinies insomuch as they follow you and that will drag them into your problems. Followers in future Jumps tend to be the same folk, just 'fit in' to the new Jump.):
Extras [50+]:
A small squadron of five people who work for you in some capacity either as expert soldiers of fortune or as skilled tinkers, tailors, or even sailors. These people are of the same raw, unenlightened masses as the vast number of normal Mortals are, albeit with some skills trained to a high degree of proficiency, though you may make a one-time additional purchase to Enlighten the lot to their Essence. You may purchase this choice additional times increasing the number of followers you have with each purchase; from five to twenty to finally a one-hundred person band of people. (Discount: Crafted Race or Children of Earth) (Discount: Savant or Broker)

Cult [50+]
Worship grants power. This is a known fact in Creation and among the denizens of the Underworld. In recognition for you a Hero/Ancestor Cult devote prayers for your safty and success. While you only have a half-dozen priests or priestesses who preach your ethos the steady prayers and offerings grants you improved ability to recover mentally day to day. This can be improved once to the point where your worshipers have formed a large community, or a few small ones more spread out, which accounts for several hundred devotees giving daily prayer and offerings in your name which would improve your Essence recovery a bit in addition to granting more peace of mind. (Discount: God-Blooded, Half-Caste, or Ghost-Blooded) (Discount: Warrior or Priest)

Contacts [50+]
These are the rare few true experts of their craft who through ties of loyalty are willing to tap their own resources, within reason, to aid you. Anything from major backers from the nigh-global Guild, to the ear of a Dynast in the Ralm. Each purchase grants you an additional Contact readily available to you. (Discount: Lintha-Blooded, Demon-Blooded, Ghost-Blooded) (Discount: Criminal. Broker)

Storied Treasures:
A Layman's Gear [Free]: The gear of the layman is sparse but will make life in Creation a little more comfortable. This is composed of a suit of clothes appropriate for the climate you start in, a sword of low quality steel, a dagger of cold iron, a water pouch, a week's rations, and an empty pack.

Souvenirs [50]: Small things like a pair of wedding bands formed of jade, an amulet of moonsilver, and various other knick knacks that are unique to Creation fall here. You receive a steamer trunk full of these non-magical, though some may have been formed of the Magical Materials, items to take with on your travels. If nothing else they are beautiful and can be sold for a fair price. May be purchased multiple times, if you wish.

Weapons [100/150/200]: While the above gear is perfectly serviceable you can gain any non-magical melee or ranged weapon native to Creation upgraded to perfect for 100cp. You may also import one weapon from your Jumps in for only 100cp. Making the imported weapon perfect improves the weapon, no matter how good it was it's at least slightly better, for only 150cp. Making an imported weapon, or a normal one at that, formed from Gossamer and thus automatically Perfect costs 200cp, the extra bit is for the fact that you can customize the object into almost anything now so long as it still serves its original purpose. May be purchased multiple times, if you wish.

Armor [100/150/200]: While the above gear is perfectly serviceable you can gain any non-magical armor native to Creation upgraded to perfect for 100cp. You may also import one suit of armor from your Jumps in for only 100cp. Making the imported armor perfect improves the armor, no matter how good it was it's at least slightly better, for only 150cp. Making an imported armor, or a normal one at that, formed from Gossamer and thus automatically Perfect costs 200cp, the extra bit is for the fact that you can customize the object into almost anything now so long as it still serves its original purpose. May be purchased multiple times, if you wish.

Gossamer [200]: Powerful in the hands of the right craftsman this is a token of Fair Folk Gossamer. With a deft touch of Essence this stuff becomes programmable matter than can form any one mundane item no larger than ten times its own weight (A Pound) and size [6’ by 3’ by .5’]. You get one of these per year and stacking them is additive. If you have Fae-Blooded you can forgo the discount to get skill in Crafting Gossamer, otherwise you’ll just have to experiment with it until you gain an understanding of it. (Discount A Deal Made in Good Faith, Fae-Blooded)

Resources [100]: An unexpected source of income that you can reliably live off from if you only bought a small farm and lived off the land for the rest of your life. As it is you can likely survive off Rice, Pickles, and Eggs with the occasional slice of veal every few days for the rest of you life. It all comes in a small wallet of Imperial Script or Silver Coins, your choice when you open the wallet. This may be purchased up to five times, at which point you’ll be so rich you could buy a nineteen room mansion with servants included easily with the amount in your wallet. (Discount: Warrior, Criminal, Broker)

Trivials of Thaumaturgy [100]: Sadly Thaumaturgy is a job that needs very, well let us just say peculiar and be done with it, ingredients. This is a source of such peculiar things as a bottle of a fair maiden's sighs, the light caught in a scroll at sunset, and a shattered mirror with burnt reflections of spirits upon it among other things. These are the things that a Thaumaturge would need to craft minor items of power and perhaps even artifacts with enough hoarding, it'd take years though. You'll come across a

decent source of odd reagents and resources that you can call on once a month. This may be purchased multiple time, up to five times, and doing so increases the quality and quantity of the ingredients at three purchases you'll start getting minor artifacts, toys from the First Age, to aid in creating truely impressive things. (Discount: Savant, Broker, Priest)

Lesser Wonders:
A Sword of Glass [50]: Made from Chiaroscuro, this steel-hard, brightly colored substance is found only in the southern city of Chiaroscuro. As of yet no one has found a way of producing more. Skilled smiths and thaumaturges craft wondrous armor and weapons from the fragments of glass scavenged in the ruined sections of the city and you have one such example of that craft. A sword of glass. If you wish you may have any item of your gear, within reason, be made up of this glass instead of a sword. (Free: Warrior)

Ghost-Hunting Staff [50]: Immaculate monks who travel the Threshold opposing the Hundred Gods Heresy often carry staves such as these. Approximately the size of a normal quarterstaff, the staff is topped with a large jade ring, from which depend several smaller rings; when the staff is in motion, the small rings produce a distinctive jangling sound, said to discomfort evil spirits. This staff can strike immaterial spirits when some Motes are committed to it, but other than that is merely a very fine nine-ring bo-staff. (Free: Priest)

Book of Infinite Possibilities [50]: When touched to another book and ten motes is spent, the book of infinite potential mutates and shifts into a close copy of the book being touched. All text and images are reproduced exactly, and the book takes on the size, shape and number of pages of the original. The binding is also duplicated very closely, but not exactly: on the lower right corner of the front cover and on the spine a triangle of three dots (∴) appears in embossed silver, indicating the book is a copy. These books only reproduce contents, not ability, so any magical effects the original book might have are not reproduced in any way. (Free: Savant)

The One Ring [50]: No not that one. This ring, formed from the five magical materials, always has a single Mote of Essence. This may not seem like much, it isn't, but for the normal Mortal it has another, much more valued, ability. Even if they can't otherwise use Essence this ring allows a Mortal to manipulate the Essence within the ring. This may not seem like much but it is quite a thing to the Mortals of this world. (Free; Criminal)

A Time Capsule [50]: You have, through means your own, come across and attuned to a Cache Egg with a few small mementos stored within it, all very nice pieces of jewelry that complement your complexion and a set of journals from the First Age. The Cache Egg can store up to three cubic yards of stuff Elsewhere and can even vanish there itself with a larger donation of Essence. The journals are fairly mundane things, tales from some Dragonblooded who watched over the feud between two Exalted, a Solar and their Lunar Mate, over a Mortal, entertaining if nothing else. (Free: True Love) (Free: Broker)

A Scroll of the Silken Scholar [200]: This is a small selection of Alchemical, and Thaumaturgy enhancement recipes ready to go. They have nifty names like Seven Demon's Potion, Least Wonder, Hero's Recovery, Age-Staving Cordial, and Life's Little Luxuries among others and they provide a slight boost to various small things, some of which aren't so slight. This is basically the recipes for every canon form of Thaumaturgy and some that aren't.

It’s minor stuff like healing potions and such, but the real value is the ritual in the back which detail a method to produce Yellow Jade from any of the other forms of bog standard jade, at a one hundred to five pound to pound ratio. The ritual for Yellow Jade only works once before becoming useless for reasons unknowable, but the Scroll will produce another ritual in about six months.
Yellow Jade is the only form of magical material that can be Attuned by Mortals and a hunk of this stuff is said to calm the Wyld. (Discount; God-Blooded, Dragon Touched, Criminal)

A Storied Sword [300]: This is a Daiklave made of Yellow Jade-Steel which has undergone the Ritual of Elemental Enchantment (Fire). Even the slightest sip of your Essence with set this weapon ablaze with flames that'll last a full day unless you're disarmed. It easy to use once you've attuned to it, which anyone can as it's composed of Yellow Jade-Steel. To most of the average plebs you'll look like a Fire Dragon-Blooded.
Also to those who want to know what the heck a Daiklave is, it’s a freaking four foot bladed broadsword with weight to back up a razors edge, and that's before the attunement which will make it magically sharper, and lighter; to its wielder only. It’s a magically sharp sword that is invincible to conventional harm and can catch on fire at your wish. (Discount; Warrior, Children of the Mighty)

A Peasant's Rament [300 or 400]: A fully operational First Age suit of Ashigaru Battle Armour. In appearance, the suit combines a helmet and a skintight bodysuit layered with light plates of magical alloys protecting the legs, arms and torso. It has active camo, high end armor, a filter for gases, and grants night vision as needed.
You may upgrade this armor to First Age Gunzosha Commando Armor for an additional cost, which adds a slight regeneration as long as you wear it and improvements across the board on all other features improved by the Ashigaru.
If you wish you may come with a post-surgery set of Aegis-Inset Amulets, the devices are designed to be inserted into every major pulse point (wrists, shoulders, hips, knees and the back of their neck), collectively appearing as nothing more than extensive and exotic body jewelry. Which grants the user the ability to attune to certain armors via using your own lifeforce as fuel, ageing you twice as fast, unless you are capable of using Essence, if so it merely reduces the cost of mystical armor attunement a bit and doesn’t age you at an accelerated rate. (Discount: The Gunzosha’s Choice, Lookshy)

The Graces [300]: A Grace is your Virtues reforged into an indestructible mundane object. You may summon your Grace(s) at will and send them away in the same way.
Having a Grace makes it so you can take shaping actions, and more pressingly shaping defenses, and also bolsters one's identity or your very sense of ‘Self’ through the Virtue that it was originally forged from. You can literally feed on Virtue with these as detailed in their description.
Shaping Combat is basically being able to create illusions that can have tangible consequences. Mainly these consequences involve crippling emotions and free will when used against mortals, but there are other problems unique to a Grace, these are listed with each Grace individually. Your willpower and core sense of self is assumed to be your Heart Grace.

The Cup (Compassion): The Cup Grace is the font of the raksha’s Compassion and represents Desirability. Those who offer up the Cup use it to invoke empathy in others. You can use it to feed upon the Compassion of others and to undermine their Temperance. With the Cup you have, strangers often come to trust you fairly quickly. Creation-born and raksha alike take comfort in your pleasant nature and attractive demeanor.

With this Grace you can Ravish your opponent once you have fed upon all of their Compassion. Ravishing an opponent leaves him unable to exert that Virtue in a situation the you name. You also gain a very healthy amount of energy for the act as it refills your reserves.

The Ring (Temperance):The Ring Grace is the source of the raksha's Temperance and his sense of Purpose. Those who invoke the Ring use it to make manifest the inner desires of their own Hearts. You use it to feed upon the Temperance of others and to limit the range of their Valor. With the Ring you have, your workings can establish laws and mandates that constrain those around you.
With this Grace you can lay an Incumbrance upon an opponent once you have fed upon all of their Temperance. The attacker names a task with the following limitations:
• It must be possible.
• It cannot conflict with another prior incumbrance.
• It cannot damage the victim permanently.
• It must be a task, not a behavior. That is, the victim will be bound to perform a service (either a specific, one-time service or some service to be performed regularly) or to provide some sort of good (either a specific item or regularly produced goods).
• The victim need not expend irreplaceable resources on the task.
The victim has to then try to fulfill that task, to the best of their abilities. A person can defy an Incumbrance by sheer willpower but this is very draining.

The Staff (Conviction):The Staff Grace is the source of Conviction and the need for Society. Those who invoke the Staff use it to create alliances and establish the means by which Rakshas can be more than just an infinity of disparate raksha. Fair Folk use the Staff to feed upon the Conviction of others and to delineate the acceptable contours of their Compassion. With this Staff you can recognize that others have desires of their own, as if reading slightly into them.
Staff Graces have two stages to their ability, known as Snaring. First, the Staff user seeks to trap his target in obligations and taboos to cripple her efficacy, creating the Snare. Then, the Staff user strikes against his helpless target's soul, either Ravishing them, imposing Incumbrances on them, or Vexing the victim. (As if using one of the other Graces).

The Sword (Valor): The Sword Grace is the source of the Raksha's Valor and her lust for Conflict. Those who invoke the Sword use it to enact their will bluntly by way of brute force, forging their own dreams by denying the same privilege to all who would oppose them. You may use the Sword to feed upon the Valor of others and to overwhelm their Conviction. Those things that know you have the power to bring them death will either avoid you or prostrate themselves before you.

The Way (Perception): The Way is the Journey and the Raksha's ability to understand how the inanimate can affect the animate. Those that utilize the Way can either facilitate or inhibit travel through realms of Creation and even beyond, the way is a path though and thus any path but it become more obscure when following it. You may use the Way to feast on a person's Perception and Bewilder their senses. The Bewildered cannot find a location of your designation, as small as the presence of single designated person or as large as few hundred miles wide kingdom, without outside aid.

Fae Bargains:
A Blade of Sake [200]: Sake and other alcohol have oft been hailed as Liquid Courage, but this simple bottle of liquor actually holds a secret weapon, hidden blade forged from Valor. With a single sip of Essence the liquid flows to form a blade of shimmering splendor which will flow around all armor like

so many stones in a river bypassing it's ability to soak damage and any time it deals damage it sups on the Essence of the victim, returning some of it to you. This can be applied to a Sword Grace as an additional effect Free on purchase. (Discount: Warrior & A Deal Made in Good Faith)

The Ring that Reflects [400]: A mirror of an old octagonal make, an 'eight hand' mirror as it were, who power is the refinement of one's own Temperance into a ring of mirrored steel. When used as a shield the Mirror Perfectly parries attacks away from the owner by placing itself between the owner and the attack. The attack, unless Unblockable, strikes an equal in the Ring as it reflects the force of the strike back. Should the Ring that Reflects ever block an Unblockable attack or block any form of Perfect effect it will shatter into seven pieces, though that final attack in question will still be blocked Perfectly. The shards will repair themselves in a year and a day. This can be applied to a Ring Grace as an additional effect Free on purchase. (Discount: Savant & A Deal Made in Good Faith)

The Grail [200]: This is more than a mere vessel, Essence can be poured into this cup with reckless abandon and never would it cease filling. While not as awe-inspiring as the instant satisfaction of the other Graces but it does have an infinite capacity for Essence, though only Essence, and to tap into higher levels of Sorcery is trying even for a skilled caster. It's only other ability is one of pure Compassion crystallized, a person can, only to another who has also donated to the Grail before, can channel their compassion and tip the goblet over. Their wounds and heal them fully and completely of all damage, though this takes a vast amount of the stored power, always at least an eighth of the stored Essence within the Grial. This can be applied to a Cup Grace as an additional effect Free on purchase. (Discount: Priest & A Deal Made in Good Faith)

Champion's Belt [200]: Woven within this belt are the five Magical Materials along with studs of Adamant. The champion's belt is able to make any fight agreed upon by two parties fair, though the drain on the wearer may make this useless. Shaping Defense nullifies this ability and Solars of the Eclipse Caste are immune to its effects. In addition to this there is one other use for the Champion's Belt, and that is to cheat. As in even though the opponent must obey whatever 'fair challenge' is sworn upon the Belt you may choose when to obey such rules without any repercussions. This can be applied to a Staff Grace as an additional effect Free on purchase. (Discount: Criminal & A Deal Made in Good Faith)

Phooka Steed [100]: A being born of dream and myth this steed is a riding animal, of your chosen type though horses and massive wolves are the most common, that slowly shifts position when no one is looking. This steed is simply a mount able to shift color and facilitate travel from one location to another location at speed. The steed uses the fastest possible land based route, no matter the dangers to the rider, and moves at a monstrously fast speed to get to the indicated destination as fast as possible whilst treating any water as if it were open ground and being absolutely tireless until the time that it gets to its destination, with the rider or no. A Phooka is, by itself, a simple being who will try to get people to ride it only to Bewilder them so they can't find 'home' anymore, so a strong hand is needed if you wish to keep this beast under your thumb. You may import a pet into this beasts place. (Discount: Broker & A Deal Made in Good Faith)

Offerings (Discount: Ghost-Blooded):
Grave Goods [50]: An items of wondrous power that isn't quite what one would normally call an artifact. These things appear around ghosts and among the dead often enough that they're well known for being a thing even among the living. Things such as a gourd of wine that always seems to have another swallow left in it and self repairing, but otherwise mundane, swords are the kinds of things you'd find in the Underworld. All of these kinds of things would be worth a pretty penny and you can of course get one, though do note that many would covet these items and more would wish to see them properly taken back to the Underworld where they 'belong'. (Discount: Priest/Criminal AND Shaman)

A Land Unwanted [100]: Not Salt, nor Iron, nor Oblivion itself wanted it. This land is unwanted by all beings living and the dead alike. It is a strange place upon the upper surface of what can reasonably called a Shadowland. The location is a bit of sticking point though, because it's less of where and more of case of what. For you see this little twenty meter dip into the Shadowlands is actually tied not to a place but to an object, a door to be exact. As long as you place this door in a location that has never known the suns light then it will open to the local Underworld or afterlife. (Discount: Priest/Crimina AND Lethe Blessed Bone Childl)

The Choir [200]: It is hard to tell with items of the Underworld when one is talking about people, places, or even objects properly. Such as this item a nine ring bo-staff formed from the bone and iron of the Underworld this item is a calling card of a Shaman, Priest, or sometimes Necromancer. This item is a minor Artifact in it's own right but all it does is allow a person to forge iron links out of the dead's words and save them so that when the rings would usually resound upon the staff with each tap of it's bone haft upon the ground it instead sends out messages, prayers, and songs of the dead to those that were meant to hear it. This items true purpose is to allow the user to send off the dead by unbinding them of worldly matters, and if done so any Ancestor Cult that once sent its prayers to the dead in question now send it directly to you, or to be more exact to The Choir. (Discount: Priest/Criminal AND Lethe Blessed Bone Child)

The Gods Forsook Us, So We Killed Them [400]: Inked in blood, bound of flesh and iron, blessed by spirits of the dead and hallowed by the teeming masses of the Shadowlands, this tome is said to contain within it the twin arts of Necromancy and Requiem. Whilst the Three Circles of Necromancy, the practice also known as the 'black mirror' of Sorcery is well known and detailed within these pages are secrets of it's uses and it's branch of crafting known as Necrotech. Requiem, on the other hand is a bit more esoteric, contained within these pages are very proper way to inter the Dead, every possible means by which to calm Hungry Ghosts, and more it is the art of the undertaker and Gods of Death, whom have all but abandoned their place among the dead and thus needed replacing.
With these practices one could raise the dead to arms or lay armies to rest or turn the recorded skills to another means, murdering Gods. Feats which would be considered monumental or simply impossible byeven the above average mortal. (Discount: Priest/Criminal AND Lethe Blessed Bone Child)

Dead God [800]: A massive being whose wings have not flown the skys of the Underworld for ages past. A God of the Dead who accepted it's place properly and shucked off it's physical coil in an attempt to grow closer to the dead that it ruled. Now all that remains of this being is this thing. Bone, Flesh, and Blood of a God that had been forged into a nine meter tall war machine. Massive vulture-like wings which burn with the flames of the Underworld, flesh cloaked in armor to keep it safe, and necromancy used to take hold of it's massive form and give it life guided by your hand. He rises as you rise, he walks as you walk, the Dead God Who Remains is a venerated Bonestrider as well

as an object of the local Underworld's abject worship. A shrine to the only God many of the Dead still pray to.
Because of it's massive religious symbolism and it's arsenal of Necrotech weaponry this is one of, if not the, greatest weapon available to Mortals.
Equipped with flight capabilities and shielded from damage by superiours heavy armor the Dead God Who Remains is capable of beating almost any purely mortal force down through sheer mobility and durability, however it also comes equipped with an Ghost Servitor who acts as a combat aid and Charm support for the Bonestriders user as well as a number of weapons.
Most of the Dead God Who Remains' weapons are oversized replicas of conventional weapons, however the Dead God has a few other options to its name. The Bonestrider can allow the creation and control of vast quantities of the Dead Flame as well as it has access to a massive bone spike that howls through the battlefield shrouded in a tornado of deadly wind when thrown, both devestating tools for the wise or skilled. The Dead Flame, also known as Pyre Flame, is a green-hued flame native to the Underworld which combines aspects of liquid fire and burning acid. It's rare enough that it's not a constant danger, but it's common enough that only the newest ghosts do not know its properties.
Finally, the Dead God Who Remains itself counts as a shine to a now defunct God and grant a purchase of the Cult option free and independent of your own Cult rating as well as makes the Necrotech titan need no maintenance nor repair by your hands, the Ghosts of it's cult are more than able and willing to tend to the Dead God Who Remains. (Discount: Priest AND Lethe Blessed Bone Child)

At the end of your time here these are your just Rewards:

1. A single perfect mundane object of clothing of any description that could have been made in Creation and you have it. Mortal is lovingly embroidered upon it in golden lettering. Whilst wearing this you will be able to pass as 'Merely Mortal' for most feats of prowess well beyond, but obviously magical or supernatural effects like a fireball or ki blast aren't protected.
2. A broken down Manse with a hearthstone and a minor AI akin to I AM in the same way the average man is kin to Albert Einstein. It will take hundreds of years of work to put to rights without the right education and even with it you could be looking at decades of work. The manse is connected to your warehouse as you leave. A path to it's 'front door' can be found in any area with great natural defenses, like inhospitable portions of the world on the level of Tibetan mountain ranges at minimum, once per Jump. (The Manse is a copy of the Invisible Fortress, a fortress retreat that Solars created. Take that as you will.)
3. Each Destiny that grants a companion, property, or weapon they can be taken with you.
4. Mortal Hero Style is a Terrestrial Supernatural Martial Arts based on this. https://docs.google.com/document/d/1YXQTkKSokE9w6pIyZG6bWiAFYBiKDFn80G3eqyG5IQs/edit
   Charms Developed should be in the range of Five Dragon's Style to Path of the Arbitrator Style Essence 1-3 Charms in effectiveness.
5. Those of you who take It's a Keybl… have the chance to learn the Aether Initiation can learn the charms that they meet the prerequisites for.
6. For your reading pleasure http://doczz.net/doc/4170273/charms---keychain-of-creation

Notes:

For those who wanna build their characters in an Exalted game. Good luck!

As a Mortal your Essence can not grow any higher than 3, unless you have taken Mother Sea's Returning Tide which raised your limit to that of the Ancient Lintha's 5. To go over this has the person's soul undergo an undirected apotheosis that usually leaves the Mortal exploded and their soul shredded in such a way that they die. God-Blooded and other various Children of the Mighty have a 'direction' to use so they usually end up like their x-Blood parent in nature but that will count as a fail condition for the Gauntlet, once free of this place have at it though.

As a X-Blooded (X = Demon/God/Fae/Etc.) you have an Inheritance of 4, Dragon Touched have an Inheritance of 3 and a Breeding of 3.

If you have the ability to learn the Terrestrial 1st Circle Sorcery via perks you can have done so as part of your 'backstory'.

Eating the Peaches of the First Garden will allow you to enjoy a long, virtually changeless, maturity and enter your 'middle age' at the age of a hundred or so, only truly entering an 'old' state at around two hundred twenty years.

When someone is cut by the Sword of Forgetfulness, the weapon from Forgot My Sword, their Willpower is lowered instead of actual damage dealt and it erases memories of the past five years. These mental wounds heal as easily as a bruised rib, as Bashing damage for those of you Exalted fans out there, and come back. Losing all Willpower leaves you in a state where you're driven by your

virtues, akin to running on instinct. Examples of what happens are things like helping a person you feel Compassion for unfailingly or fighting or fleeing with no real idea of your foes true power levels just doing what your Valor says is right at the time.

Heroic Tale Embodiment acts as a merged Assumption Charm that grants Mutations to the user in relation to their Essence, **for those who wish to know the mechanics behind it,** it grants a pool of 10 x Essence to the user but has a clause that states if you refuse to do a Heroic action when it is presented to you it shuts down automatically. Using Willpower to refuse your primary Virtue will also shut it down because that's turning against the nature of a Hero as well in this case. **These aren't exactly forced on you.**

When it says in the Gunzosha's Choice that you could match a God of Craftsmanship in Magitech it means it. The very best a human can do in any one thing can be quantified to thirteen dice rolling (The Ability in question being 5 the attribute in question being 5 and three specialties on Magitech) You can easily roll eighteen in these terms (Basically having Savant 5, an actual feature that some humans of another world have after they've been synchronizing with the Essence of a Primordial of Invention for ages, on top of being peak in Craft, Occult, Lore, Craft Specialty: Magitech, and Intelligence) This means quite simply that a God of Crafts (Full 5's for Attributed and Ability and a full Specialty) would have to use an Excellency, meta-physical booster power, to match the skill that you could bring to bear without Essence use at all.

The Essence Patterns of Creation's Natural Warrior Pattern Ingraining Meditations were meant for a God of Martial Arts. Thus you have inherited some shred of the abilities that that God would have been granted. You are capable of Spirit Charms and Excellencies as long as they pertain to Martial Arts, Melee, or War.

Kimbery's Excellency aids any actions that create disturbing art in any media, whether conventional paintings and sculptures or artful blood spatters on a wall. Appropriate stunts can make almost anything into vile art. Her power helps keep secrets by any means necessary. This assists all actions to cause delayed or ongoing harm. Purely immediate harm falls outside Kimbery's purview unless punishing someone who has benefited from her help or betrayed her love. She may also impose harm for the sadistic joy of doing so rather than expediency or necessity Also, once you have reached the highest level of Essence available to Mortals, in leu of the usual rewards gained from Gratuitous Skill Kata, or any other ability that allows you to gain an edge with a skill by performing it more awesome/flamboyantly you may heal yourself of damage as long as it would benefit from the Excellency, this healing is enough at the low end to heal minor wounds but at the high end everything but wounds that actively resist healing can be washed away one instance of damage at a time.

Shaping Actions are the ability to take a fluid reality like the Warp or the Wyld and bend them to your personal narrative. You choose how it goes and reality does so, unless someone with a better story comes over and tells theirs then the best of the two stories wins and that is basically Shaping Combat, being a better storyteller so reality chooses you. The benefit of a Grace is that the Fair Folk can no longer shoehorn you like they can a normal average Joe.

A Land Unwanted doesn't manifest the Underworld/Shadowlands in other Jumps but makes a doorway to the afterlife or to an ethereal world of shimmering light if there is not afterlife.

Post-Gauntlet Manses/Demanses appear where you wish them to and you have means, by a form of ‘sixth sense’ to locate them no matter ther position in relation to yourself as long as you still are on the same plane of existence as the Manse/Demanse in question.

If you wish to grant access to The First Garden you merely have to give out the fruit from it with the intention to invite a being into The First Garden, otherwise you would have to lead a person there and they would have no means of returning. If th serpent somehow dies the property should be treated as any property after that point as it has lost it’s wondering ability, though if you wish the serpent will respawn after a week.