Keychain of Creation

Webcomic by Padraig 0 Ruanai/Jukashi

Long ago the Exalted Host rose to challenge the Primordial creators of the world, seeking to bring low the all-powerful beings for the uncaring or outright malicious suffering they inflicted upon those who lived upon the world they'd formed. To the surprise of many, especially the Primordials, this was a success and after inflicting terrible vengeance upon their creators the leaders of this great host settled into serving as the new rulers of the world while their divine patrons simply retired to Heavenly City. Unbeknownst to many until it became a crisis the God of Locks was more loyal to the Creators than the Highest of the Gods or their Exalted Champions, seeking to use his powers over seals and prisons to unleash the broken things the Creators had been reduced to. Naturally this god was no match for the Exalted, however in his death many horrible things sealed away by his power would get free and plunge Creation into yet another great and terrible war. By splitting this dying God's power into one artifact for each of four magical materials and a few mortal witnesses absorbing what was left the Seals were preserved, thus the world was saved once again by the Champions from a threat few knew of and most knowledge of which was lost to time.

Of course, things are rarely so convenient; after all, where would the story be if things could simply be tied up with a bow and forgotten instead of being left to chance and *Fate*?

Were someone to capture the reincarnated souls of the mortal witnesses and forge them into a Soulsteel key as well as gather up the other four Keys of Creation forged from Orichalcum, Moonsilver, Starmetal and Jade they would have the power of the God of Locks for themselves. Allowing for the release of either the Yozi, the monstrosities beneath Creation, or both with the world far less prepared to deal with such a threat than back in the First age when this problem first showed up.

In the time since this occurred the First Age was ended by the Usurpation, the world lessened as the Solar Lawgivers were supplanted by the Dragonblooded Shogunate, then the Shogunate was in turn broken by the Contagion which lessened Creation's civilization yet again. Now the Scarlet Empress has vanished and with her loss the current *great* power is no longer able to protect Creation, the Solars are returning but in a far weaker form than they once held lacking as they are in experience and resources.

Naturally the first step of the long-averted disaster has been achieved now when Creation is at its weakest, the First and Forsaken Lion has forged the Soulsteel Key and sent his Deathknights to seek the rest.

You enter this world in the Age of Sorrows, as the current incarnation of Misho Thrice Radiant explains all of this to his new Circlemates, preparing for their quest to prevent the Keys from falling into the hands of either the Lion or anyone else who might misuse their powers.

By default, you begin in the same forest where Misho and Marena are recruiting allies; it wouldn't be hard to join their circle. Alternatively, you may begin anywhere within Creation or the Underworld to start your own adventures within this fantastical world. You age and gender are your choice within reason.

Take these +1000 Creation Points to determine your Fate in this World

Origins: Choose a role within this world, it doesn't have any bearing on discounts but it does impact what parts of life you excel at and may influence your Caste or Aspect as an Exalt. You may choose your age and gender within reason, however by default you'll only have a few years of experience or training with your powers and specialties as an Exalted Prince of the Earth. Any Origin may be taken as a Drop-In.

Leader: The Exalted have ruled the world since the end of the Primordial War, which of the Chosen are at the helm of Creation has changed over the years since but like your predecessors you are a leader of men and likely of your fellow champions.

Warrior: To slay the greatest of enemies who fundamentally *could not die* was the original purpose of the Exalted Host and like many of your forbearers you are a fighter at heart; whether facing great monsters or the champion of an enemy host, battle is where you show your true worth.

Scholar: Delving into the deep secrets of Creation (or at times beyond it) and creating great works to put all but the mightiest beings to shame; it is the work of learned Champions such as yourself that built much of the great treasures that litter this world, so perhaps you can bring some of them back?

Speaker: Brokering deals with gods, negotiating the end of wars, enforcing the terms of contracts with any other champions, and simply seducing the genuine forces of nature more often than you may expect those Exalted dedicated to communication and diplomacy possess power not obvious to the common man.

Sneak: Stealing the treasures of the Gods, creeping past the most fortified of locations, and killing demon generals without even being seen; wars have been ended by stealthy exalted and tyrants brought low even with vast armies too costly to battle guarding them.

Perks: Two 100 perks may be taken for free, two perks each for the 200 & 400 price points may be taken at a 50% discount, and one 600 perk may be discounted as well. You cannot discount your Second Breath but you may use your 100 freebies on perks priced at 50 instead if they appeal to you more.

Second Breath (Varies): The Exalted Princes of the Earth inherited the rule over Creation at the conclusion of the Primordial War and the start of its glorious First Age, though exactly which of the Exalted have stood at the top has changed a bit over the years they do remain in charge to this very day. **For no cost** becoming one of the Terrestrial Dragonblooded is possible, they are the weakest among the Exalted with only those who are particularly gifted or experienced having much of a chance against even young Celestials; yet even so they rule the heartlands of this world by virtue of numbers and those exceptional few. **For 200CP** you'll instead be able to become a Lunar, Sidereal, or perhaps an Alchemical; while not fully matching the Perfect glory of the Solars they possess powers that can compete with the Lawgivers in their specialties and carry abilities specific to them that even the Sun's chosen cannot easily replicate. If you're willing to part with **a full 300CP** you may join the glorious golden figures of the Solar Exalted, or their darker cousins if you prefer to take up the powers of the Abyssal or Infernals Exalts instead; the Solars and their twisted variants hold power vastly beyond any mortal and a significant advantage over most other exalts despite or perhaps as a result of the typical simplicity of raw power. While they hold powers of Sunlight and Holy Virtue the Sun's Chosen most of all take the various areas of individual endeavor beyond their natural peak, essentially the ability to turn their superhuman skills into genuinely world-shaking powers.

Heroic Aptitude (Free): This is a world of larger-than-life heroes, of champions that can shift the landscape of Creation by their own works, and terrible monsters of such might that only figures of legend could ever overcome them. How well equipped you are to stand among or against these forces is yet to see but you've got the foundation of a hero at the very least, possessing the sort of exceptional natural abilities that would have seen you stand out among your peers and actually earn that shiny Exaltation. Alongside some heroic experience in the areas of your role and specialties as an Exalt you possess a certain potential, the ability to grow relatively quickly through challenges and experiences even compared to other Champions; almost as if you were one of the heroes or their rivals in a story being played out via a heroic fantasy role playing game, as unusual as that might sound. Sadly while you might be able to enjoy sudden moments of growth in your specialties in other areas this 'merely' enhances the gains you receive from the actual training and practice everyone else needs to improve, so get to exercising.

Visage of a Champion (Free/50): Heroes tend to be striking and you are no exception, free of charge your appearance is improved and refined; while you still look like you any flaws to your visage are refined away by the flush of essence that came with your Second Breath. There is only so much this fix up can do and it is possible for an Exalt to be unappealing but unless there are more 'foundational' problems with how you look you can rest assured that you'll be at least attractive if not downright gorgeous. Of course, if you don't want to settle for just good looking or want to crush any more serious problems into the ground with the brutal strength the exalted are known for you may pay 50CP to take this a bit further. While a normal Exalt might pass themselves off as 'merely' one of the better-looking people in a town you stand out; to such a degree that your looks are a legitimately significant social advantage in seduction, diplomacy, and building up a following even by the standards of Exalted heroes. This sort of beauty does have the potential issue of making it rather obvious you're not one of the common people, certainly being either part of or highly valued by the nobility and likely outright supernatural yourself.

A World More Vivid (50): Perhaps due to awakening to Sorcery or some stranger event besides you've got the ability to see the world differently than most, by which I mean more vividly and with greater clarity of what's inside it. Or to put it more simply you can view the world through different 'art styles', by default it just means the world you see if of higher detail and otherwise just more pleasant to look upon but with a moment of focus it can be changed to any other way to see things 'depicted'. While whatever way you end up looking at the world will make it easier to spot key details and (usually) make things prettier it doesn't actually have any other benefits in and of itself, though Sorcery certainly does and this perk is **Free** for you if you also buy an initiation into it.

Perfect Memory (50): Knowledge is power and unlike many of the more enduring treasures left behind by the heroes of the First Age it does not need to suffer horrible wars or disasters to be lost, though those do tend to help it disappear. Your memory is perfect, recalling anything you've experienced in complete clarity not just years later but centuries and more afterwards. Maps you look over once, a book read in a passing bit of leisure time, the layout of any building you've walked through, and more; you remember every piece of information you learn with perfect recollection. This does potentially bring a problem of making painful memories always remaining fresh but in your case it strangely doesn't make them any more difficult to be overcome or accepted despite their persistent clarity.

Prowess Bolstered by Flourish (100): Heroic figures in this world, and especially the Exalted, find that the 'Rule of Cool' is very much counted among the laws of physics. By doing something in an impressive way they can improve their capabilities, expand what's possible for them to achieve, and recover not just their reserves of essence but also their mental strength as well. Perhaps it's due to experience as a hero before your Second Breath or just because you take to over the top heroism unusually well but 'Stunting' comes extremely naturally to you, to the point that continuously performing such actions is second nature; it can make stealth a bit tricky unless sneaking is what you're spicing up but consistently improving your efforts and reliably restoring your vital resources is important when facing any real opposition. Naturally there's nothing stopping you from doing things more simply or boringly but that kills much of the fun and honestly won't even work as well as the fancier, cooler, and/or flashier way you now find so comfortable.

Promiscuous Slutbag (100): Generally speaking, most people expect some fidelity and exclusivity from the partner they marry, but as an Exalted Hero you are naturally above petty mortal constraints of monogamy or self-restraint. You'll find that people are particularly accepting of your promiscuity, polygamy, and plain old sluttery with at most some mild disapproval or chastisement from those looking in on your indulgent romantic pursuits from the outside. Those you're actually pursuing or involved with have no serious issues with this and might even find it attractive; though a willingness to share you doesn't mean they'll readily accept a more superficial relationship when they want something deeper, you might be able to build your own harem but don't expect fellow champions to easily settle into the roles of concubines instead of wives or husbands (unless they're into that, cough Lunars cough). You also possess significant skills for seduction, romance, and fornication suitable for one of the more 'free spirited' Champions of Creation.

For Want of Existence (100): Doesn't it suck to be out of the spotlight? If you aren't involved with the plot, can you even claim to exist? Maybe you can, as you're not a fae, but even so there's something to be said for getting involved with the action. Perhaps due to an interesting 'fate' you find it very easy to get involved with the events of a world's 'story' should you wish to do so, events conspiring to create a role for you to play among whichever side of things you seek to join as well if you seek one. Should you not wish to enter the 'main story' you'll find it similarly easy to find your own adventures, largely disconnected from what the 'protagonists' or 'player characters' are doing unless it's somehow unavoidable (the world ending can be a great source of dramatic conflicts and the interweaving of stories!). You don't need to pursue a story if you don't want (spoil sport!) but once you've gotten stuck in it might not be so easy to get back out if it goes sideways in the many ways an adventure easily can.

Perfect Delivery (100): There are many charms for the Exalted, Spirits, and others which as you might quite naturally expect to have their own specialized purposes; what you might not expect is that their functions can be stretched in some rather silly ways given just a bit of creativity. You've got just the right sort of mind for doing exactly this, the idea of adapting your entirely benign powers for delivering messages to deliver rocks to the head of annoying people isn't a clever idea but just something that comes about as naturally to you as their intended purpose. While it probably isn't the best idea to go all in on one schtick you might just be able to find a way to make one type of Charm work for almost any situation, though despite Secret's best efforts Dodge charms can't truly solve *everything*.

Convenient Shadow Pursuit (100): The powers of the Exalted can be flashy, destructive, and unless meant specifically for stealth tend to be far from subtle; despite that entire Circles can still meet each other fully unexpectedly, for one side at least. Through a combination of excellent tracking abilities, patience to seek out the opportune moment, and just plain good luck for those moments to appear when you're doing so you can follow groups of powerful figures such as rival exalted to engage them in the most advantageous (or dramatic!) circumstances possible. Isolate your main target from the rest, fix the matchups so that your team is fighting those they're best against, and otherwise maximize your advantages while reducing those of your opponents before you even enter the fight. Even a group of experienced Exalts with a supposedly impressive amount of awareness could utterly fail to notice to you tailing them into multiple encounters and let you setup the engagement before the fight actually breaks out. Do be warned that while you're an expert at ambushes and rigged fights some ideas are better than others; forcing enemies to use up all their resources tends to work better on exalts than the cover of darkness, Anima is a thing after all.

Crafts of Sorrow and Glory (100/200): One of the most honored traditions and effective paths to strength is the creation of various artifacts, something which you carry on. You possess a considerable level of skill with all the various crafts tied to each of the five elements and with the magical processes needed to make not just exceptional works of mundane craftsmanship but genuine artifacts including weapons, armor, an abundance of magical tools, and so much more. For 100 CP your skills are largely limited to the many kinds of artifacts created in the modern day, lacking most of the technological sophistication rarely found within the Creation of today. Should you instead be willing to expend twice that cost you'll have gained rare and treasured knowledge of truly advanced artifice, likely gained from the tomb of an ancient Twilight Solar or perhaps archives which somehow made their way back into Creation from the nations of Autochthonia by the work of experiments within the Maker's body (possibly alongside one of his Champions). Great works such as magitech power armor, mighty Warstriders, complex magical infrastructure, mechanical automata, and various other treasures only rarely built or preserved by the Realm or Lookshy; even more rarely to a standard comparable to what you can create using your own hands and charms.

Supreme Martial Excellence (200): The Perfected Lotus is a path to great strength, while mere mortals are limited to the root and rarely even manage that, the Exalted have greater possibilities. Regardless of what form of Exaltation you possess you've managed to reach the realm of Celestial Martial Arts, this might just be your natural place in the world or the result of long hours of training and specialized charms to bypass the limitations of a *mere* terrestrial should you happen to be one. Whether through immaculate teachings, digging up ancient scrolls, or seeking out ancient hidden mentors of far stranger natures you've managed to fully master two celestial styles and perhaps as many as three lesser terrestrial styles which provided a foundation for those greater achievements. Should you happen to be a Sidereal you'll also have a limited grasp of a true Sidereal martial style, while a good way from mastering it you'll know enough to reach that point eventually given sufficient training and Essence; Solars are also able to learn such vaunted martial arts but even they need to be taught by the Sidereals, who in this area at least stand as the strongest.

Initiation into Sorcerous Learning (200): Among the powers pursued by the Exalted Sorcery is something set apart from the more natural charms developed by the Chosen, tapping into the foundations of reality to enact works of magic any wielder of essence can use to some extent given knowledge and effort toward pursuing it. Purchasing this gives you access to Sorcery of the highest level available to your Exaltation; for a Terrestrial (or Mortal if you are one) you have the basic Terrestrial or Emerald Circle, your spells and tools easily overwhelming pettier mortal magics and allow for summoning lesser demons yet remaining modest by Exalted standards. Should you be an expert among the Celestial Exalted you'll instead begin with the Celestial or Sapphire Circle, enabling grander magics which might shape the world or create a Kraken made of molten magma. Solars and Infernals, the greatest of the Chosen, alone hold access to the highest Circle of Sorcery, the Solar or Adamant Circle; possessing magic on this scale enables the binding of demons central to a Yozi's being to your service or creating a detonation of essence able to fully ruin a city using the legendary Total Annihilation, though both are rather 'blunt' applications of the broad powers of the highest form of magic found within this world. You'll begin with a significant number of Terrestrial spells, a decent selection of Celestial ones, and a small handful of Solar circle spells; assuming you're able to access the latter two levels of course, Mortals and Terrestrials must be satisfied with magic within their reach. If you'd like you're able to exchange this for Necromancy, with Abyssals holding exclusive access to the highest level instead. This may be purchased twice for both branches of magic, either of them will give free access to the **A World More Vivid** perk; though the necromantic version will tend towards a much grimmer and edgier way of perceiving the world, for obvious reasons.

Weaponized Resonance (200): Distressingly common among the Exalted is some manner of curse, control mechanism, or punishment that is extraordinarily difficult to slip free of. While this will not let you simply cure or cut such vast primordial scale curses and leashes you can do the next best thing; aim them, direct them, and make them into someone else's problem. When you'd suffer from Resonance or Torment you'd be able to offload it onto another (one whom you actually want to suffer), your mental breakdowns could be dumped off onto your enemies so that they break down crying or decide to fuck off instead, and when you do actually suffer from a berserker rage how about you aim that at your actual enemies and it wouldn't even ruin the catharsis by doing so. Unfortunately, there is a bit of a problem in that this redirects all these issues instead of solving or even getting rid of them; so you do actually need someone around to take the fall for these things. If there's no enemies around to eat a necrotic detonation or psychotic break or other such cursed tribulations then you're going to have to take it yourself or deal with the ugly idea of pointing it at someone you like instead.

Just the Powerful Attractive Women (200): It's not that you know everyone, not really, you just so happen to know quite a few people; it's ~~not~~ a coincidence that they're all attractive and powerful members of your preferred sex, it's simply how everything has turned out. Your origin in this world and future ones may be altered to include a connection to multiple attractive and powerful women (or men should you prefer), it will not ensure they'll be on your side but it'll help while making them more open to starting (or resuming) an intimate and/or romantic relationship. Even without this alteration (such as if you drop into a world) it seems that your chances with prospective partners grow with their beauty and strength, some of the most eligible or distant potential love interests might actually be easier for you claim as your own than a town's most impressive mortal tavern girl.

Not So Secret Hidden Societies (200): There is no such thing as the White Veil Society, it doesn't influence the course of nations and doesn't have a Terrestrial Martial Art dedicated to subtle high society maneuvers and assassination. Such a thing would be utterly ridiculous, and if such a thing did exist you certainly would not be a member of the organization. Despite this you have mastered one "entirely unrelated" martial art that would be just what such a group would have, if it existed which it doesn't. Additionally you've got one hell of a gift for social maneuvering, etiquette, and espionage; though perhaps it's a more normal gift for them since we're judging by Exalted standards here. In fact you could participate in or even run a powerful secret society of spies, assassins, and social manipulators effectively even if it was an open secret hidden only by blatantly false denials that it exists without any real issue.

Houserules Country (400): Doing the impossible or lying to reality to make something so aren't especially unusual things for the Exalted, you however seem to get better results from it than most. If you can come up with a reasonable argument for why your powers or creations should be able to do something then it's possible for you to do it, even if it really shouldn't work like that. It's not easy and it's not something to be done out of hand but hard fast rules can be bent when you're involved and it doesn't even require you to bulldoze your way past the rules with brute excellence like for certain Solars (also less prone to breaking a key part of reality or physics than they are). Unfortunately while you can teach your unruly techniques or lend out your rules defying artifacts such things cannot be truly replicated without you; a device built via these aberrant principles will not be replicable by others if it breaks beyond simple repairs and any student seeking to build on what you've taught them are likely to have serious problems, especially in passing the lessons you've given down to students of their own. As tempting as it might be to create great works with the bending of otherwise set in the stars Laws be warned you aren't the first to build things which depend on your continued presence and work, you need only look at Creation to see just how far great works can fall if those able to build such things are absent to manage them.

Storied Survival of Plot Contrivance (400): Things can get bad, things can go wrong, and when you face Exalts they can get very bad and go very wrong; even if you're one of the Exalted yourself, it is just the way of things. Regardless you don't need to worry too much; after all a hero is meant to overcome adversity and thus must face it, it's a part of the story just like your survival and how hardship becomes your opportunity. Fate seems to shift around you, changing events and the way they flow to support your success and victory in whatever conflict you face. This doesn't mean it is impossible for you to lose, but even when you do it is part of a flow that still leads ultimately to your success in the larger scope of things. In some worlds this would ensure your survival and an ultimate if not constant victory in whatever adventures you have, unfortunately this is not such a world and overcoming impossible odds or slaying those who shouldn't have any chance of losing at all is a theme here. Fate is on your side, but beware foes who can conquer it; or battles where 'Victory' is to see your goals fulfilled even in spite of your own death, the protagonist is meant to win but victory is not without costs (just look at the First Age).

Incoherent Nonsensical Essencebabble (400): The great works and artifice of the Exalted during the First Age were true wonders to behold, but such works are not always practical to produce quickly while those already prepared may not be suited to the specific problems at hand. You've taken a different route to the practiced reliable crafting of the skillful artificers, instead focusing on what should be better described as quick and dirty mad science. Given access to suitable crafting materials and some tools to use you can very rapidly produce devices tailored specifically for whatever situation is at hand, most such devices are quite specific and unlikely to be terribly useful outside of their intended objective alongside being more fragile and less reliable than proper artifacts but being able to rapidly create solutions on the fly is very useful in quickly changing circumstances (fighting another mad scientist perhaps). If you've got a good background with proper artifice you can also make more lasting versions of these devices given better resources and improve the speed with which you create proper artifacts dramatically as well.

Connections and Leverage (400): Some ties to a few influential ex(?)-girlfriends could be very helpful but they can hardly shift political landscapes or let you get away with any serious taboos, some actual leverage and serious connections with the people in power on the other hand can let you get away with a ton even if your actions or existence would normally be seen as outright heresy. Now being able to live freely within the Realm as a known Anathema is a bit much but should you accept some concessions/restrictions you'd have a decent chance given the people behind you, with a less provocative status or just a better hidden one to those outside your allies setting up your own little fief functionally outside the rule of the Realm on the Blessed Isle wouldn't be impossible. While it's assumed that your pull would primarily be within those Dynast folks or possibly heavenly Yu-Shan you could choose a more regional power to have your influence centered within instead, in future jumps you'll have or easily gain similar connections and influence within one of the main overarching powers or your preferred regional one.

Go Punch that River in Half (400): Parents, mentors, and sifus all want what's best for their students even if it isn't always obvious to those benefiting from their wisdom. Regardless of which side of things you're on education is unusually quick and successful, those you teach learn rapidly as if they possessed a proper talent for whatever you wish to impart and when learning from someone else you enjoy the same benefits to your own learning speed as well. Interestingly such training and education appears to make significantly faster progress, even by your own enhanced standards, when the one teaching adds some 'creative' ideas to the lessons despite potentially being somewhat blunt or (if one were being uncharitable) abusive. Your lessons on political science could do with some assistance in the form of correct answers being needed for food, physical training is best performed with a sharp weapon behind the one running laps, and of course throwing the student right into the deep end after some basic introduction to things is a very effective way as long as they don't just drop dead. Surely your students will be very thankful for such treatment, just as you should be when you receive it; now your own teachers don't necessarily know that treating you like a whipping boy helps with learning (would it be wise to tell them?) but that matter really shouldn't be a big factor in your own gratitude right?

Radiant Memories (600): Due to an abnormally strong connection to your past life you have the complete accumulated knowledge of a prior incarnation during the First Age. The knowledge of one who has taken numerous aspects of human achievement to their limits and several to the heights beyond that achievable only by the Exalted. Sadly much of this knowledge is beyond the use, or even comprehension, of a younger Exalt and is unlikely to be useful until you've reached well into Elder Essence but even so it offers a host of useful guidance on your development as well as a great deal of knowledge, skills, and understanding of all sorts of things now lost to the modern Age of Sorrows. Some significant retraining will be required to truly reclaim the abilities of your former incarnation, and development of your Essence, but the prowess of one ancient Hero of the First Age will live again through you. Should you happen to possess this knowledge as something other than a Celestial Exalt this will seem even stranger than it would already, perhaps a result of a problem or inconsistency you experienced through the cycle of reincarnation or a lost relic of the First Age stuffing its creator's knowledge into your mind?

Progressive Exalted Recreation (600): Despite the prowess of the Exalted there have been many attempts to create new super soldiers to defend Creation or fight for its various powers, while some have been real successes none truly equaled the Exalted. So if you cannot beat them why not recreate them? Through an extraordinary knowledge of souls along with specialized crafts and magics you've managed to do as Exalts often do and achieve the impossible, turning people into properly new Exalts. Kind of. Currently your newly elevated ~~test subjects~~ Exalts are weaker than the genuine article and have some. . . issues to work out, it's nothing huge (or at least nothing disastrous) but you might need to literally put them back together when they come apart into pieces if they're Alchemicals for instance. With enough work you should be able to not only raise your early efforts into fully fledged Exalts but actually elevate new subjects directly to glory by your own hand. Initially you are limited to your own Exalt type using your own Essence as a core piece of the puzzle but access to ~~prisoners~~ ~~samples~~ partners of the other varieties of Exalts should allow you to replicate them as well given some tinkering with the process, though each type will require a great deal of investment in time and resources before you're able to actually make proper Exaltations.

Elder Experience (600): At just over 270 years of age you've reached the point where a Terrestrial may be facing their last few decades of life; with time however comes experience and for the Exalted power, so it's more of a benefit than you might think. You've attained a mastery over your essence that borders upon impossible for younger Champions, having stepped into Elder Essence long ago with another step not too far away. Further you've mastered the talents of your Caste or Aspect as well as a handful of more personal pursuits beyond mortal ken, with such mastery comes a broad selection of Charms with which to aid your efforts in various situations. Should you actually be a terrestrial you are among those who could not only challenge but surpass the younger Celestials and serve as a peer to more experienced ones, though not if they're quite as experienced as you. If you actually are a Celestial or even more so one of the Solars there are few active in the world today who could challenge you; with the mightiest Gods and Demons kept from things by their duties, politics, and restrictions the only real threats are your handful of peers, whole circles of younger Champions, or your own hubris. That last one is especially concerning, it would serve you well not to be too secure in your own invincibility no matter how justified that opinion might be; the grandest heights of exalted potential has been toppled by their lessers before and you're not quite there yet.

Items: Choose two 100 priced items for free, two of each other price tier to discount; you may import an existing item into sufficiently similar ones such as a property into a property, vehicle into a vehicle, melee weapon into a melee weapon, and so on to gain their traits and optionally an alt-form. You may optionally use your 100 tier freebies on 50 tier items if you prefer them or don't want what's available for 100.

Silver and Jade (50): Money doesn't truly make the world move, at least not since most currency stopped being a magical force helping to support Creation, but it's still of vital importance for most things of human concern such as makings sure you have food (water too in some place, especially to the south) and while you probably aren't flat broke (you are an Exalt right?) a steady income would certainly help. This is a large leather purse contains a large quantity of silver coins and a smaller amount of Jade obols, enough money to sustain yourself comfortably for a year (longer uncomfortably) or start a small business in each currency and it replenishes itself annually. Not a grand wealth by Exalted standards but plenty to sustain a circle on some long running adventure across the world despite occasional need for less mundane supplies.

Paint of Prismatic Spiders (50): There are many wonderful sights as well as beautiful works of art big and small found within Creation, a natural effect of its glorious nature no matter how tarnished that glory may be during the present age. Would it not be a shame to have your more modest lands and treasures look a pauper next to what can be found in within Creation? For a modest price you may add some color to your lands and panoply; your items, properties, warehouse, and other material possessions may take on a new glorious visage matching your preferred flavors of the wonder found within Creation whether it's the high wonder of Yu Shan, the dreary Underworld, the Realm of the Scarlet Dynasty, or even more fanciful styles (if I might make a subtle entirely off hand suggestion. . .) should you prefer them.

Residential Wagon (100): Despite resembling a simple wooden carriage or covered wagon this cart built to be pulled by a single horse is much more than it appears, as a result of some clever artifice it is far larger on the inside than the outside and contains a large comfortable home within. While far from the comfort, security, or amenities of a manse you have enough space for a circle of Exalts to live and work without any of the hassles of camping outdoors. The cart doesn't however come with a horse to pull it, one shouldn't be too difficult to acquire but should you happen to have a Lunar with you there are other options, though I suppose a sufficiently strong Hero of another sort could pull it too. Oddly most people tend to overlook this cart and any strange qualities such as an entire group living inside or the unusual amount of stuff that can fit in a cart sized to be pulled by only one animal. Should you import a vehicle it's highly recommended that you maintain the Lunar powered feature, they're very reliable transportation options you see.

Unusual Weapon Methodology (100): There are a wide variety of weapons available to the Exalted, from traditional Daiklaves to the. . . impactful fuel bolt launcher but it seems like recently things are getting just a bit out of hand. I mean really chain katars? A weaponized guitar? You can have for yourself one artifact weapon of your choice, or even a pair of them if they're one-handed weapons suitable for dual wielding; just. . . it's your pick but if you're going to get a chain weapon maybe the good old chainklave? Please? Or a good old flaming sword? That one's a classic and would fit very well for a Fire Aspect or a Dawn Caste, a ton of different options that wouldn't make a First Age Solar raise an eyebrow in sheer weirdness are fully available that's all I'm saying.

Venerable Armor of the Chosen (100): While weapons are more common for a number of reasons many of the Chosen are able to craft, purchase, or otherwise acquire proper artifact armor forged from a magical material to protect you in battle. It's not the top-of-the-line magitech powered variety popular among the heroes of the First age but even so anything from just a modest breastplate to superheavy plate is available for you to wear should you wish it. It comes in your choice of material, though the one that matches your Exaltation is recommended for style purposes, and may optionally include a hearthstone socket regardless of what form it takes despite 'common' artifact armor often lacking that feature.

Components and Reagents (100): Contained within a large trunk that you might expect to see within the storage room of a well-off family's home or perhaps in a cart holding a wealthy merchant's best wares you have found yourself quite the treasure. Initially it simply appears to be quite a lot of junk, technically this is correct, however rather than normal random junk this was taken from a First Age ruin. An armored plate made from one of the magical materials, a plant sample useful for medicine, a crystal containing a frozen flame, some high-quality synthetic silk, a severely damaged artifact, and some project notes written in Old Realm would be among the many things you could find inside. Basically it's a big box full of things a looter pulled from the supply storage and recycling bin of a long dead Exalted artificer, full of raw materials and broken stuff intended to be repurposed; a hilariously valuable find by the standards of the Age of Sorrows where large-scale industrial resource extraction and artifact production don't exist anymore. Each week it will be refilled with another assortment of similar materials which would be invaluable for an artificer, though the inconsistency in what you get will still cause some difficulties in making any artifacts that aren't just forged from a magical material, as they're the only ones prevalent enough to arrive reliably.

Memento of Broken Chains (100): This small trinket or bauble is no true artifact, what meager magics its form contains being merely the result of a meaningful connection to the mighty. While it possesses some minor power (likely just a parlor trick to most) it has a deep connection to you, with this power resonating with you in a most beneficent way. By serving as a physical representation of a trial or hardship you were able to overcome in the past its presence bolsters your Will, once during each significant event or 'scene' you involve yourself in (every few hours otherwise) you can touch it to recover a bit of your willpower and strength of mind. There are certainly other ways for an Exalted hero to keep up their mental fortitude but it's an invaluable thing for a Champion so every little bit helps.

Mortal Sweat and Blood (100): The Exalted are touted as the rulers of Creation but with the Realm falling into decline with the Empress's absence and the Celestial Exalted rarely controlling much of note can this really be said with certainty? While far from a great army or nation you've got a sizable following of mortals who genuinely believe in your rightful rule over them, and potentially more. Taking the form of 250 healthy and hearty people; each trained in a solid profession (either all the same, such as a trained army; or varied complementary ones, such as those needed to start a new town) your group is ready to capture a decent bit of land, settle somewhere suitable, or whatever other goals you might have for them. Given what Exalts can do to enhance a mortal following perhaps starting up a sect or school of terrestrial Martial Arts could be worthwhile after enlightening their essence, or perhaps even training some of them as proper sorcerers able to move beyond petty mortal thaumaturgy? If you're feeling a bit more adventurous a cult dedicated to your worship would be entirely possible. . . or just a lot of human test subjects.

Wines, Weeds, and Powders (100/200): Creation can be an unpleasant place at times, the Age of Sorrows is as the name implies rather full of them, but there are a myriad different ways to enjoy yourself despite the dangers and depressing realities of the world as it is. For mortals it's generally preferable to avoid too many 'recreational substances' but as an Exalted champion the dangers are significantly lesser, so have a large weekly stockpile of good drink and quality drugs to enjoy; or sell, this stuff can be very valuable pretty much everywhere and you'll be receiving enough to make quite a profit. Of course mundane substances aren't the only ones available in creation, so why not go for a bit more fun in your cup and pipe? For merely twice what the mortal stuff would cost you can instead pick up some more supernatural 'refreshments'; a pouch of celestial cocaine, liquor brewed from contentment, and perhaps a full bottle of Celestial Wine in every third shipment or so. This stuff is genuinely heavenly, literally in many cases, and luxurious even by the standards of the Mighty; many can also have magical benefits to consuming and some are dangerous for a mortal to taste, though the cocaine can give them essence powers (sometimes permanently).

Created Drummer (200): Formed from clockwork or necrotech this large construct possesses the strength and resilience to overwhelm almost any mortal opponent and provide a decent speedbump against many among the younger Exalted. While it would be hard pressed to much do more than create an inconvenient diversion for any but the greenest among the Celestial Exalted that is still an impressive feat and often all that's really needed. Of course if you were to fight alongside it, forcing your exalted foe to fight a genuine peer while also dealing with this imposing brute, it could provide you a significant advantage while making it very difficult to simply deal with your construct without the foe leaving themselves vulnerable. The exact nature of your construct is up to you, but either a large undead brute or gold multi-headed dragon would be appropriate while also causing certain people some déjà vu.

Thankfully not THAT Eye (200): Fitted into a tight cage of bronze bars inscribed with prayers to the Great Maker is this fist sized chunk of Adamant cut like a gemstone, it's simplest use is that it serves as a potent source of energy able to fully power Artifacts which would normally require infrastructure or a hearthstone to function properly but to an artificer that would be a true waste. When held during meditation by anyone with significant skill as a craftsman knowledge and ideas will flow into their mind; inspiration for new works suiting current needs, solutions to problems that have arrived in active projects, new crafting techniques to train in, and more can all appear while meditating with the stone in your possession. These ideas rarely provide complete solutions to your problems unless readily solvable with a new tool you already have the resources and skill to build and they only ever take the form of crafts or technologies but even so you'll be finding it a much more reliable asset than the far more powerful device this one might seem related to.

Key of Creation (200): Containing a fragment of power from the ancient God of Locks this Artifact weapon resembles a strange key shaped sword but while it can be used much as a Daiklave could its true powers are so much more. Each of the once four and now five keys of Creation hold power over locks and while it might be modest with only one they get progressively more powerful and increasingly more able to bend that power to esoteric effects the more that are gathered together. With all five it would be simple to set free the horrors sealed beneath Creation or release the Yozi back into the world to restart the most ancient war all over again. **You and your companions may only purchase ONE between you** and in doing so enter into a conflict you'll no longer have any chance to avoid, of course that also means it may be easier to pick up the others from your opposition in this conflict; should you have any. . . ambitions.

Unstable Essence Cannon (200): Back in the day weapons well beyond simply bigger and better swords or bows were created, they're rarer nowadays but some are still made and more are maintained from times when they were normal armaments. Whether pillaged from a tomb, looted from the arsenals of Lookshy, or perhaps even put together yourself somehow you've managed to get your hands on a treat; an Essence Cannon powerful enough to be used by an Exalt on foot against a mighty Warstrider or perhaps even one of the Behemoths should you get especially unlucky. Sadly not everything can be perfect and despite being surprisingly functional despite a lack of maintenance it has the annoying problem of firing off it's extremely destructive beam if dropped or smacked too hard in the wrong place, this problem could perhaps be fixed if given proper attention from an artificer but that would take time and an appropriate workshop for taking care of ancient weaponry. Despite a lack of any hearthstone setting this cannon can fire without its wielder expending any essence, which does unfortunately preclude using that to keep it from going off.

Protean Silver Serpent (200): Long ago a particular Lunar suffered a tragic fate following the Usurpation, while her Exaltation was reborn its next bearer suffered strange nightmares of the horrors experienced by the ghost of her predecessor. This distant Lunar was fixed into the No Moon caste and became an artificer, using the suffering imposed upon her to inspire a variety of strange artifacts until eventually when all her dreams had turned into an endless series of visits to a frozen hell it became too much. She had decided to cut herself off from whatever source these dreams came from by infusing them into a new artifact, a blade to embody the horrors that unbeknownst to her were a connection to a ghost whose suffering she shared each and every night. This blade could transform into any weapon its wielder is familiar with, providing its own ammunition in the case of ranged weapons; while it cannot replicate special individual powers of any specialized or unique artifact weapons it can emulate their form and function as a similar weapon, serving as a match for those weapons if you wish to wield a pair of such unusual armaments. Alongside replicating other arms this blade, whose true form is a Moonsilver Reaper Daiklave, has an awakened spirit from out of the discarded past life memories of its creator that whispers the enemy's weaknesses into the mind of its bearer when used in a true battle.

Reduce, Reuse, and Recycle (200): This large pleasantly designed yet still clearly utilitarian device contains a chute drawer big enough to fit anything smaller than a person inside of it, after placing something inside you can set it to either completely or partially breakdown everything inserted. When set to 'complete' it converts everything which was placed into the chute into base raw materials before dispensing them into a separate output receptacle; put into appropriate containers in the case of liquid, granular, hazardous, or otherwise in need of separation materials. For a partial breakdown the same thing will occur but will take slightly longer due to the device also identifying and separating out any individual components that remain intact and potentially reusable. Particularly large or durable artifacts may need to be manually broken for the device to break them into usable components, notably those made of thick properly forged pieces of a magical material may require their structure compromised in order to break down into bars usable for a future forging. Not all resources can be reclaimed by the physical breakdown of a created artifact or other magical work of artifice, even so the Deliberative thanks you for your commitment to the sustainable use of physical resources; we can't *always* just weave everything from raw essence.

Powered Airship Locomotion System (200/400): Found in the hanger of a first age ruin this surviving ship was created to serve as an Exalt's personal vehicle, the other vessels were missing or ruined but this one despite being initially non functional was easy to get running again. The loss of lazy and unlucky looters in the past is your gain as this ship runs off an internal essence reactor with no need to install a hearthstone or commit essence from its owner to function. For 200 your ship is fairly small, it could comfortably carry half a dozen people and uncomfortably house about half that number; more than that will start to create problems but you could stuff it rather full without compromising its ability to fly. For 400 your vessel is a bit different, rather than merely a small personal ship you've gained a vessel comparable in size to a small seafaring warship. Alongside being bigger and more comfortable (first age troops had standards), it carries a number of light implosion bows along the port and starboard sides as well as a single medium implosion bow built into the prow of the ship; each weapon is fueled by the ship itself but can be reloaded faster if the operator adds their own essence instead.

Blade of Vitality (400): Long ago the Legendary Solar Misho Thrice Radiant forged his final artifact, a great and powerful blade that was made during his dying breaths as he had torn out a terminal chunk from his own soul as one of the materials in forging it. While a fine weapon the true powers of this blade are found in what merely possessing it does for its wielder; granting them genuinely ageless immortality and making them immune to death aspected powers such as those held by the ghosts, the undead, and perhaps most importantly in the modern age the Abyssal Exalted. While such beings may strike the Blade's bearer using steel and fists their charms and other magics wash off them harmlessly, further any previous wielder may instantly regain youth lost while separated from the blade by touching it. Despite being among the finest work of a true Champion of the Unconquered Sun it does not appear to be primarily made of Orichalcum, having the appearance of simple if finely made steel; this is due to having been made not for himself but for those who had died during his self-isolation and who might not have to die in the future, regardless of its material composition it remains a truly exceptional Reaper Daiklave and requires no attunement for it to be wielded effectively or provide it's benefits to the one doing so.

World Shaking Quest (400): Ah yes, this one is delightful. What you receive here my friend is not a mere weapon or object of power, but rather a story. Upon this envelope of fine parchment sealed by black wax with a symbol of a smug dragon is the beginning of an adventure, a grand epic quest worthy of true Exalted Heroes with great power and the chance to change the world on the line. What form the prize takes isn't clear, in fact it won't be truly determined until you break its seal, but once it is open things are set and the story cannot be undone once it has started. Be warned that a quest is not a quest if it's easy and you'll be facing rivals to claim your prize, foes that the prize exists to defeat, dramatic events along the path to claim it, and/or all manner of other tribulations in the course of seeking your reward. For each new setting you move to, or once every decade if it takes longer, you'll find the envelope restored, resealed, and returned to you; assuming you've opened it of course. You will open it won't you? It was dreadfully hard to acquire and as its creator said: this world is set with its stage lined up already, can the play fit another star without expanding the stage a bit? This is a trick, do not believe Him; the rose is real but its thorns are poisoned.

Independent City-State Kingdom (400): While most of the civilized world centers on the Realm and some of its biggest nearby Satrapies there are many other nations even if they're usually smaller, whether you've built it yourself or taken it over you now control a functional city state of your own. This kingdom's precise nature is mostly up to you so long as it fits into Creation as it exists in the Age of Sorrows, though it's not going to have a military like Lookshy's or the sheer wealth of Nexus; beyond that its economy, government, culture, and other specifics are at your discretion. As a nation likely ruled by an Exalt and not beneath the umbrella of the Realm however it will most likely require some degree of farming and resource extraction as well as being far enough into the threshold to avoid an immediate threat from the Realm's armies and numerous Dragon-Blooded scions.

First Age Fortress Domicile (400): Hidden from much of the world due to its location and simply being lost to history is an imposing manse constructed during the middle of the First Age, when the Solars were near the height of their power yet not yet fully devolved into eccentric madmen by their Curse. Whether it was due to being bult by your Exaltation's prior host or because you just stumbled your way past the defenses which killed other would be claimants you've managed to gain control of the structure as your own home and fortress against the rest of the world. Alongside being an extremely well-fortified location with deeply luxurious magitech amenities, a host of automaton servants bound to the manse's owner (you), and a fair bit of treasure left behind by the prior owner it is an exceptionally powerful manse built for a purpose of your choice. It might be a tracking station able to direct you to various powerful beings or objects, a great workshop once serving as an ancient Twilight's personal laboratory, or even a mighty fortress armed with powerful essence artillery to control the surrounding area by overwhelming power. Alongside its functions it could serve as the main heart and power source for a city built around it to enjoy First Age amenities as well, coming with enough surrounding land to build such a thing and should you purchase the **above** small kingdom they may be combined together such that you already have such a base of power.

Infernal Key of Brass and Shadows (400): With Keys of Orichalcum, Moonsilver, Starmetal, Jade, and now Soulsteel it would seem that someone has been left out. While it lacks the power of the God of Locks this key shaped Daiklave was crafted by Ligier at the behest of the Yozi for similar purposes, while it ultimately failed to release the Yozi from their bonds it remains an exceptionally powerful artifact bearing numerous powers for its wielder to enjoy. Most simply it acts as a potent weapon that can strike with a sharp or blunt force at the discretion of its owner, remaining effective and wieldy despite its shape and how obstructive its guard might appear. Further it can open greenish black portals to take the user anywhere they wish to reach, stepping from Creation to Malfeas or vice versa will in truth take five days but to those traveling will feel instantaneous and actually be so for most other destinations. Despite lacking divine authority over all locks and seals as the five Keys of Creation might have together it remains able to release or secure most things less powerful than the Surrender Oaths and the seals on the abominations beneath Creation simply by pointing it at them with an exertion of will. The attuned owner may summon the blade to their hand or banish it to Elsewhere freely with no cost of essence; you may choose its base Magical Material prior to its Vitriol baptism, with both the matching Exalt type along with Infernals able to attune it naturally with no additional attunement cost. For all these powers however this Key is still young, bearing an awakened artifact spirit it may grow and develop further powers as it's used in battle or as a focus for magic; per the request of The Ebon Dragon she likes the name Keyblade for unknown reasons.

Companions: No discounts, but have +100 for Companions only.

Forms of Celestial Invitation (Free): Held within your hands is a stack of paperwork apparently delivered from spirits working in the office responsible for the observation of Exalted Circles alongside those keeping track of who exits and later returns to the realms governed by Fate. They're a bit excited, work (and thus their station in Yu Shan) has been light until relatively recently and you've peaked their interest specifically due to the nature of your arrival. Regardless, those who sign one of these forms detailing the core premise of joining you into future settings beyond Creation will be able to leave Creation with you and return later with no significant obstacles or awkward questions about ages not lining up right, unusual powers that haven't been seen in creation previously, or other issues that might normally arise. To be valid signatures must be made of free will under no direct compulsion from any form of unnatural mental influence, those who fully lack free will can still sign but that's more due to not truly being 'people' than anything else.

Help Wanted (50-200): For a mere 50 CP each, discounted to 200 for a group of eight, you may grant one of your allies a new history here with 600 CP to spend or create someone new with the same budget giving them their initial capabilities. Their initial situation and connection to you can be determined freely, within reason based on the purchases made with their starting budgets. Taking a canon local is also an option in the event you want to bring one of them along, they would not gain any builds but rather just have what is already theirs from the roles they hold within Creation already.

Immaculate Master (50): Despite being a few decades past her first century and taking her first steps into Elder Essence this water aspect Dragon Blooded still resembles a young woman, the result of having taken steps against the problems of aging far sooner than is actually needed for a Terrestrial. She has spent much of her life thus far studying as an immaculate monk and has learned several celestial martial arts, with at least one being outside the approved doctrine. Despite all the time she has spent within its structures her faith in the immaculate teachings is not particularly strong, her sifu seemingly doing all sorts of 'unusual' things in service to the throne and more recently just straight up leaving certainly didn't increase her good feelings on the subject either. If you can get past her handful of vices, partly learned from her own teacher, she makes for an excellent mentor in a variety of subjects; most of all martial arts and evading censure for questionable conduct in strict organizations. She accepts payment for her teachings in wine, your body, or decent(ish) reasons to beat people up with various supernatural martial arts.

Bonded Mate (50, Lunar/Solaroid only): Should you happen to be a Lunar, Solar, Abyssal, or Infernal there is an Exaltation paired with yours; it's entirely possible for you to never meet them but for a small fee you may take them as a companion or even import an existing companion into the role. This is not required, it is possible for you to import or create a matching Exalt above, but this offers an additional opportunity for those seeking to acquire their mate alongside some advantages. First of all, in addition to 600 CP to provide their initial abilities they get the type of Exaltation that bonds with yours for free; becoming the Moon to your Sun or vice versa. Second while you can determine their personal details as you wish they will always match with you perfectly in whatever way you desire; whether that means as friends, rivals, or (quite the popular one) having them as your devoted lover. Last and perhaps most importantly is that you'll just work incredibly well together, finding that all your efforts to support each other are significantly more successful than they'd otherwise be and teamwork starts out natural before quickly improving.

Daughter of the Frozen Moon (50): Through a connection to a mysterious Dark Moon, an unknown force seemingly derived from yet different to her patron Luna, this No Moon lunar has achieved several strange and extraordinary things normally beyond a Daughter of the Moon. Most obviously upon looking at her is that she rarely appears in her real body, instead possessing finely crafted constructs she can control from a distance and switch between easily; while her Lunar shapeshifting and some of her charms are restricted by these false bodies she can wield sorcery through them freely. More crucially via links to the Dark Moon and at a cost of 'texturing' her spells in frost and cold moonlight she's able to achieve something normally impossible for a Lunar Exalt, Adamant Circle Sorcery. With her true body hidden away in a manse you can only reach with her invitation and on a Full Moon it is very difficult to do her any lasting harm and while it might be limited in variety her misty moonlit home contains all she needs to replace her puppets and make some simple Moonsilver artifacts with what grows within or falls from the sky. Despite an imposing stature in her original body she most commonly wields weapons more suited to her 'daintier' four armed puppets; notably a frosty Moonsilver thrusting sword which slows and freezes foes even touched let alone cut by it and a truly wicked curved blade of Moonsilver and Soulsteel that can strike dematerialized spirits without any further charms which, despite being a sword to her puppet body, acts as a dagger in her true form.

Heroic 'Mortal' (50): Hailing from the ~~surprisingly still standing~~ city of Gem is an adventurous woman who claims to be a mere mortal, though there are some very strong indications she is the child of an extremely powerful spirit. Regardless of her questionable heritage she's phenomenally gifted in a wide range of areas but especially social maneuvering and artifice, in the latter case being able to create technology that rivals the Terrestrial Shogunate. She has a firm grasp on the peak of what a mere mortal can access in the form of Emerald Circle Sorcery, Terrestrial Martial Arts, and even Shadowlands Circle Necromancy alongside a variety of other powers gained from her mysterious heritage and unique events she has experienced over all her adventures. Despite lacking the glory of Exaltation it hasn't stopped her from comparing well to the Terrestrial Exalted and even being a good mentor for younger Celestials, the fact that she somehow hasn't Exalted despite the power she has achieved is perhaps the best proof she isn't fully 'mortal'.

Bond of Terrestrial Brotherhood (50): With one in each Terrestrial aspect this band of five Dragons, each possessing a different complementary specialty and mastery over their respective element's Dragon Style, are not quite the match for veteran Celestial Exalts individually but are still exceptional heroes who stand in this current age of Creation. The five of them are bound together in a Sworn Brotherhood backed up by Sorcery and equipped with artifact weapons and armor that would be the envy of any Dynasts who've yet prove themselves worthy of the cream of their family's treasury. While they could've easily gained a great deal of status on the Blessed Isle or become rulers of their own kingdom further out in the Threshold, they have instead chosen to enter your service; believing that you are worthy of their service and destined for far greater things than serving a declining empire or setting up their own small one. This group resides in a powerful fortress manse sitting at a nexus between the five terrestrial elements, its strange five colored hearthstone can divide itself into five pieces that each provides just under half the essence of the original and can only be used by a Dragonblooded of its proper aspect; with this limitation in mind the bearers of attuned artifacts socketed with its pieces may communicate over any distance and almost any barrier.

Gilded Moonlit Bludgeon (50): With a regal bearing and lion ears giving away her status as one of Luna's chosen it would be easy to see this young lady as a warrior queen, especially given her fancy Orichalcum and Moonsilver armor she often wears or the large artifact warhammer she carries with her. After meeting her it becomes readily apparent that she's more like a very out of her depth daughter of a warrior queen who is trying way too hard to fill shoes a ways away from fitting her and is too committed to spend a good few years figuring things out like she really should. As far as warriors go she is an exemplary example of a Lunar Full Moon able to go toe to toe even with a Solar of the Dawn Caste, unfortunately despite being of the supposedly most adaptable form of Exalted she's. . . not great at anything else. As a result of this she's developed a bit of an inferiority complex towards Solars, especially her own mate if they're around, and it usually leads to her either trying to do everything with her hammer or getting very embarrassed after she's failed to do something where a well applied hammer isn't helpful. Despiter her ~~actually quite cute~~ problem with dealing with non-violent situations she's got plenty of potential to live up to the endlessly adaptable potential of her patron's Exaltation, given enough experience out in the world, and already she could make for a very fine knight to join on more combative quests and adventures.

Flame of Ordered Night (50): A sultry black dress, brass earrings, and iridescent green eyes all on a woman so beautiful that you can almost ignore the bodies that both melt and burn under the green flames lighting her dance. With Malfeas and She Who Lives In Her Name as her Patron and Favored Yozi she revels in the destruction and subjugation of her enemies, seeking to be the power behind your throne in the kingdom you shall build (or will have built for you, whether you want one or not). While normally preferring to fight with overtly magical charms or an unusually potent Plasmatongue Repeater blessed with endless fuel from Ligier's green stellar flames she's hardly the delicate dancing girl she appears at first glance, hidden within elsewhere is a Dire Lance of Infernal Brass which seems to briefly appear in her hand whenever she wishes to strike or parry a more physical blow. Accessible from any shadow cast by a bright enough light she owns a manse whose hearthstone is fitted into her weapon, a manor surrounded by endless night wherein the only light to be seen is born of lamps and crystals. To her and those she allows to attune to it her home is a lavishly comfortable, if a bit dark, place of rest and relaxation; for less favored 'guests' it is a deadly maze of traps and horrors where escape is difficult at best and dumps those 'lucky' enough to do so into hostile environments of utter desolation and deprivation. The owner and guests however can return freely to any prior entry point with a sufficiently stark shadow nearby at the time.

Golden Physique Empress (50): Bronzed skin, sculpted muscles, and a curvaceous build which could never exist together on an ordinary girl fit together to make this towering beast of a woman stand out regardless of any flare of her anima as a Solar Zenith. Forgoing most armor and weaponry she fights with the mighty Solar Hero Style as a pure brawling warrior to smash, throw, and overwhelm her foes. Even without armor she's an implacable juggernaut thanks to Resistance charms and an unexpectedly scholarly mastery over Medicine enables rapid healing of herself and others while also finding new ways to optimize the human body's performance in battle (or otherwise). Despite her inspiring presence and being among the priestly Caste of the Sun's Chosen she's not particularly religious, focusing more on the glory of humanity in general and the great heroes among the Exalted in specific. Solars are well known for their abilities for train lesser mortals into their best selves but this woman in particular is exceptional in her talent for turning individuals or small groups into genuine heroes; even if they still fall short of the more Exalted variety.

Bountiful Earth (50): While the Blessed Isle has the greatest concentration of Dragon Blooded it is far from having exclusive control over the Dragon's blessings, this young woman hails from a wealthy family living in the eastern land of rivers sheltered from the Realm's control by the strength of Lookshy and the wealth of Nexus. When she was young she was frail, sickly, and blind with no real prospects beyond being doted on by overbearing parents and eventually get married off to someone who'd care for her in exchange for her father's money. Unwilling to resign herself to such a fate she dreamed of adventure and conflict, using in secret the indulgent wealth given by her family to access teachings that nobody thought she'd really be able to use. Contrary to the expectations of her teachers the blood of an ancestor woke during her training, once exalting as a Terrestrial Dragon Blooded cured most of her physical failings and provided answers to the rest she revealed an incredible talent for both her natural charms as an Exalted Champion and martial arts such as those she struggled to make just minor gains in before. While her family didn't approve of the idea of their previously crippled daughter going out into the world seeking fights, mortals (no matter how wealthy) can do little to stop an Exalt from seeking her dreams. Despite her prior frailties the young woman who has joined you in search of adventures is not merely an idealized version of the thin noble daughter she once was, as a result of one of the martial arts she studied her body has grown in ways that make most other girls seethe in jealousy and pretty much everyone wonder how she can move as she does.

Of Deepest Darkness (50): Several years ago one of the Deathknights broke faith with their master, by the breaking of their Monstrance and then fleeing into Creation. Not for any sort of regret for taking her deal or for the sanctity of life but because she is a knight and refuses to have a broken slave as her lord, it was a dangerous task to break free from one of the Underworld's Ghost Kings and the Neverborn themselves will not tolerate a betrayal of death. But she is a warrior, death is her trade even if she refuses to ply it for a twisted old fool planning for their own managed decline into nothing. Garbed in full Soulsteel plate and armed with a Grand Daiklave of the same metal, her blade is fitted with a void black 'gem' which provides a stream of essence like a powerful hearthstone and adds even greater certainty to her blows yet it's linked to no manse that remains in either Creation or the Underworld. Surpassing even other Abyssals in skill and potential for dealing death this knight has sworn her blade to the end of a new master's foes, yours.

Queen of Eternity (50): During the usurpation the Dragonblooded and their Sidereal 'allies'/minders were able to kill most of the Solars, but most is not all. One young Twilight queen realized that her seniors from the Deliberative were going to destroy the world at some point and aided the Bronze Faction's plot, when she realized they planned to get rid of all the Solars instead of just the crazy older generation she needed to take certain steps ensuring her own survival. Waking up from her carefully hidden stasis chamber in the Age of Sorrows has been. . . disappointing thus far, how the Sidereals considered *this* mess a viable plan is perhaps even more infuriating than being betrayed by them. There is no running water outside of a manse, even then they don't all have it. While a bit high strung and overly used to comforts which no longer exist in any widespread form and less than a century old in practical terms despite having lived during the First Age she remains a Solar who enjoyed the comprehensive Exalted education that existed back then and is highly experienced in plots and counterplots against those even stronger than a Solar sorcerer scientist in the Age of Wonders. That she's an absurdly hot blonde bombshell in a black dress possibly made solely of hopes and prayers spun into not enough silk is clearly not why you put up with her being a smug entitled bitch on occasion, no that's definitely her skillset and not because she makes arrogant bitch work.

Shining Prism Spider (100): Overworked, underappreciated, and the pay being good doesn't come nearly close to making up for it; fortunately one of the few big perks of being a Sidereal (aside from being a divine emissary empowered by Fate itself) is the vacations. As an elder who has put over two hundred years into her job wrangling the utter mess that Creation has become these days while taking very little time off for a very long time. . . well she is certainly due for a break isn't she? A proper long ~~vacation~~ detached mission due to some politicking isn't quite a sabbatical but she's due for one of those soon too she reckons, even if her idea of 'vacation' or 'time off' from work are perhaps warped by the sheer absurdity of the job she's been doing for multiple centuries. Officially speaking she's meant to be observing and correcting problems from a rather large disruption in fate that appears to last an entire decade and seems to always be where you happen to be over that time period. Very strange that. But since there doesn't actually seem to be all that much reality breaking nonsense stemming from that apparent disruption she can relax, by her odd standards anyway. Possibly due to just how monstrous her workload is back in the Bureau ~~and her personal preferences~~ her idea of a working vacation has handed you an astonishingly effective. . . secretary isn't the right word, as those aren't ninjas who poke people out of existence, but it does fit her actual behavior on most days so it doesn't not fit. Now perhaps the idea of getting you tea, teaching her martial arts, and only doing a vaguely sane amount of paperwork sounds like a promotion even if you don't pay her but she's a bit eager to join you when you leave. That she'll be leaving with you a few weeks before she's due back at the office isn't important; things stop until you come back right? ~~She's not sure she'd care at this point~~.

Sublime Feline Trident (100): During the tail of the First Age there was a Lunar master of martial arts, she didn't pursue some special style but rather took her natural Lunar Hero style to the highest peak; becoming among the foremost martial artists surpassed only by those possessing a vaunted Sidereal style and even they were rarely better for any reason besides practicing stronger styles. As she became older and stronger she began to divide herself, splitting herself into multiple weaker bodies with an unusual Knack to pursue multiple things at once and try to avoid relying on just strength of Essence to win her battles. This was not long before the Usurpation when the Solars were slain and the Lunars chased out of the civilized parts of Creation, something she managed to survive due to her presumed death when one of her copies took an entirely undignified shot from large scale essence artillery. In the times since she has developed increased appreciation for her niche knack and developed it further, after taking another step into Elder essence she has created a few upgrades to 'Ant And Starfish Trick' which allow her to overcome the range limit of her bodies, treat any that survives as her primary self, and perhaps most impressively increased the amount of her strength each body holds as long as they remain in balance. While she won't be taking her preferred three bodies each to the peak of what a 'young' exalt can achieve with enough training any time soon she can however do so with two, and the seemingly most efficient three maintain half her essence rather than each holding a mere third of it. Perhaps as a benefit of these improvements or just a stroke of good fortune she can *mostly* maintain the relative sanity of a younger Lunar as long as none of her bodies are holding enough of her essence to act as true Elders, only allowing a bit of her Snow Leopard spirit shape leak into her personality; don't mention she acts like several (usually) humanoid housecats within earshot if you can help it. Naturally if her 'spare' bodies all fall she'll return to her full glory in a matter of weeks, at which point her feline traits are likely to quickly get somewhat out of hands; though fortunately the large, ornery, and spiritually powerful cat resulting from such an event does at least like you.

A Hoarder Reborn (100): In the First Age the mighty Solar Exalted had many excentric figures, an especially notable example was the ruler of a particularly prosperous city state who collected a truly legendary vault of treasures. Countless artifacts, vast material wealth, every concoction under the Sun, and more besides filled the legendary hoard of a Solar who made the other members of the Exalted Host at their peak seem depressingly poor in comparison. Upon concluding the Usurpation the Dragonblooded who brought down this legendary hero of riches were sorely disappointed, the treasury was bare and even the artifacts which rained down on them during the battle vanished following the battle. They thought nothing much of it, of course the wealthy hedonist was just spending money as fast as it came in, in truth the full wealth of that Solar was contained within an Elsewhere charm with most of the treasure simply recalled in death to avoid the hands of any thieving rivals. With the Jade Prison now broken the new incarnation of this figure walks creation once more, a beautiful blond woman completely assured of her own superiority. She wields the shallowest layers of her predecessor's arsenal bluntly, casually launching volleys of the most mundane sort artifact weapons from small portals into the Vault before recalling them to fire again. The vast wealth and legendary weapons within the depths are beyond her reach due to her limited Essence compared to one of the great heroes of the First Age, but she does have a plan for this. Supposedly her First Age Incarnation has a tomb where she expects to find a 'Key'; one that could unlock her entire arsenal despite her lacking experience and Essence, including a particular 'sword' which rivals the greatest implements of destruction that Creation has ever seen. There are also other keys that could do the job, four of them that could work to unlock even her prior self's best laid protections, but she does still want her *key* back too. Unfortunately while her ego is far from unfounded she isn't quite the Sun's Gift to Creation she believes herself to be, at least not yet. While very skilled in leadership and the accumulation of wealth by Exalted standards in most other respects her abilities can be considered broad but shallow, if not for her ability to bombard an enemy with orichalcum blades an average *Terrestrial* could match her in single combat as she is now.

Epitome of Brilliance (100): This woman seemingly made of gold with a gem embedded on her forehead claims to be an Alchemical Exalt, Creation knows almost nothing of this brand of Champion but even so it appears she's being truthful. Strangely she seems to steadily shift back and forth between a cheerful (some might say clingy) young woman that matches her appearance as well as a cold distant version of herself as she gets sucked into her projects or changes out different Charms. Despite exceptional skills with artifice and a huge collection of Charms for specializing her abilities she normally sets herself up for lab work such that she's woefully unprepared to handle unexpected situations; sadly the solution that she's managed to figure out for lacking the proper infrastructure means changing out her charms is too cumbersome for any quickly changing situation (or just unexpectedly needing to go outside). Her pride often takes a hit when forced to face problems of her own level without plenty of forewarning but even so she's still among the greatest Artificers Creation has seen in a long time, despite her appearance she is in fact also a true Elder with all that implies for an Alchemical; though much like another Alchemical who has accidented herself to Creation her full power is held in a larger form stored in Elsewhere, incidentally her Warstrider size body is usually kept ready for battle, though that can easily involve way more collateral than is practical.

Drawbacks: Additional challenges and difficulties to expand your resources. You need it all don't you?

Tabletop Awareness (+0): Seems like an unusual number of people here are aware of certain information that appears more fitting to a Player than an Exalt, further are those guys using the game stats to describe their capabilities? Taking this lets you determine the extent of such things as well as add a degree of further elements such as Jukashi's other Homebrew or other 2e friendly materials including things like martial arts styles which might not otherwise be present.

Like Teenage Girls (+100): Something of an unfortunate tendency among your allies (including yourself to your potential embarrassment) is that you often bicker like a bunch of petty teenage girls sent off to some school, that may even be where some of you learned it if you're from the right families. This doesn't really do as much damage as you might expect, your Circle and allies can function together just fine despite the nonsense, but there will be a significant amount of petty drama and minor difficulties piled up even when you're in the middle of a serious situation with danger and high stakes. Sadly this is more normal for teams of Exalts than anyone would like to admit, especially the specific Exalts most prone to causing it.

Have You Heard of the Wyld Hunt? (+100): Kill teams of Dragonblooded occasionally led by a Sidereal are the most obvious of the reasons that an Exalt would want to have a degree of subtlety but there are others as well, regardless you've completely missed out on that lesson in general. While you don't *necessarily* go around announcing your status as a Glorious Prince of the Earth you're abysmal at hiding it and very much inclined to do exactly that unless minded by a more careful ally, though they're going to have a tough time convincing you not to dress in elaborate finery or blatantly magical plate armor should you happen to get your hands on either. The less said about the kinds of weapons you just carry around openly while insisting they might be needed for 'insert absurdly rare monster here' attacks the better, it would probably be best to listen to those who know better but you won't without recent proof of subtlety's importance and even then will probably grumble about leaving your fancy essence cannon at home or needing to conserve on any big flashy anima flaring essence expenditures.

Nightmares (+100): Your sleeping hours are plagued by nightmares, in addition to the obvious detriments to your life in general this also means that your mind and willpower are not rejuvenated as they would be for others after sleeping. In addition to this you'll find that methods to remove your need to sleep whether in the form of Charms, substances, or even powers from other worlds will have steep limits to what they're able to do; they might be able to reduce your need for sleep but nothing will ever fully eliminate it or any of the nightmares that make it a deeply uncomfortable necessity rather than a true relief.

High Awareness (+100): In one area, something that should logically really be one of your strengths, you have a bizarre tendency to fail rather often. If you're particularly perceptive you might miss details, hardy and you'll occasionally get tired strangely fast, or perhaps you're usually quite charming but have moments when you've got all the social grace of a roadside stone. You aren't actually bad in at it, that would simply mean it's something for another member of your circle, but it seems like you briefly take a sudden dive in competency with unusual frequency. Almost as if this was some kind of table top game and you have poor luck with this particular type of roll no matter how high your 'stats' for it climb.

Amnesia (+100): For reasons unknown you have no memories in this world before your Exaltation, or your arrival here should you have declined or been unable to receive one. With at most a couple of years' worth of memories here it's possible to have some knowledge of your immediate environment and situation but the larger situation of the world and many important issues are outside your knowledge. Should you enter this world as a Drop-In this instead applies to your knowledge of the 'story' and if you're an Elder it was a more recent event that erased significantly larger memories than just those from a few hundred years ago when you took your Second Breath.

Monikers of Unsurpassed Eloquence and Gloriously Verbose Splendor (+100): It's extremely common for the Exalted and their creations to have flowery names, often times those names can get unwieldily to use for anyone who can't include seven-word proper nouns into smooth conversation (even for those who can it can get quite tiring). You'll find that not only do such long winded names continually end up part of any conversations you have but everyone will find themselves prone to saying them out in full and rarely even notices that there's an alternative let alone tries to resist the urge to say the whole thing. Unless *someone* has sufficiently poor stamina to get light headed just trying to say it in one go you're going to be spending a lot of extra time belting off or listening to a lot of excessively long names, to make matters worse you've now got such a name yourself alongside any special equipment or abilities you have; yes you will default to using their/your full flowery names every single time they come up.

Stamina 2 (+100): For all their flashy powers and potential for sudden bursts of unnatural skill there's still no good replacement for the ability to run long distances and take a punch, something you're not so good at right now. It's not that you're 'bad' per say, a mortal certainly wouldn't be embarrassed by your stamina, but by exalted standards it would seem that you've got less than is desirable; being decidedly on the frailer and more easily exhausted side of things. This is going to come up more often than you'd like and the only way to actually build up what you lack or regain what you've lost in these areas is to engage in many long hours of running through the wilderness or other similarly vigorous exercise.

Recurrent Crunching (+100): Something that can be rather obvious if you know both the story and 'rules' of this world is that they don't line up with each other too well, often times the 'rules as written' can just be bent or ignored because they don't really line up with reality. Unfortunately it seems the Pattern Spiders have decided to crack open the tabletop game's core rulebook just for you specifically, occasionally when your actions aren't lining up right with the 'rules' you'll find you'll just suddenly fail or see them undone right before your eyes. Stunting can pleasingly distract the spiders and make this less likely during a decent action set piece battle but it can still happen even there, spoil sports. If you fit an extra item into your cool elsewhere pockets that the rules say you shouldn't be able to carry it will just disappear into thin air, when you use a charm that worked just fine before it will suddenly fail from some odd requirement that suddenly starts being enforced, and perhaps the worst is when traveling if you make more progress a day than the spiders' new book says you should you'll wake up with your camp miles behind where you actually reached before going to sleep. Sadly it seems only the specific Pattern Spiders who like watching you have received copies of the rulebooks, so everyone else is unaffected by the increased and obtrusive application of tabletop rules onto physics, I wonder who could've been responsible for handing them out anyway?

Are You Sure You're Sane? (+100): As attested by pretty much anyone who has known you beyond a brief passing encounter, you're pretty weird; though perhaps Champions are meant to be unusual? Regardless you've got a demeanor, bearing, and general behavior that most might charitably call eccentric and many would instead call crazy; or worse, some exotic flavor of foreign. This is not *always* a bad thing, with some perhaps finding you interesting depending on what form it takes, but in general the people of Creation are suspicious of the unusual for good reason. Interestingly this is less of a detriment the more powerful those you're speaking to are, as the mighty have less reason to fear the strange or unusual, though they're also much more able to cause you problems when they do. Should you take this alongside **Have You Heard of the Wyld Hunt?** you will also find that your Anima will rise far more rapidly than normal.

Shattered Naivety (+100): For your entire life in this world and to this day there's something you believe in, a pure naive childlike belief anyone more worldly than a superstitious peasant could pop like a bubble should they want to when talking about it. Unlike Machine Heaven it's entirely false, a figment of childhood wonder and perhaps a parent's tall tales kept alive in your mind for too long. As it's something that grants you some real joy you're going to talk about this on occasion and if anyone deigns to ruin your childhood wonder you'll be devastated much like a child learning it was their parents who gave them their gifts during the winter solstice each year. You gain one point of limit and a significant loss of happiness for quite some time afterward; that's it, a fragile bit of happy light that exists to be painful when snuffed out.

Abundant Vice (+100): Perhaps you're a bit too horny for your own good or you've reached the level where a substance problem becomes an actual concern for an Exalt, regardless it is simply a fact that you've given into one vice or another to the point where it would cause even a demigod here some minor issues and if you can't satisfy your need for it you'll instead be dealing some not so minor ones. It's self-inflicted either way so try not to get too upset about it (self-inflicted both in and out of the *story* even). As long as you're able to keep your addiction to this vice satisfied without allowing it to get truly out of control you should be mostly fine however you'll find it almost impossible to truly break free from; you might have an easier time overthrowing the Realm than solving your drinking problem, even if you somehow managed to be an exceptional icon of ascetic temperate virtue for most other things in your life.

Missing Family (+200): Due to a family tragedy much of your family is gone, as bad as that is two of them are still around but are missing for. . . inauspicious reasons. You have at best vague hints on where to begin searching for them but it could easily take you from one side of Creation to the other; if not beyond to the realm of the Gods, the Dead, or the fallen Demon Kings. One of them, you know not which, is free and will be searching for you just as you are them but the other is a bit more interesting. The other of your missing family members is in a spot of bother, when you find them they'll be in the midst of a perilous adventure in urgent need of assistance or even better they might've been turned against you for some familial drama to raise the stakes a bit! Both will be Champions, though the more troubled of them will be of a sort that'll make things. . . complicated for you both. Regardless of what's going on when you encounter them finding them both will be among your central Motivations in this world, should both be alive and with you by the end of your time here you may take them with you into future worlds for free.

Infernal Coven of Reclamation (+200): The First and Forsaken Lion seeks to claim the Keys of Creation, and with them destroy the world for his masters; but isn't it strange that someone else hasn't taken an interest in them as well? Now there is no such confusion as an additional party of Exalts has joined in on the hunt for the keys, only rather than destroying Creation this Coven of Infernals plans to use them to set free the Yozi from Malfeas and achieve the Reclamation they've long sought. Fortunately they lack the sheer scale of resources available to the Deathlords and their Underworld but even so these are Infernal Exalts and to make things worse they're of the opinion that you are a key to their success, if you happen to be an infernal yourself that might instead mean that you're already conscripted into this Coven (naturally this means an unfortunate conflict with 'the protagonists' which is less than ideal for your health).

All of Your Hate (+200): The Raksha, Restless Dead, Dynasts, Anathema, Demons, or perhaps something stranger but regardless you've got an extremely deep-seated grudge against one of the major factions or races found in or adjacent to Creation. Your default response to encountering such beings will be violence and murder with little hesitation and you're very reluctant to handle them any other way even if it makes far more sense given the situation. Actually working with them without totally subjugating them would be such an affront that it counts as an unacceptable order, your hatred being deep enough to overcome magic mind control to force you into it. What, did we kill your kid too? That is just such rotten luck, I mean really how often does that happen. . . yeah don't answer that.

Random Encounters List (+200): As you'll quickly discover Creation is big, most of civilization is clustered in a handful of regions on the Blessed Isle and each Terrestrial Direction; since advanced transport fell with the Shogunate that means getting anywhere or getting to you can take a lot of time. This can create plenty of free time for crafting, training, research, or. . . Being boring, that's dull. Fortunately you won't be bored; whether traveling or settling down between adventures plentiful 'diversions' will make themselves present to fill the space between them. The Fae ones especially are eager to butt in no matter how suicidal it is to attack you, if they don't they're not even in the story at all! Bandits attacking you during travel, barbarians raiding your home, a hard to ignore plot hook stumbling through your front door, and more.

An Unrefreshing Disappointment (+200): Much like a certain young Abyssal you are a bit less new to this than your skill level implies, in case *you* need this spelled out that isn't a good thing. While your skills and abilities haven't changed it took you well over twice as long and a lot more effort to get there than another Exalt would've required. Unlike Secret this initial lack of talent has not been overcome though the process of reaching where you are now and you continue to require considerably more time, effort, and resources to make any progress as an Exalted Champion. Fortunately others don't automatically know that you're a disappointment to the power you were chosen by (until they figure it out themselves) but you very much are aware of this and have a persistent inferiority complex toward other Exalts; both those who are stronger than you and those who have more talent, which is most of them. But being disappointing by the standards of larger-than-life demigods can still mean you're pretty cool, compared to mortals at least.

Excessive Virtue (+200): Exalted Heroes are often praised for their virtues, the more virtuous (or seemingly virtuous) ones anyway but there is definitely a point where it becomes too much of a good thing and you have gone a few steps over that line. Choose between Valor, Temperance, Conviction, and Compassion to embody which you'll have in unfortunate excess during your time here. For Valor you'll be overly reckless not just in not recognizing danger but refusing to back down from it even if you see it clearly while there is little to be gained and much to lose from charging forward. Temperance will see you live a life where the only form of excess will be the extent of your asceticism, ignoring all worldly pleasure and enjoyment even when it's healthy or necessary to partake. Conviction and you will hold absolutely to your ideals while not giving even the slightest consideration that they might be wrong or that you should ever move from them due to the practical realities of the situation. Finally should you be fully compassionate you'll commit your life toward the assistance of others, such that you'll spend much of your time helping anyone in need who you encounter and suffer severe distress when forced to choose between helping one or another.

Curse of Unfortunate Repetition (+200): Every Exalt has to deal with The Great Curse, some might have a problem of a different name but ultimately it's an issue that makes your life harder because someone was spiteful or short sighted while having the power to inflict pain and suffering. Whatever makes your version take an extra notch down the Limit Track seems like it happens abnormally often, bringing you that much closer to an 'incident' that much more often. The matter of Fate seeming to just come up with reasons for you to get doused with gore, keep your enemies alive, or deal with that one fucking thing that pisses you off especially nastily is also something to be worried about. Should you happen to not be an Exalt for any poorly thought-out reason you'll still get to enjoy periodic horrible experiences which will still be trying to push you toward a psychotic episode, for that matter Fate will actually be trying even harder since there's no ancient primordial magic to be helping out with that.

Tribulations of the Mortally Heroic (+300/+100): It would seem there has been a bit of a clerical error, you see you were supposed to receive an Exaltation. Actually you were supposed to have received it between 2 and 274 years ago, the paperwork is a bit spotty on that which is part of the problem. Don't worry it has all been sorted out and your Exaltation is on the way; it should arrive during a dramatic moment scheduled for 2 to 3 days short of a decade, you're probably more than a decade old already so that's not too long to be waiting right? You'll receive a nice bit of compensation to improve your Fate here in the meantime so it's really an error in your favor yeah? Oh wait, in exchange for a reduction in your compensation I may be able to swing you an Endowment from a god, not any of the truly *big* names (let alone an Incarnae) but a decently major God (or other spirit) could 'adopt' you. The benefits will burn away when your intended Exaltation arrives but. . . well I guess you could pass on that to keep them? Anyway good luck!

Great Responsibility (+300): QUESTS ANDVENTURES DRAMA STORIES, oh boy we're getting to the fun stuff now let me tell you. Can't have a good story without some proper stakes and a powerful antagonist ready to cause some real trouble in the world, it just wouldn't be fight. A Deathlord, Third Circle Demon, Rank 5 God, or Elder Exalt is plotting something terrible that could easily bring Creation to ruin if their plans aren't stopped. Naturally you're the only one with a clue of their plans and enter the world having just been stuck into the starting point for a 'Protagonist' in this 'Epic High Stakes Plotline'! Nobody else is presently aware of what's coming and while you can seek out allies know that some of the obvious choices have their own similarly epic quest with the Lion as their 'Big Bad' going already.

Yes, Unfortunately it's THAT Eye (+300): Within your possession has come to be an extraordinarily grand artifact that even during the First Age was a prize to envy, The Eye of Autochthon. This is incredibly perilous to have in your possession, while it's extremely powerful and seemingly offers a solution to any problems or goals you might have using it almost always backfires horribly. No matter how clearly you know that it will probably end terribly having an answer to what troubles you can be extremely tempting, and not just for you either. It's not an especially well-kept secret that you possess the Eye, and the knowledge of where it is and who has it is going to spread to those who'd want to take it. Perhaps some of them will be trying to keep anyone from using it but it's written in fate that if you allow anyone else to get it then the odds for it not causing a massive disaster are about the same as using it without any consequences, namely shitty and not worth gambling unless you're an extraordinarily reckless idiot.

Stick Figures and an Absence of Detail (+300): If you're familiar with this world before entering it you may be aware of a certain artstyle, somewhat like more detailed stick figures. Naturally you'd not be living in a low fidelity comic strip for ten years but what if instead you are! For a nice big chunk of points all you need to do is get locked into that artstyle, easy right? We look good in it! Should you have or obtain Sorcery you can upgrade to the slightly more detailed art style from later on but either way you're going to be living in a world that looks just like a certain comic for the next ten years. Certainly, this will not cause you any real problems, it's just an inconvenience that will have no impact on your mental health at all*. Is not such an insignificant detail worth such an excellent price you'd be paid for taking this? Not a single powerful rival, perilous quest, dangerous artifact, or other such tangible problem to be found; it will only change how the world looks and keep you from changing it to anything else, no problem at all.

*This is in no way supported or guaranteed by anything or anyone even mildly trustworthy.

Restriction of Red Threads (+300): Upon entering this world the Pattern Spiders have taken one look and instantly thrown a massive fit over the nonsense you're bringing with you, pretty much none of that works as the essence says it should. At best minor discrepancies everywhere and at worst. . . are those entirely foreign energy patterns!? No, no, no, NO this will not do at all. As a result of their protests and to satisfy a need for order your resources native to worlds beyond Creation and its adjoining realms of existence will be disabled for the duration of your stay here. If you can make a trip to Yu Shan and fill out the paperwork (enough to make certain Sidereals cry) while providing suitable offerings to the Spiders you 'might' be able to petition them to permit the functioning of certain abilities, items, or allies from outside and utilize their powers normally but this will rapidly get more difficult as you get more approved and is going to be a long arduous task to begin with even for things well beneath the standard of the Exalted.

Upon the conclusion of your time here your Drawbacks end and a choice arises:

Stay Here

Go Home

Move On

Notes:

Taking Second Breath will leave you dealing with the Great Curse or your Exalt type's equivalent during the jump, you can overcome it in whatever ways you might have available but the curse will affect you unless you have some way of avoiding the sort of affliction that the Exalted Host at their height struggled to even notice let alone solve. You will lose this problem upon leaving the jump; however if you took Weaponized Resonance you have the option to keep it, though that might not be the best idea even if you have a decent way to turn it to your advantage. This removal of the Great Curse and equivalents will apply to any Exalts who leave this world with you, including the OCs and any canon characters recruited.

Unusual Weapon Methodology provides your choice of normal(ish) artifact weapons usually in the one to three dot range, you can give it a spiffy upgrade like a chainsaw version or even making your Grimcleaver into a guitar if you want but this won't be providing a weapon with any truly special/unique powers past a minor stat boost or other relatively simple bonus feature (like a chainsaw variant or element buff).

Any further charms developed by the Infernal Key of Brass and Shadows should line up with the powers a Keyblade or Keyblade wielder would be expected to have, such as turning into other weapons or unlocking potential (Essence) in mortals by stabbing them in the chest.

Purchased Artifact equipment begins attuned with no attunement cost and this will not lapse unless said attunement is forcibly or willingly broken, others can attune to the artifacts if this occurs but they will need to pay the normal cost (if any, see Blade of Vitality) but the purchaser can reattune them for free. The free attunement for the original purchaser also bypasses the increased cost for the material bonus of another Exalt type's matching magical material. These traits apply to artifacts the OC companions come with.

The Independent City-State Kingdom consists of one proper city and the surrounding land which likely includes some smaller towns and villages dedicated to supporting the main city in one way or another, most likely in the form of providing all the food and materials needed to support its population and businesses.

The Hearthstone for the First Age Fortress Domicile is your choice but it should fit the purpose and element of the Manse, ideally your manse would be aspected after your Exaltation but that's in no way required so choose what you'd like to go with for it. The nature of any treasure you find within should also be related to the manse's function, such as a supply of crafting materials in a workshop or a dedicated fortress having an armory which includes some basic weapon artifacts and some more advanced ones in need of serious repairs/maintenance. It also comes with a similar amount of land as the above City State, however it's fully undeveloped to start unless combined with the City State as mentioned in the description.

Breaking the seal on the World Shaking Quest starts off a quest with extremely high stakes and a variable prize to be claimed along the way, you are essentially putting the good chunk of whatever world you open it in or possibly the whole thing, at risk in some way or another as a gamble that you'll win your prize and that things won't go completely to hell along your path to doing so. As an Exalted Hero, this is fully realistic, it is not however guaranteed and *someone* made it betting you'd eventually fail at least once if you break that seal often enough.

The Queen of Eternity's mode of dress is the result of combining an Infinite Resplendence Amulet with a Collar of Dawn's Cleansing Light, it's capable of producing outfits that wouldn't make Secret angry but the one wearing them might not be; at least not willingly.

All of the OCs come with talent at least on par with what's described in Heroic Aptitude.

Any physical changes from Exaltation such as a Lunar's Tattoos/Tells, Infernal's Demon traits, or Terrestrial's aspect markings may be freely disabled or brought forth at will after leaving this jump; Lunar Tattoos when disabled (rather than just hidden by charms) will allow shaping effects on the Lunar in question.

Solaroids and Lunars among you and your companions may be paired up how you see fit, Bonded Mate must be matched with you if taken but if you don't any other companion who matches your exalt type can be chosen to be your mate in the Solar/Lunar Bonds.

Exaltations gained by purchase or import by you or your companions will have no compatibility issues due to you already being exalted from prior jumps or gaining exaltations in future jumps; Exaltations amongst your group will not be lost from becoming something other than human or by dying other than true final death, your exaltation will stay with you until your ultimate end.

In future jumps Progressive Exalted Recreation will let you turn (mortal) humans and offshoots into Exalted Champions despite most differences from Creation's humans; you may or may not be able to make it work for other mortal races as well, fanwank if this is possible and how difficult it would be but at least to start it will only work on humans and those close enough to be considered related (IE the various sub races the Exalted made when they were doing mad science in Creation). Until they have been perfected any Celestial shards made with this perk will destabilize and dissolve into essence instead of seeking out new hosts like Celestial Exaltations normally would.

Shining Prism Spider isn't explicitly locked into any specific caste but by default she's a Chosen of Endings, she's especially interested in an ending to her current employment and will happily take an entirely unpaid position as your office gopher if it will mean she can leave without being hunted down or having to watch reality implode because she fucked off. Well unpaid is a logistical wording; there are of course an endless variety of ways to make her living costs a work expense, she is a bureaucrat after all. She's a bit crazy and the reason for her not!vacation posting this decade may be an effort to prevent the Elder Sidereal version of an office shooting rampage, yes the bureaucracy in Yu-Shan does get that bad; she definitely believes it was the result of her clever planning but. . . well she should really stick to the paperwork and violence that she's properly good at. Her 'poke' is the result of mastering the Charcoal March of Spiders, while it wasn't by her the same attack has previously killed a Primordial with a single touch; so only molest your secretary the appropriate amount (defenses to this are actually not rare in this world, but without one you just stop existing (or worse) no matter how powerful you are).

Purple is a Raksha, White on Black is TED, and Blue is Yu-Shan.

https://keychain.patternspider.net/archive/koc0001.html