

For ten thousand years, the Lady of Pain has silently ruled the city of Sigil, master of the hub of the Portal network despite the petty wars of the gods. The city of Sigil is the largest metropolis in the Astral Sea, untold millions making sacrifices to sustain it and ensure the continued survival of their people in the face of a hostile multiverse.

From hundreds of Crystal Spheres, teeming with the Clueless and monsters, refugees and oppressors alike come to find their place in a larger galaxy, to find treasure, fame and fortune amongst the planes. Beset on all sides by foes of such malice it would sear a man's soul to know but a fraction of their blasphemies, only the strongest and most ruthless survive. Foes from within and without seek to overthrow the Lady's rule, throwing themselves on the Throne of Blades in vain efforts to destroy in a moment the eons of her rule. The Great Devourer comes from the Far Realm beyond the Astral Sea, driven to consume all before it and Ork savages surge from their barbaric empires to pillage and slaughter. The vengeful Eldarin cite prophetic visions as they raid and destroy even their own cousins, and an ancient evil arises from tombs sealed at the dawn of creation.

In the grim darkness of the great wheel, there is only war.

Age and Gender: The Great Wheel is a place of equality, more or less, and so you can choose your gender freely. As for your age, it can be assumed you are most likely an adult according to your species, although you might not yet have reached that point, or perhaps you're at the age where you can't run as fast as you used to be able to, and are trying to recapture your lost youth.

Races:

Aasimar: The aasimar exist to serve the Blessed Pantheon. They are tall, averaging more than two meters, strong, and are almost inhumanly beautiful, often having golden or silver hair, glowing eyes, or other signs of their supernatural origins. They do not reproduce like the other races - they choose from among the best and the brightest of other races to join their ranks, intense indoctrination, training, and the blessings of the gods burning away their fear and turning them into Aasimar. Aasimar don't have a culture as much as they have religion. They're servants first and foremost, warrior monks and priests.

Dark Eldarin: The Dark Eldarin found protection during the fall from the spider-daemon Lolth, a pact which has marked them forevermore with pitch-black skin and bone-white hair. They are as lithe and graceful as their cousins, but their sense of style leans far more towards the dangerous and fetishistic. They suffer from a thirst, an ever-present need to find greater emotional highs in themselves and others, a thirst some say is a remnant from their pact with Lolth, either feeding her that emotional energy, or propping up the substance of their own souls with it as she leeches them dry, and their ability to teleport was twisted into a sphere of darkness, summoned in a burst of raw Warp energy.

Dragonborn: Once, long ago, dragons ruled the astral sea. The dragonborn were their children and soldiers, their true origins lost to time. They forged a great empire from the ashes of the Syrneth's defeat, only to be torn apart from within by the Tiamat Heresy, a bloody war that shattered the dragon empire, leaving the dragonborn masterless and alone. Typically, they will seek out great warriors to challenge them to battle, pledging allegiance if defeated. Much like their former masters, they possess the ability to breathe out jets of flame.

Dryad: Dryads are a true rarity among sentient races, being plants rather than animals. They're a mono-gendered race, going through three stages of life over their extremely long lives. Dryads are typically somewhat aloof, since they have few of the same needs other races do. Most Dryads care a great deal about the natural environment, in no small part because of their deep connection to it. Dryads require a lot of very secure and unspoiled land to successfully reproduce, and tend to think in the long term with planning and building their societies.

Eldarin: The eldarin were created by the Syrne as soldiers in an ancient war, and when the Syrne were destroyed, they were left scattered throughout the crystal spheres, with no place to call home. A frail and fragile race, most wear masked voidsuits when off their home ships, with a reveal of one's true face being a sign of great trust and intimacy.

Elf: Distant cousins of the Eldarin, the elves settled down instead of escaping into the astral sea. Seen as pitiful beings who lost their way by the Eldarin, their souls weighed down by gravity, these folks live a life of harmony with nature, granting them a remarkable sense of accuracy with weaponry.

Fairy: A tiny race, the fairies are formed by nature itself, their blood flowing with magic and their wings carrying them into the air with but a thought. Unfortunately, in such a small body, there isn't much room for a brain. As embodiments of nature, they can show up anywhere nature resides, and they do not die if killed...not truly, at least. Their body returns, no worse for wear, but the memories it once held are now nothing but a haze in a stranger's mind. Do not be fooled by the reappearance; the fairy they were before is gone forever.

Gnome: Created as engineers and janitors for the Syrne, the gnomish people possess a religious reverence for technology and an instinctive knowledge of how to repair Syrneth artifacts, and whilst they don't truly know how to build or repair anything except through muscle memory, they are quite adept at improvising.

Goblin: Goblins are tinkerers and tradesfolk, out for a quick buck and bigger explosions. Hailing from a Sphere noted for torrential downpour, the Goblins are easily recognized by their large bat ears, short stature and habit of often carrying large sums of money or explosives, typically both. Whilst a gnome builds things to last, a goblin builds things either for cold hard Thrones, or the love of big booms!

Halfling: Short, lazy, and generally a criminal element in many societies they become involved in, halflings are often seen in the same light as rats and other parasites that live on the fringes of a city. They managed to find their way onto spelljammers in one way or another and now are located in pretty much anywhere anything is going on, ready to snatch a purse or scavenge something useful when no one is looking.

Human: A relatively young race, humanity is, for the most part, clueless. Thankfully, they are also quick to recover, and seem to have a knack of surviving even whilst everything else is going to hell in a handbasket. Most of them view life in the Great Wheel as a life of constant adventure, but, really, chances are you probably already know what humanity is like anyway.

Kenku: Kenku are one of the older races in the Wheel, well-known as teachers and pioneers of spaceflight. They're avians who are extraordinary explorers with a great magical talent. Almost all Kenku dream of owning their own ship, preferring small maneuverable craft over larger ones. Politically, Kenku have little stable power in the Wheel. They don't care to play political games, and are simply too individualistic and freedom-loving to be tied down like that.

Kobold: Kobolds are one of the races with little stature in Wheel politics. They're insular, xenophobic, and extremely clever. They, like the Dragonborn, are a client race of the old Draconic Empire. Where the Dragonborn were soldiers and favored servants, the Kobolds toiled in obscurity as miners and builders. After the fall of the Empire they were left to their own devices. And they've done very well for themselves, considering their natural ability, or rather, their lack thereof. The Kobolds have great industrial and mining ability, reproduce quickly, and have cut-throat business sense that makes them a mercantile force to be reckoned with. Also, they have more literal cutthroat tactics as well. With knives.

Ork: Much like the Eldarin, the orks were created by the Syrne as warriors. However, whilst the eldarin were created as a thing of beauty, the ork is a creature of ruthless brutality, built to survive almost any climate and with an incredible healing factor, their fungal flesh closing up wounds when they enter the heat of battle.

Sahaguin: When you think of the Syrne, you tend to think of their successes. The Eldarin, the Orks, the beautiful and terrible artifacts they left behind to weather the test of time. What you don't typically think of, are their mistakes. These aquatic shark-people are discarded prototypes of the eldarin, mutated from lithe perfection to pelagic horrors, with an intense hatred of those they once were, possibly born out of jealousy. Optionally, you may choose to be one of the few that develop into a malenti, or sea-elf, with hair the color of what your scales would normally be, though keeping the sharp teeth, fins and lamp-like eyes of your kin.

Squat: Squats are a proud people, who come from a hostile world, with the surface being almost unlivable. They quickly developed skill at mining and started to live underground, a tradition which continues to this day. The squats are a creative people, with great regard for a trade well practised, and their society is big on tradition and honoring one's ancestors. Finally, the squats are hardy people, able to take more damage than one might expect from someone with their frame.

Tau: A mysterious race, the Tau have not expanded off their home Crystal Sphere and have little magical talent to speak of. Their gray-blue skin is leathery and tough, exuding no moisture, thanks to the tough conditions of their home planet. They have mastered the art of the 'tactical retreat'

Thri-Kreen: One of the most mysterious races in the Wheel in some ways, the Thri-Kreen are an insect race. Outsiders typically know almost nothing about them - they live in cities that are designed like hives. They have very little use for personal space and a great respect for common areas. They have six limbs, with two normal-sized arms, and two smaller ones.

Tiefling: A mirror image of the Aasimar, the tieflings are those born to serve Chaos. Far more varied than their counterparts, tieflings typically have multiple mutations marking them as servants of the Ruinous Powers-horns, a tail, claws, all this and more are common changes. Whilst most follow the guidance of their god, a sizable portion just do as their heart tells them to, which fits in with the purpose of Chaos just fine. Like the aasimar, they reproduce through conversion, though with them there is no formal procedure, just a torturous warping of the flesh, and a promise of power.

Warforged: The Warforged are silicon based life forms that live on the metallic planet of Autochthon. In the past, they served cruel masters that built them as consumer goods and military hardware. When the time was right, the creations forged for war rose up in rebellion against their former creators. Horrified by the implications of another Great Match, the Council prepared for war. After the smoke had cleared, the Warforged had shocked everyone by

announcing their intentions to keep to themselves. Despite this decision, some Warforged leave Autochthon to explore the organic world just outside their borders. Built to be obedient slaves, the Warforged have managed to manufacture lives of their own. They have armored bodies, and can be backed up into a new body as long as the head is retrieved.

Classes

Every cutter on the Wheel has a certain set of skills, and over time, these skills become developed into certain packages, which some call a class. A class is more than just a profession: it defines the power and skills that the cutter is focused on learning while they adventure across a spell-tangled, monster-ridden, battle-torn fantasy world, and you start off on one of these paths. Here are some of the more common class tracks

Arcane Knight: You know a smattering of a school of magic or a martial discipline, as well as how to imbue elemental power into your sword so that it kills things better.

Assassin: The silent blade in the night, assassins are skilled at infiltrating places and killing berks. They are trained in Shadow Hand, as well as setting sun.

Barbarian: A mighty force to be reckoned with, a barbarian's main goal can be summarised as being as follows; rip and tear, until it is done. As such, they are trained in three main schools of fighting. Desert Wind, Stone Dragon and Tiger Claw.

Bard: The bard is more of a jack-of-all-trades, mastering both sorcery and magic in a dazzling display of finesse. On the magical side, they learn to beguile opponents with both enchantment and illusions, whilst in terms of swordplay, they are masters of both Diamond Mind and White Raven

Cleric: Blessed with power from the Gods, unless you're Unaligned, you are able to heal the injured. The church will have taught you how to use abjuration, divination, healing, necromancy and transmutation spells, and you also know how to channel raw divine energy to heal wounds, although this is taxing to do.

Druid: Those who live in harmony with nature, druids have the ability to transform into animals and disrupt technology, as well as use the power of nature for healing, transmutation and divination.

Fighter: Focusing your studies purely on the blade, as well as proper usage of armor, these warriors know two main styles of fighting; White Raven, and Iron Heart.

Guardsman: You've gone through military training, knowing how to shoot an enemy until he is dead, but nothing too flashy, although you are trained in Iron Heart.

Heavy: You are a Heavy Weapons Cutter. This is your gun. You know how to fill the air with lead rain, how to survive people shooting at you in the process of doing that, and Crisis Zone. This is all you need to know.

Magic User: You have learnt how to use arcane power as a weapon, and channel it through a focus, learning the secrets of abjuration, evocation, illusion, conjuration, divination and necromancy.

Magitek Gunman: You have learnt to utilize both sharp-shooting and spellcasting in a deadly combination. On the sharp-shooting front, you have Elemental Gearbolt and Point Blank, whilst the spellcasting part of your skillset involves evocation and conjuration.

Monk: Raised in a life of discipline, your efforts have paid off, with the knowledge of how to channel your ki to protect yourself from harm, strike with powerful force and eventually survive without sustenance. You also know the martial disciplines of Setting Sun, Shadow Hand and Diamond Mind

Operator: A specialist, you are skilled at shooting people from far away. At the very least, if you're doing your job right, they're unlikely to suffer. You are trained in the Clay Pigeon and Silent Scope katas.

Paladin: A paladin is what you get when the Church decides someone seems more like a jock than a nerd, and trains them in how to use sharp or heavy sticks to make people dead. The training you were provided covers White Raven, Stone Dragon and Devoted Spirit.

Rogue: A shadow in the night, you are trained in infiltrating places you aren't supposed to be, and stealing all their shit. You also know Shadow Hand and Diamond Mind, in case things go poorly and you have to fight your way out of a problem.

Sheriff: A cutter on good terms with the law, you're trained in taking in outlaws, dead or alive, as well as Clay Pigeon, Point Blank and Tin Star

Origins:

Any hero you care to name is more than just a man, and a real Hero is more than even that, with abilities beyond even the greatest normal man. A Hero might have a great blessing, or a great curse. Maybe he was aware of his great potential since childhood. Maybe he only discovered it in a time of great need. Whatever it is that a Hero draws strength from, it is known as their Exaltation. The exalted are a rare breed, literally more rare than one in a million. Fortunately for you, the same could be said of a Jumper. One thing of note, is that an exaltation does not go to those unwilling to use it. If you survive a vampire's embrace, you are the kind of person that will choose to survive instead of merely wasting away, even at the expense of others, and a God will not Choose one who does not follow them. If you wish, you can choose a homebrew exaltation instead, though you should still pick an origin to 'count as.'

0CP - Functionally Immortal: Like all other exalts, you simply will not die unless you are killed. The weight of ages, and mundane poisons and disease; all simply slide off you like water off a duck's back. That's not to say that exalts don't age, per say, but when an Exalt is noticeably old, they will have seen entire nations and great empires disappear in a fleeting moment, comparatively.

Atlantean: When the Syrne vanished, they didn't even leave corpses behind. The popular theory is that they used a weapon which blasted the souls of their entire race free from their bodies. Ever since, certain people have been born with the same kind of amazing, universal magic that the Syrne practised. Some say that they've been born with the souls of the lost Syrne race. Whilst you are indeed a reincarnation, you did not realise this until later into your new life. You do not have all the memories of your old life. Maybe you only have flashes and vague memories, or perhaps you remember a few days or events extremely well, but the rest of your memory is a total blank. All you know for sure is that something terrible happened to you and your people.

100CP - Prestidigitation: You are capable of minor magical tricks, such as coloring, cleaning or soiling small items, or creating harmless sensory effects.

200CP - Deep And Vast Memory: With the vast memories of another life washing into your own, it seems like it would be easy to be overwhelmed. Luckily for you, that's no longer going to be a problem, as you can easily remember a vast amount of information and mentally file it, allowing you to keep track of what information is from your old life and which bits of info are from the new.

400CP - Grand Library: Your mastery over the forces of the Warp, as well as your understanding of how it works, have improved, to the point where simply by observing others casting a spell, you can figure out the basics of how it works, allowing you to essentially reverse-engineer the spell, and learn how to cast it yourself.

Chosen: There are those that worship the Gods, and then there are those who are chosen by them. You are one of the latter people. An agent of your God, you are less a mortal and more a devil or god yourself now. You are not merely deeply involved with your god, but someone who has been chosen as a champion, among the greatest and most important of your patron's servants. You will most likely occupy a high-ranking position in a church's organisation.

100CP - Euthyphro Was Right: A famous Athenian prophet, best known for his role in his eponymous dialogue with Socrates, Euthyphro claims that good, or as he puts it, piety, is something that comes from the Gods. As such, so long as you are following the path set out for you by the gods, you are living your life in a pious way. For you, at least, this is true. From now on, anyone who tries to tell your alignment, or understand whether or not you have sinned, will receive results appropriate to your devotion to your chosen god.

200CP - Living Saint: Your involvement with the ranks of the higher-ups in the church have left you with an air of spirituality. You can easily gather followers to join your cause so long as what you preach is in line with their general beliefs

400CP - Protestant Bastard: So much trust is placed into you, by both your god and those who follow you, that it almost seems at times that you might be able to get away with starting a new religion; and in fact, you can! Whilst you can't quite get away with ignoring the tenants of your God, you can easily start up your own splinter-faction from the local church and have a rough average of around half the previous followers preaching that your word is the true word of the Lord. On that note, it seems the fervor of your disciples is quite infectious, and local authorities will be more willing to give you the benefit of the doubt with regards to claims of Heresy.

Daemonhost: Whereas most Exalts are merely people with supernatural abilities, a daemonhost is truly a monster. When you were on the verge of death, you called out for someone to save you and, well, something answered. Now you are a mixture of yourself and a warp entity, fused with your soul to become an entirely new being.

100CP - Strength Of Will: One thing that's known for sure about a daemonhost is that the most important factor in how they act after the change is how strong their will was. Particularly dominating and self-confident types change the least, whilst the easily led change the most. Luckily, it seems you had the confidence to stay yourself.

200CP - You Can't Possess Something Twice: I mean, right? It stands to reason that a vessel which is already filled cannot be filled again. As such, you are immune to attempts by other demons to possess you, and any magic that tries to switch your body with that of another shall fail, due to you having two souls in you,not one.

400CP - Black Miracle: Being that you are now partly a warp entity, if your vessel is destroyed, you will merely be sent back to the warp for a while, depending on how much resonance you've built up, before returning and finding a new vessel, which you will mutate to accommodate yourself. Sadly, if you're still in the Warp at your journey's end, that makes the death stick. Furthermore, it is possible, with the right ritual, to prevent this vile reincarnation.

Dragonblooded: Another creation of the Syrneth, a dragon is a powerful creature. Each one is immortal, with powers that only grow with time. The bloodlines of many influential families can be traced back to draconic roots. But draconic ancestry does not merely fade away. It resurges, returning in full strength from time to time. Children are born of normal parents with scales and monstrous features, as well as a small fraction of draconic power. That said, that small fraction is enough to make them an Exalt.

100CP - Hot-Blooded: Your tough skin naturally resists the effects of harmful energy, meaning it's harder to take you down using energy attacks such as las weaponry.

200CP - Do Not Meddle In The Affairs Of Dragons: Not only are you draconic in body, but in brain as well, with your brilliant mind being able to form decade-long plans, as well as keep track of all your Thrones.

400CP - Fire And Death: You can follow in the footsteps of your draconic ancestors, and easily bring ruination to a small town. You have an almost instinctive sense of how you can do the most damage to a target, be it a person or a building.

Paragon: You are, plainly speaking, just better than other people. You are born with a supernatural level of talent and raw ability. Perhaps only one in a thousand is born being this great, and fewer still ever come to recognize it. A paragon is, perhaps, one of the more subtle kinds of exalt. You don't have supernatural powers, or fangs. You are merely at the top of the bell curve. It's important to note, however, this is not just being good at what you do. You have literally unlimited potential, and even the greatest mortal would find the scales tipped in your favor if they were to try and compete with you.

100CP - Flash: No matter how hard a weaker being may try, it is simply impossible to get the drop on you. Every attack directed at you is an attack you are keenly aware of.

200CP - Simply Superior: Whenever you improve your physical, mental or social skills, you improve the parts of yourself that you weren't focusing on as well, leading you to a more well-rounded individual as a whole.

400CP -Awe-Inspiring: The incredible breadth of your achievement is inspiring to those that follow you, and so, simply by watching you, people find that they can push themselves harder, lift a little more than they could before, talk up that chick who's way out of their league. It doesn't quite fill in the gap between a mortal and yourself, but it's certainly something.

Promethean: Heroes can be born or chosen by fate, but you are made by the hands of mortals. A promethean is created by the tireless work of many, with the fortunes of entire crystal spheres spent on your construction to build you from the most perfect materials and magics. Each one is a device created to bring about change, a work of art built to last, with a powerful Pyros Reactor pulsing with incredible power, and a mortal's soul.

100CP - Artificial Heart: You've got a new artificial heart, of sorts. It's not a real heart, so you aren't as held back by human emotions as others might be. Where someone else might be blinded by rage, or held back by sympathy, you can act with a cold, calculating sense of calmness and serenity.

200CP - I Am Machine: You have a better understanding of technology now that you yourself are technology, and as such, the things you build and the programs you make are longer lasting, as well as more efficient.

400CP - I Am Not A Robot: Prometheans are usually victims of a sort of uncanny-valley effect, with most non-exalts finding it hard to look past the fact that they are a living weapon, a thing mimicking life but not truly alive. You, however, seem to be a sociable enough being that you can get past this sense of Disquiet and, in future, you'll find yourself no longer being judged based purely on what you happen to be.

Vampire: The vampire is a member of the undead, a victim of an everlasting curse stemming from a small number of people who drank the blood of the Elven god of war, Khaine. Your undead flesh is quite resilient, and any mundane weapon which would ordinarily kill you through rending your flesh or crushing your bones will merely leave you unconscious unless it's made of silver. You should still avoid explosions, though. Furthermore, you can drain the blood of the living through your fangs, and should, so as to not die of thirst. That said, the sun will burn your flesh to a crisp

100CP - Old Money: Like most vampires, you have been around for a long time, and know the ins and outs of society. You start off in a position of relative fame, and can quickly acclimate if you find yourself in a new society; after all, you have watched cultures rise and fall through your time.

200CP - Sociable Corpse: Unlike the common zombies or ghouls of the world, a vampire is blessed with a certain romance to their condition, and as such, you find yourself with greater skill at starting up a romance of your own, as mortal cattle seem to find an almost animal attraction to your pale skin in the moonlight.

400CP - Light Drinker: You find yourself able to subsist on less blood than most vampires, meaning you have an easier time passing for a mortal. In future jumps you will require less food to survive.

Werewolf: Werewolves are blessed by Luna with the ability to change shape. Well, that's how some people see it, others call it a curse, and indeed it may be both; a blessing for those who revel in it, and a curse for those who don't appreciate it. Werewolves are rather classic beings, as it goes, being former mortals who can turn into a wolf or a wolfman and don't really like silver that much, although sometimes Luna grants other predatory forms.

100CP - Spirit Tongue: You can communicate with the spirits of nature, and, if you listen properly, can tell when something big is happening in the natural world.

200CP - Animal Instincts: A human takes a stick and sharpens it until he forms a club, but the wolf does not need such tools. The wolf merely relies on the teeth and claws that nature saw fit to provide, and tears into its prey with reckless abandon. So, too, are you skilled in making usage of any natural weapons you may have,

400CP - Sacred Hunt: Through a ritual that lasts around six hours on average, you hunt down and kill a superlative example of a particular animal . Once you begin this hunt, you cannot rest

or pursue other goals until it is complete, and at the conclusion, you taste the heart's blood of your prey, being able to better track examples of its kind, as well as transform into it.

Wraith: Some people achieve great things in life. You, however, have gone for the much more impressive feat of achieving great things in death. You are a ghost, but not just any ol' ghost, but a ghost that can still affect the living world. You've built a body that seems nearly alive, and wear it like a skin suit, although your time in this world is somewhat limited, and you will eventually have to return to the Umbra to regain your plasm.

100CP - Whispers In The Dark: A wraith can always hear the faint murmurs of the dead, and as such, you can gain a sense of whether your current course of action is likely to have positive results or negative.

200CP -Phantasmal Being: Since you aren't really there, you've got quite the skill at infiltrating places you aren't actually supposed to be in, and can easily get other people inside as well.

400CP- Not So Far Apart: Unlike most wraiths, you have more of a connection to the world of the living, and so you don't lose plasm unless you actively use it up. Other sources of energy are easier for you to gain and keep a hold of as well.

<u>General Perks</u>

0CP - Rule Of Cool: If a course of action is objectively cool, you no longer have to worry about it being harder than just accomplishing your goals in a more subdued fashion, and may even find it easier than the alternative at times.

50CP - Lost Traditions: Glamour casters, psions, muscle wizards. These are the three lost traditions that are starting to be rediscovered, and now you've picked up their main tricks. If you know a form of magic that uses a power, finesse or resistance attribute, chosen at purchase, you can use a physical, mental or social characteristic instead, also chosen at purchase. This can be taken multiple times. Power attributes are strength, intelligence and charisma, finess attributes are dexterity, wisdom and fellowship and resistance attributes are constitution, willpower and composure.

100CP - Sanctioned Sorcerer: You have gone through the process your people use to ensure that a sorcerer knows how to use their powers safely and without trouble.

200CP - Double-Heretic: The gods are fickle beings, and do not take well to their followers turning apostate. Whilst they are more forgiving with those who merely used to follow another member of their pantheon, since they are supposed to be more-or-less on the same side and all, you would not normally be able to get away with turning from Khorne to, say, Pelor. You, however, seem to have a most peculiar ability. Not only are you more resistant to having your actions incur degeneration, you seem to be able to form 'heterodoxies' of sorts, essentially being able to ignore certain rungs of your gods 'alignment ladder', no matter how low on the

ladder they are, such as Khorne's ban on magic, and can change your alignment almost at the drop of a hat.

200CP - Untouchable: For reasons unknown to most people, you seem to be a hole in the Warp. Instead of being able to cast magic, you neutralise it with your very existence. Unfortunately, this strange form of existence tends to be very unsettling for other people, meaning you will most likely be an outcast and a pariah. After the jump is over, you gain the ability to toggle this ability.

200CP - Exceptional Attribute: One of your attributes is quite well developed. If you choose strength, you can lift 400 pounds, dexterity, you could be an acrobat if you wanted, constitution, you can run in marathons and win, charisma, you have significant personal magnetism, fellowship, you could become a politician, or a cult leader, composure, others look at you and see only calm, intelligence, you aren't just bright, you're brilliant, wisdom, almost nothing escapes your notice and if you choose willpower, you can look death in the eye and make it blink. You can take this multiple times.

400CP - Outstanding Attribute: You aren't just peak human in one of your attributes, but peak Exalt. If you choose strength, you can lift 650 pounds and crush a skull like a grape, dexterity, you can perform backflips everywhere, run on walls and generally be awesome, constitution, you almost never get sick, and don't get tired, charisma, entire cultures could follow your lead, fellowship, people will live and die on your word, composure, you've probably never been afraid of anything, intelligence, you are a certified genius, wisdom, you instantly notice things others would overlook and if you choose willpower, you are a bastion of mental power. You can take this multiple times.

Gear:

oCP Starting Equipment: Choose one of the following. If something has a slash, choose one on either side of the slash, but not both.

- **EARTH:** Hand weapon, autopistol/bow, lasgun, knife, flak jacket/chain coat, uniform/street clothes, rations
- **AIR:** Hand weapon, las pistol, knife, quilted vest, robes/bodyglove, implement/charm, book of poetry/deck of cards/dice.
- **FIRE:** Heavy wrench, las pistol, kife, flak vest, combi-tool, data-slate, torch, bag of fiddly bits, robes or overalls.
- **WATER:** Shotgun/autopistol/laspistol, fencing sword, mesh vest, street clothes, chrono, flask of brandy
- **VOID:** Knife, implement/magnoculars, voidsuit, autogun/pulse rifle, charm, sunglasses, classy outfit.

???CP - Wealth: You have a source of income, with the amount depending on how much you spend. Discount with Holdings of the same tier.

- **100CP:** You're middle-class, able to live comfortably, if not particularly well. You rarely have any significant spending money
- **200CP:** A larger savings means you have a bit more leeway in your lifestyle. You probably have a domestic butler of some sort, and can afford to eat what you like.
- **300CP:** Being actually wealthy is even better. You probably have several servants, and live a life of luxury, dining in fine restaurants if you don't have a private chef, and having more than enough left for any kind of entertainment.
- **400CP:** This is where you become fabulously wealthy - a merchant prince, a bandit king or perhaps a mercenary lord. You have vast riches, and if you don't have an army, you can at least rent one.
- **500CP:** You have so much money there are no longer minor things like limits. You have only your imagination and a nearly endless supply of wealth to support your desires.

???CP Holdings: You have either property or a spelljamming ship. This might be a family or business holding, but it is both a potential base of operations and a resource by itself. A holding is always a safe place to rest, a home that many exalts simply do not have. Discount with Followers of the same tier.

- **100CP:** A very small spelljammer, like a shuttlecraft, an average house or a local business.
- **200CP:** A small spelljammer, like a smuggling ship, a small manor home or a successful local business.
- **300CP:** A medium-sized ship, like a Bird of Prey, a small castle or a large business with some off-world contacts.
- **400CP:** A large ship, like the Enterprise, a huge castle or a corporation with holdings on several worlds.
- **500CP:** A powerful and ancient ship, perhaps a kilometer long, a massive castle or a mega-corp with ties on many worlds.

???CP - Gear: You can purchase gear with CP, starting at 50CP for an Ubiquitous or Very Common item, and going up by another 50CP for every tier of rarity, so 100CP for Common, 150CP for Uncommon, 200 for Rare, 250 for Very Rare and 300 for Mythic Rare. You can make your gear Poor quality for a 50CP discount, Good quality for 50CP more and Best quality for an additional 100CP.

150CP - Auspex: This is a handheld scanning device, used to detect energy emissions, motion and biological life signs. The standard range is about 50m, although walls more than half a meter thick and certain shielding materials can block the scanner.

50CP - Bionic Limbs: These limbs mimic the function of the original exactly, but are made out of metal, which is tougher than flesh. For an additional 50CP, they can be better than the original, arms being stronger and more dexterous, and legs being faster and better at leaping.

100CP - Mind Impulse Unit: These implants allow you to directly interface with a machine or technological device using your mind

100CP - Bionic Heart: This artificial heart is more durable than the old one, meaning you are more likely to survive an attack, and allow you to push yourself further than other people, due to its efficiency. Prometheans cannot take this, however, as they already have an artificial heart.

200CP - Artifact: You have a weapon, ammunition, armor or bionic made out of a magical material, making it impossible to fully destroy, as well as magical. You can import a pre-existing weapon, suit of armor or bionic.

Orichalcum: A golden magical material, with a sheen that bears the warmth and light of the sun, even when lit by as little as a candle or a display screen. It represents strength, superiority and perfection. Orichalcum weapons and armor don't particularly excel in any one way. They are simply better than the rest.

Mithril: This magical material forms only in the wild and underdeveloped spaces, mostly on moons and in other areas with low gravity. Deposits of mithril look like silver, but they run through exposed surfaces in patterns silver could never match. Under the moonlight, mithril reflects things which aren't there, dreams and illusions sublimating from their owners. Weapons and armor made from it are exceptionally light for their strength, emphasizing movement and fluidity over bulky strength.

Darksteel: There is a substance so hard, it can only be shaped by the magics of the most powerful artificers. It is so durable that it never degrades, testing the patience of Time itself. It is the metal innocent of death. Darksteel is a magical, dark gray or black metal. Motes of magic energy orbit artifacts made from it, forming golden-yellowish streaks around the object. Weapons of darksteel are heavy and rough, as you cannot sand down imperfections or burrs. All objects made of darksteel are absolutely indestructible.

Wraithbone: A form of crystallized magical energy, brought forth from the Warp and shaped by sorcery, wraithbone is extremely malleable and can be made into any shape the magic-user desires. It is also very tough and resilient; despite looking like porcelain, and often being created in delicate forms, it is stronger than steel and quickly repairs itself. It is a natural conductor of magic, spells flowing over it like water over glass. Weapons and armor made from wraithbone are typically found in served, sloping pieces, as it is easier to form it into curves than angles, and multiple parts are unneeded when one can flow into any form.

Necrodermis: Necrodermis is a grey, dull metal. Most people become uncomfortable when they are in the same room as the metal, as though there was a chill in the air, or they were being watched. Necrodermis is a metal that can trap souls, lending it's terrible properties to various works of death and destruction. And yet, the worst part is that it is not simply a metal. Rather, it lives. The metal lives. Weapons and armor made of necrodermis are always cold to the touch, not dangerously so, but uncomfortable nonetheless. They can seem to move or pulse, more like a worm or some form of foul thing than a wholesome living creature.

300CP Resplendent Personal Assistant: This bracelet-like device can be used for a wide variety of tasks. It functions as a chrono, combi-tool, data-slate, multikey, pict recorder and torch, and you can import any similar items you may have freely.

Companions:

50-400CP - Fellow Cutters: You may import or create up to eight companions, who gain 600CP and a free origin.

100CP - Friendly Daemon: Along your travels, you've made friends with a daemon, to the point where it considers you a close friend and trusted ally.

???CP - Followers: This band of mere mortals have chosen to follow you, and are exceptionally devoted. They might worship you, regard you as their best hope of achieving some lofty goal or simply be willing to follow you to have some fun. Regardless, they are exceptionally loyal. Poor treatment or neglect will strain this loyalty, and may lead to abandonment or revolt, but with care and respect, they will gladly lay down their lives for you, assuming you have the wealth, backing or holdings to support them. Discount with Wealth of the same tier.

- 100CP: Up to five guys.
- 200CP: Twenty followers
- 300CP: A loyal band of one hundred followers
- 400CP: A small army of a thousand followers
- 500CP: A mighty force of ten-thousand followers.

Drawbacks

+100CP - Poor Attribute: One of your attributes just isn't up to snuff. If you choose strength, you can only lift about 80 pounds, dexterity, you are clumsy and awkward, constitution, you bruise in a stiff wind, charisma, you should stop picking your nose, fellowship, you are a person of few and ineffectual words with a plain face, composure, you fold to peer pressure like origami, intelligence, you aren't the sharpest knife in the drawer, wisdom, details easily elude you and if you choose willpower, you're a follower, not a leader. You can take this multiple times.

+100CP - Illiterate: You can't actually read. This is more common than you'd think, however, and there are quite a few Crystal Spheres, as well as quite a few social situations where even an exalt wouldn't learn how to read.

+100CP - Intolerance: There are some people you simply cannot stand, and if forced to associate with them, you will quickly be making your opinions clear to them, insulting and provoking them whenever you get a chance.

+200CP - Big Britches: It's good to be confident, but only a fool charges 600 Guardsmen into a horde of 5,000 orks. You are severely overconfident, believing you can do anything, and you never turn down a challenge.

+200CP - Ugly As Sin: Well, you're not the ugliest person in the world. Hypothetically, there's probably at least one or two people who look worse than you somewhere in the galaxy. I've never met them, personally. It's hard to attract the ladies or gents when your face looks like mashed hamburger.

+300CP - Mortal Hero: Most people who take up adventuring life have some form of immortality or other source of power to back them up. You? You have gumption, moxie and a can-do attitude. Whilst you can still take an origin, you do not get your functional immortality or the benefits of your Exaltation until the jump is over.

+300CP Jealous Gods: It seems the Powers That Be didn't take too kindly to you already having been given gifts from an omnipotent being, and decided to take them away, leaving you with only what you purchase here.

+300CP - Night Terrors: Sometimes, when you make a career out of facing the greatest dangers of the universe, they come back and stay with you. Look forward to sleepless nights preventing you from getting true sleep if these get too much for you to handle.

+300CP - Enemy: You've wronged someone who's both insatiable and powerful enough to do something about it, and they're coming to collect.

END NOTES:

Go Home

Stay Here

Keep Jumping

NOTES

Assume School, Magic and Kata Equivalency is in effect

There will always be a spirit world for Wraiths to return to.

Wealth is representative not just of your personal assets, but your access to such; a first-time jumper with

Magic Schools

Whenever a sorcerer casts a spell, he attunes his will to the warp to fuel his magical abilities. While the sorcerer draws out this energy, he has a chance of causing disturbances in the warp that can have undesired side effects, even up to opening an uncontrolled rift between reality and warpspace with potentially fatal consequences. By minimizing the amount of power a sorcerer draws, he can all but eliminate the chance of these side effects - in some cases, at least. There are nine main schools of magic, which are as follows;

- Abjuration: Abjurations are protective spells. They create magical or physical barriers, negate magical or physical abilities, harm trespassers, or even create a point for your own magical effects to trigger off on later.
- Conjuration: Conjuration is the art of moving objects, creatures, or some form of energy through the warp. A creature or object summoned with a conjuration effect cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.
- Divination: The art of reading the past, present, and future. In addition, this discipline also encompasses the art of influencing fate and destiny.
- Enchantment: Enchantment spells affect the minds of others, influencing or controlling their behavior. Many attempt to charm or force an individual to do something, and can be resisted by those with enough willpower.
- Evocation: Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.
- Healing: Healing spells enhance a subject's abilities, often granting them superhuman strengths and curing them of even the most deadly wounds.
- Illusion: Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or otherwise experience things that are unreal.
- Necromancy: Necromancy spells manipulate the power of death, unlife, and the life force. Spells that enhance the powers of vampires are obviously common, as Vampires developed and exclusively use the school of Necromancy.
- Transmutation: Transmutation spells are about change, both in the caster and in the world around him. The school of transmutation relies on the caster's own ability to change shape, drawing on that mutable core to power its effects.

Martial Disciplines

The Sublime Way. The Nine Disciplines. Blade Magic. All of these are terms that have been used to describe the almost superhuman fighting abilities that are the hallmark of heroic combat. The uncanny power of the Sublime Way springs from a blend of physical skill, mental self-discipline, and adherence to distinct martial philosophies. Many of the abilities of the

various martial disciplines aren't magic at all - they are simply demonstrations of superhuman skill and training. Although many of the Advantages and methods taught by the Sublime Way are mundane in execution and effect, their results can sometimes rival spells.

The warriors who study the Nine Disciplines are Martial Adepts, capable of battlefield feats beyond those that a traditionally schooled and trained warrior can hope to accomplish. The typical fighter might display great skill in a weapon's basic cuts, thrusts, and parries, but a student of the Sublime Way believes that mastering a weapon requires self-discipline and spiritual austerity in addition to learning the correct postures and movements.

There are nine Sword Schools in the Sublime Way. These same schools and techniques have been discovered and rediscovered in different places and times throughout history. Some have even unlocked their secrets through intense personal meditation and study, with no teacher to guide them save their own desire to be the very best, like no other warrior ever was. To use the Sublime Way through a weapon, one must know a school that trains them to use such a weapon.

DESERT WIND

Speed and mobility are the hallmarks of the Desert Wind discipline. Desert Wind maneuvers often involve blinding displays of sword skill, quick charges, and agile footwork. Some maneuvers from this school, however, draw power from the supernatural essence of the desert sand and allow an adept practitioner to scour his foes with fire.

The key skill for Desert Wind is Athletics. The odd weapons of the Syrneth are the traditional weapons used in Desert Wind special attacks. It's thought that the Syrneth were the first to use this fighting style, which isn't unlikely given the supernatural effects of the school.

DEVOTED SPIRIT

Faith, piety, and purity of body and mind are the wellsprings of a warrior's true power. Devoted Spirit attacks harness a practitioner's spiritual strength and her zealous devotion to a cause. This Sword School includes energies baneful to a creature opposed to the Martial Adept's cause, abilities that can keep an adept fighting long after a mundane warrior would fall to his enemies, and strikes infused with vengeful, fanatical power.

Medicae is the key skill for Devoted Spirit. Devoted Spirit adepts are trained in the use of the flail, a difficult and awkward weapon for most to use. It has been suggested that the original masters of the Devoted Spirit school were taught by their gods themselves.

DIAMOND MIND

True quickness lies in the mind, not the body. A student of the Diamond Mind discipline seeks to hone his perceptions and discipline his thoughts so that he can act even in slivers of time so narrow that others cannot even perceive them. A corollary of this speed of thought and action is the concept of the mind as the battleground. An enemy defeated in his mind must inevitably be defeated in the realm of the physical as well.

Scrutiny, the ability to read another person, is the key skill for Diamond Mind. Martial Adepts focused in Diamond mind use fencing weapons, light and fast enough to move as fast as their user. It's said that this Sword School was developed by a mortal as a means to defend himself from, and even defeat, the Exalted.

IRON HEART

Absolute mastery of the sword is the goal of the Iron Heart discipline. Through unending practice and study, the Iron Heart adept achieves superhuman skill with her weapons. Iron Heart Special Attacks are demonstrations of uncanny martial skill - weaving patterns of steel that dizzy, confuse, and ultimately kill with no recourse.

The key skill for Iron Heart is Perception, the ability to see the flaws in your own stance and the defenses of others. Iron Heart weapons are ordinary weapons, and like the school itself, what seem like ordinary attacks are polished and brought to supernatural levels.

SETTING SUN

Strength is an illusion. Adherents of the Setting Sun philosophy understand that no warrior can hope to be stronger, quicker, and more skillful than every one of her enemies. Therefore, this discipline includes Advantages that use an adversary's power and speed against him. Setting Sun maneuvers include weakening blows and the ability to stun and distract an opponent. The highest forms of the Setting Sun allow you to turn an opponent's weapon against him, turning the strongest opponent into the most vulnerable.

Deceive is the key skill for the Setting Sun discipline, the ability to trick and outmaneuver an opponent with fast hands. The weapons of the Setting Sun school are no weapons at all, using unarmed strikes to damage an opponent. It's said that the Setting Sun school was founded by halflings who were facing extermination and oppression.

SHADOW HAND

Never show an adversary what he expects to see. The Shadow Hand discipline empha-sizes deception, misdirection, and surprise. The most effective blow is one struck against an enemy who does not even know he is in danger. Because the study of the deceit as a philosophy often leads into darker practices, some Shadow Hand maneuvers employ supernatural effects such as the manipulation of shadows.

The key skill of the Shadow Hand school is Stealth, hiding your own attacks and surprising your enemy. Shadow Hand weapons are parrying weapons, small and easily-concealed weapons that can be carried almost anywhere. The original practitioners of the Shadow Hand school were assassins, using the attacks of the school to disable and kill their enemies before they even knew they were in danger.

STONE DRAGON

The strength and endurance of the mountains epitomize the Stone Dragon discipline. The methodical and relentless application of force allows a student of this philosophy to defeat any foe. Strikes of superhuman power and manifestations of perfect, idealized force make up the Stone Dragon's Advantages.

Intimidate is the key skill for the Stone Dragon, overwhelming others with the force of your personality as well as the strength of your blows. Two-handed weapons are the most common in use among Stone Dragon adepts, as they're extremely efficient at hurting people. Squats, with their strong ties to the earth, were the first to develop the Stone Dragon school.

TIGER CLAW

Consciousness is the enemy of instinct. The Tiger Claw discipline teaches that martial superiority can be achieved by discarding the veneer of civilization, along with the higher thoughts that fetter a warrior's actions. Tiger Claw maneuvers emulate the strikes, leaps, and pounces of animals. Tiger Claw strikes are explosively powerful and variable, as wild and energetic as the adepts of the style.

The key skill of the Tiger Claw style is Acrobatics, required for the intensely physical and always-moving style. Chain weapons, with their rows of sharp teeth, are the favored weapons of the style. Tiger Claw is one of the most wide-spread styles, as many of its practitioners learn the movements from watching animals in the wild.

WHITE RAVEN

No warrior fights in isolation. Cooperation, teamwork, and leadership can give two warriors the strength of five, and five warriors the strength of twenty. The student of the White Raven masters techniques that combine the strengths of two or more allies against a common foe. Shouts and battlecries to draw the attention of enemies and get them into the perfect spot to finish them off.

Command is the key skill of the White Raven school, giving orders to others and knowing which orders are the right ones to give. The White raven school focuses on Cavalry weapons, which are good for those on the move or charging. The White Raven school originally developed among the commanders of infantry groups on the battlefield.

Gun Kata

Just as the Sublime Way is a system of martial arts that makes the most of melee mastery, Gun Kata are the disciplines of ranged combat. The warriors who study this art of heroic bloodshed are known as Gunslingers, and they come in all shapes and sizes, from roaming lawmen dealing out hard boiled justice to huge men pounding away with heavy weapons or even the classic elven hunter with deadly bow.

CLAY PIGEON

Developed almost as more of a performance technique than a fighting style, Clay Pigeon is a pistol-using art that demands extreme precision and perfect calculation of angles on the fly, billiards played with bullets. The original users of Clay Pigeon are thought to be a troupe of carnival workers.

The key skill for Clay Pigeon is Performer. Most of its techniques are all about show-manship and style, and that's about the best way to do it. Because it uses such precision and exactly-placed shots, its special action is naturally the Called Shot.

CRISIS ZONE

Crisis Zone is not a subtle discipline. It is about very powerful, loud weapons firing many, many times. And then firing more. Because there is nothing so beautiful in the world as replacing all the air around a person with bullets. Beauty, is, as always, in the eye of the beholder and occasionally those on the receiving end do not appreciate the artistry.

Crisis Zone's key skill is Tech Use, learning to push their guns past the limits the manufacturers intended. The Gun Katas of Crisis Zone are excellent for support tactics and using heavy weapons.

ELEMENTAL GEARBOLT

A primal expression of magical power combined with technology, Elemental Gearbolt is a Gun Kata type that was originally developed as a method of enhancing bows but has proven to be just as effective with more modern weapons. It is the oldest of the Gun Kata by far, pre-dating the others by a huge gulf of time.

Arcana is the key skill for Elemental Gearbolt, as an understanding of magical theory is required for most of its techniques. Primitive weapons like bows and crossbows are still a large part of Elemental Gearbolt tradition, and their techniques often work best with them.

POINT BLANK

It could be said Point Blank was developed as a technique of last resort - few people with guns really want to get into close combat when they could be shooting. However, a gun is really quite deadly at close range, if you can manage to use it. Pistols are easy, but it takes someone with the right skills and training to use heavier weapons.

The key skill for Point Blank is Athletics, and its special action type is Full Auto Burst- rapid-fire weapons are even better when you're close enough to your target to ram the gun down into its gizzards.

SILENT SCOPE

The Silent Scope Gun Kata does not have a glorious or famous past, except among a certain circle. The primary users of the Silent Scope school are assassins, to put it simply and accurately. The techniques of the Silent Scope are best used against targets that aren't expecting a fight. Its key skill is Perception, which is something you need to find just the right spot for a large-caliber round. Naturally, its special action is the Aim action.

Rumors say that the Silent Scope Gun Katas were originally developed by an assassin who found true love on the battlefield. He had a target under his scope, nearly ten kilometers away, and discovered that love meant knowing your target, putting them in the center of the targeting reticle, and together, achieving a singular purpose, against statistically long odds.

TIN STAR

A Gun Kata developed by lawmen working on the very fringes of civilization, the Tin Star Gun Kata is a gun fighting style that emphasizes simple but effective techniques. It doesn't use complicated shots or anything tricky to pull off, relying on reliable action and, traditionally, simple and rugged firearms.

The key skill for Tin Star is Scrutiny. The Kata's special action is the Ready action, which makes a quick draw a very useful skill for Tin Star gunslingers. Because Tin Star Trick Shots are so basic, the very core of gunfighting having been refined time and again into a perfect whole, they're not very flashy at all, and most of the time a Tin Star gunslinger is simply noted as a quick hand with a firearm instead of what they really are.