Perhaps in some far-flung dream of glory, there was once a world in which the greatest champions were chosen by the fickle, yet eternal blessings of the celestial forces above them. Perhaps they were defined by a great struggle against world-making titans, whose dying curses doomed them to hubris.

This is not that world.

Here, miraculous perfection lives on in the heart of the fighter. His will to train for his next big fight, her will to seek powerful techniques from eldritch forces and their reasons for pursuing the way of the fist. In a seemingly familiar modern world, the way of the fist pervades all aspects of life. And while all may walk this path, only the mightiest among those who can attune to the spirit energy around them earn the title “Exalted”. It is said that when a fighter transcends the limits of mortal men, his aura erupts with spiritual flame and he sees the ki of all things permeating the world while consorting with ancient spirits. The road along the true path of battle is paved with the reasons these martial artists fights, for this world is:

SHARDS OF THE EXALTED DREAM: BURN LEGEND

You have ten years to carve the legend of your own martial splendour upon this land, and 1000 Choice Points (CP) to hone your mind and body into a weapon of beauty.

Starting Time, Age, Gender and Location

As mentioned earlier, in many regards this world echoes the modern one save for where true power lies. You may start in any country in the modern world, and you may choose any age within the human lifespan. You have 10 years to seek your fate. You may be whichever gender you were in a previous jump for free or pay 50 CP to change it.

Origins

All perks under the relevant origin heading are 50% off.

Ryuujin: You were born into one of the five Ryuujin bloodlines that count themselves the living descendants of the Five Dragon Gods, who wind around the pillars which hold up Heaven and Earth. Traditionally you have been trained to hunt ghosts and other evil spirits, though at times you have fought the Shinma's champions and those of their wicked cousins the Yama Kings as well. Though once your clans crossed the world on an epic crusade, in recent times they have preferred settling down in spiritually significant places-whether to reap the benefits of their spiritual wealth, or to guard a gateway to the Thousand Hells. As a scion to such a respectable legacy, many will presume you seek to destroy Akuma wherever they may be found.

Tennin: Ah, you call on other forces to destroy the demons? You were once fortunate enough to gain the attention of the Shinma: A race of demons who came from the stars to settle on Earth. Deeming it their home and worthy of their protection, choose mortal champions in dreams with which to fuse their souls which makes them incredible martial artists that exude martial principles surpassing the physics of the natural world. In your time your kind has masqueraded as the onmyoji of the Heian Period, wielded divination and spirit-sensing talents to influence the government while gaining great influence over the nation. Distrusted by the Dragon Aspects for fear of your potential addiction to killing from the sensation of rending souls apart, your actions will decide whether you are remembered as a divine sage or an otherworldly monster.

Okami: In every respect other than the physical, you are not human. You were once an earth spirit descended from the moon, born as human every thousand years. One of two things drew you from the untouched wilderness to the world of man: A society falling prey to a certain sin, or the appearance of those who would threaten the life of the planet. Your childhood unnerved others', being able to see and hear ghosts at school and inevitably compelled away from the lives built for you to a wild place where you communed by starlight with the moon and heard the spirit of the Earth calling upon you for protection. It transformed you into a great beast of legend, whether the fusion of man and animal present in werewolves or the seeming of mermen and more conventionally appealing catgirls. A being with a foot in both worlds, able to communicate with spirits and sense disturbances in the natural flow of life energy with dreams, visions and sometimes even scents of voices. Known for your curiosity, sympathy to children, respect to the strong who defend the weak, resolve against the Yamajin and sensitivity to communion with the wilderness, your actions will decide whether you are remembered as a predator that hunts the corrupt in the concrete jungle, a gruff isolationist or a friendly stranger.

Yamajin (200 CP): The shinma are only one half of the tale of justice they instruct their chosen in. The other, their kin who broke away to rule as gods over men. The vices they wallowed in transformed them into demons called Yokai, and when they learned they could not rule they instead preyed on them, battening on souls and twisting themselves into more hideous forms. Once, it was the prowess of the Legendary masters of old that sealed them in the Thousands Hells, blasphemous spirit realms where they rule as feudal lords. And now? It is their fear and hatred of each other, each impure demiurge crowning itself by the title of Yama King before vying for power and influence over the other in a grotesque parody-or perhaps, archetype-of the power struggles in the modern world.

And you? You were once an Akuma, a martial artist who strived to recreate the Yama Kings forbidden techniques and sorcerous katas for one reason or another. Many of your kind died, their souls damned to the Thousand Hells. But in your past life you gained true power from twisted insight, transforming into avatars of demonic force. And when you died-either from a moment of perfect harmonic bliss and deep meditation that projected your soul into Hell, or from using an authentic Yama technique of such power it slew you, or simply in battle realising the physical world held no further challenge, you too died. But for your, the journey was a mere pilgrimage. Your soul fused with the essence of Hell to don the Yama Kings' power, and within seconds to minutes your strength was such that you broke death's chains and returned to life. Many among your kind choose to seek a realm of spiritual significance, where you can bind the world of matter and soul together into a shrine to your own power-transforming this "Little Hell" into a reflection of your soul through tainted katas and hell-born techniques to increase your power, so the demon slayers may not fell you easily nor may the Yama Kings use or devour you. But ultimately, your powers is yours to do with it what you may.

Shinigami: The world you live in is **wounded** and cries out for vengeance. Long ago, the Yama Kings tore tracts from the chakras of the planet, and you were among those who lost their reason for living from the violent and powerful tainted by those corrupted into pulling the ki of the universe out of harmony to seize their ambitions. An offer from the world trained in you're a killing art devised long before man learned to clench his fist and reforged you into a priest-champion fallowed by the dead with all the inevitability of Kali reborn. Yours is the might that slays devil and man alike, binding their souls into tattoos, extensions of your body or even new fighting techniques. Yours is the right to rid the world of the living who would tamper with the dead, or the mighty whose ki upsets the balance of the universe. Yours is the discretion to hunt even the other Exalted (save the Mugen) for beloved by the world or not they too are abnormalities in the span of existence that your very existence cries out to redress. And should you meet a Shinigami that has come to relish stealing life from even the weakest mortals, be assured your own kin will eagerly join you in hunting them as well.

Mugen (200 CP): You are a mystery to this world, warrior. You stand here as a pinnacle of the martial world. The world's greatest fighting styles focus ki through martial techniques to create unique and devastating special attacks-and even among them, few reach the storied title of Mugen. Legend has it your fighting spirit channels the ki of the sun itself. That the spirit energy of the sun and the planet alike intertwine, forming a radiant field permeating all things only you can tap through your own ki to unleash attacks surpassing even the power of the Yama Kings. Whether you are truly good or evil is as uncertain as any man's, but one thing is known: Your transcendent power wasn't gifted or born into your blood, merely mastered through the martial techniques passed down by human hands and your own soul's discipline.

Perks

Body of a True Warrior (Free/100-300 CP): In this world the natural attributes of a trained fighter naturally come first and foremost in the greatest conflicts it has seen. A weakling seldom, if ever, reaches the heights of power and influence that the Exalted enjoy. You begin with if not an outstanding body, one fit and ready for the intense battle your kind is all too familiar with on a regular basis-but why should you settle for such? Whether through strong blood or stronger spirit and training, for 100 CP one of your natural capabilities may be bolstered to the limits of human ken-and perhaps just a tad beyond. Your strength may give even technique-enhanced clinches and grips a struggle, and fling carts like basketballs. Your dexterity may leave you the envy of knife jugglers and ballerinas alike, letting you dance through gunfire or even some supernatural projectiles. And your stamina may be such that you could fight all day and night, and not feel tired until the next evening without reaching for any particular technique.

The Will to Fight: (Free/100-200 CP): Ki, the very breath of life is almost as inseparable from your greatest techniques as the will to invoke some of them. It is fortunate then that you are well trained to wielding both in pitched battle. But for 100 CP you may prove stubborn even among the Exalted, your will rapidly replenishing during each battle and possessed of great resilience even in non-combative struggle. Or your ki could be just as virile, providing your significantly more spiritual energy than the average fighter. And of course you may pay once again to have both effects.

Back to Basics (1 free/50 CP for more): Many are the mundane martial arts that mortal and Exalt wield alike against one another, which lack the powerful supernatural effects or Overdrive special attacks their betters can unleash against each other. From the basic blocks and grapples of rough brawlers, to kyokushin karate and Brazilian jujitsu, there are many styles that all are capable of grasping. And you happen to be remarkably skilled in one, having pushed your art in battle with the Exalted themselves. You may be the equivalent of a seventh degree black belt in any martial art or other style of fighting that exists in the real world. Whether this manifests as being the second coming of Wanderlei Silva or merely being the king of pub crawl brawls is up to you.

The Inverse Exalt Law (200 CP): Many will warn you about the dangers of facing more than one trained fighter at once. But where others fear the effects of force multipliers and blindspots, you almost seem to thrive in them. Through a combination of practical experience, spiritual as well as physical awareness and specialised techniques you are unusually adroit at fending off attacks from multiple opponents. Shoves' momentum become redirected into shoulder checks that upset your opponents' stance, while you seem to know just how to duck out of a kick so it may strike a wall or another foe's face. You are no more immune to being overwhelmed by truly insurmountable numbers than any man but are far more prepared to deal with it than most.

Ryuujin

Dragon's Legacy Meditation (100 CP, Free): All Aspects of the Ryuujin harvest a different and singular element, which greatly shapes their temperament. With attunement to the family style that cultivates their ki, comes a special technique related to their element with an advanced form. And you are no different, boasting the legacy of your heritage.

Dragons of Flame are boisterous and aggressive, as charismatic as they are prone to hot tempers and showboating. They may draw flame from within to unveil it like a crimson battle standard, unleashing it in torrents. Their advanced technique is the Shadow Jutsu: The channeling and control of shadows, winding them around themselves like a cloak or strangling and slashing at opponents.

Dragons of Wind are energetic, feckless, bold and shameless. Though they show almost effortless bodily control their tempers can be horrific. Wind techniques are birthed from the breath and core of the body, and channelled through the curve of punches or kicks to batter opponents or even physically redirect them in a twisting cyclone. Their advanced technique is the Lightning Jutsu: A blazing sheer of wind-bound energy that can electrify attacks, stunning or crippling opponents.

Dragons of Water are patient and curious. In battle they find it easy to adapt to the unexpected, and as graceful in retreat as counterattack. Water techniques may let them dance effortlessly on water or sculpt it through katas to strike opponents with blows and torrents. Their advanced technique is the Frost Jutsu: The power to breathe ice into the world or draw it from their core. Through it they can freeze surfaces underfoot, or fix an opponent in place.

Dragons of Earth are determined and stoic. Patient and sensitive, their sensitive ki enables them to often predict future instants before they occur. Relying on their element being present around them like Water Dragons, they can draw land up with their arms, punch stone masses through the air or stomp whole sections of earth with their heels. Even local structures and fields can be ruined with their control over tearing the ground. Their advanced technique is the Iron Jutsu: The power to shape metal with their ki. Few formal techniques have been developed so far, but it remains useful for wrenching apart steel doors or disarming and restricting opponents with metal weapons or armor.

Dragons of Wood are peaceful and compassionate, often disciplining themselves not to be entangled in the passions of others. Some may appear stoic like Earths in an attempt to hide their truest feelings. Uniquely, as a tree takes in energy from the environment to grow alone among the Ryuujin Dragons of Wood may bind and move the other four elements by learning the techniques of the other Dragons, and as such count as the rarest of them. The price they pay for this unique ability is lacking an advanced technique, and being unable to use the advanced technique of the other elements.

Wake the Sleeping Dragon (200 CP): Perhaps to the greatest extent among the other Exalted, the Ryuujin rely on their familial bonds. Through marriage and tryst, their blood has seeped across the globe across many generations, and must be awoken through the thrill of combat. In modern times, when some Ryuujin break away from family tradition to leave the conflicts of ghosts and demons and teach their children nothing of their true heritage, it is all the more important to the active families to discover their descendants.

Whether through training specifically to address this newfound problem or sheer talent in ki sensitivity, you have honed your senses upon those Sleeping Dragons. The first is a refinement of the Dragon Sense that lets you better detect the dormant blood of those who share your familial gift. Though still random and determined by chance, where other Ryuujin would have to humble themselves to literally stalking maternity wards you would be able to sense dormant kin from across several city blocks with the same pinpoint position and accuracy through your ki. The second extends the inherent blessing of the dragons to any other seed you may have. Any other genetically transmissible supernatural powers you have may no longer be detected by scientific means, should those means be already inherently unable to detect mystical forces.

For Clan and Country (400 CP): Beyond the advent of the modern era's decadence, simple infighting and dereliction have left the great Ryuujin houses in near-universal destitution-save for a few houses in Japan. Across Europe, Brazil and North America the remnants of the old houses send itinerants to do what they can against the spiritual foes of the world, while hoarding places of power. But what if someone rose to the challenge? A patriarch or matriarch of such fortitude, charisma and warmth that with luck and pluck the Ryuujin diaspora could once more be forged into a unified force. What if that someone…was you?

You are the kind of born leader who seemingly effortlessly sits atop a totem pole in many fighting games. Whether you are officially a businessman, a dojo owner or something else, your force of personality and management skills command tremendous respect in sectors beyond your impressive field of nominal expertise. Your management skills and organizational expertise live up to the stern glares with which you can cow lesser men into living up to your expectations. Moreover, a quality of your ki lends your spiritual signature a degree of charisma by itself. Where others of your family may resort to kidnapping lost dragons for their power, you will find your very spiritual energy adept at cultivating a familial warmth to put them at ease as you warmly greet them as a long-lost relative and explain the necessity of putting them in a kung fu battle-at once uplifting, and wreathing you in an aura of ancient power that demands respect.

Natural Disaster Incarnate (600 CP): Many of the greatest martial techniques in your bloodline skirt the border between elements in destructive spectacle, be it wreathing oneself in a devastating cyclone or causing a massive explosion from the earth itself. And among the Ryuujin, your proficiency with such techniques is to be feared. Not only are you a one in a million genius when it comes to advancing the martial arts of your kin, but your affinity with advanced techniques is something extraordinary. Your ki resonates well with such explosive shows of force, greatly decreasing how much

you require to initiate one and automatically granting inhuman precision with their effects; rather than explode the earth in all directions, you could send a crack in it arcing through a neighbourhood's street network. Moreover in general when you gain the power to create techniques derived from elemental powers bonded to different elements, which become drastically more powerful when both are harnessed together-if also tending to erupt with all the violent energy of a localised natural disaster. With this self-mastery, Wood Dragons may develop powerful and unique techniques related to plants that match the intensity of the other Ryuujin-be it an explosion of venomous pollen, or raising a house-wrecking tree from the ground with a stomped heel.

Tennin

Devil Judgement Style (100 CP, Free): You have been initiated in the ancient and otherworldly combat art designed by the Shinma to rend spirits, your insight coming swiftly after your compact with the Shinma. Through eerie dreams and waking omens, you have learned to use a highly formalised series of moves divided into Terrestrial, Celestial and Sidereal techniques. Terrestrial techniques control and maneuver opponents, being available at any time; even a junior practitioner may move between the space-between-spaces and strange dimensions only understood in this world by the Shinma, shattering like light through a prism and striking an opponent from seven directions almost at once to defeat other aerial attacks. Celestial Techniques may only be activated after a successful Terrestrial Technique, and often wreck havoc directly on opponents' ki; an example being gripping an opponent's head to render him only capable of defending through technique, not brute strength. Finally, Sidereal Technique exploit the ki conditions imposed by Celestial Techniques with ruinous results for the opponent; with this art it is possible to detonate an opponent through their ki.

Stargazer's Glimmering Gift (200 CP): Little is known about the Shinma, even by their own chosen. They are abstract spirits that cannot be approached or struck like ghosts or demons, and are only seen briefly when a Tennin uses their ki to express their divine power-usually just a thought, an image, a voice, a taste, an instinct. Less still is known about how they select their champions. Perhaps in your case, you were already something of a kindred spirit?

The gift of divining the abstract and communing with the truly esoteric is yours. Where even supernaturally efficacious fortune tellers and mystics may struggle to give a truly useful prediction of the future, your unearthly insight could easily glean the weather, the position of someone you're tracking and the best place to take a stroll in the coming day. Even more systemised abstract systems like quantum particle superposition would let you exhibit an uncanny talent for prediction. More importantly, not only do you intuitively know how best to communicate with abstract beings like the Shinma-assuming it's possible-but some intangible quality about you makes it easy to make a good first impression with such beings. As the Tennin were chosen from all men to be entrusted with the Shinma's very souls, so too may you inspire a similar level of trust in the unearthly by merit of your existence.

Bridge of Endless Redirection and Binding (400 CP): Two of the most fundamental techniques the Tennin practice are a form of redirection, and a mystical binding move. Some techniques conjure an ethereal prayer slip that stills the movements and reflexes of those it lands on, risking a seemingly inexplicable collapse once fully mastered. Others trust to destiny and the Shinma to guide a perfect blow which cannot be reversed. You have internalised these principles to quite an astounding level.

All powers you wield that bind or redirect are greatly enhanced. Where once a complex spell to reseal a great evil back in its native dimension may have taken rare artifacts, much concentration and intense study you now find guiding the flow of mystic energies as natural as breathing and your seals withstand the resistance of greater beings much more soundly. Destiny guides any force or technique you can

muster which redirects attacks too, blessing you with additional, minor positive effects related to the effort you intuitively know how to take advantage of-creating a portal to deflect an arrow, for example, may hasten your speed for the next minute or so that will not accidentally send you careening into walls. Your ki resonates particularly well with similar native techniques of your style, allowing you to learn and improve them much quicker-as if you had trained in them all your life.

Mudra of Enlightened Preparation (600 CP): To capitalise on prior efforts can be said to be the core conceit of the Tennin's fighting style. But just as the Tennin of old extended beyond the remit of mere warriors to protect their nations with subtler influence, you too have internalised the principles of preptime to a degree that seems to have pleased the Shinma. Henceforth, when you set about taking advanced preparations to achieve any endgoal the more effort you take to set it up the more subtle supernatural forces conspire to enhance the success of the endgoal. Subtle trends in fate or causality deflect disruption of your plans, esoteric mystic sigils speed your efforts while you aren't looking and the very flow of ki seems to be on your side. Perhaps with a sufficiently ambitious and prolonged endgoal, you might even see your Shinma manifesting as directly as possible even with minimal exertion from your ki to assist your various efforts. This can greatly enhance your Devil Judgement Style techniques to the degree of bursting the ki of small armies with relatively similar effort, but truly shines in areas such as statecraft or espionage that require the coordination of many moving parts. May your vigilance watch over the spirit world even without your presence.

Okami

Martial Beast Mien (100 CP, Free): Yours is a primal, natural power born from your own might. As mentioned before, you gain a transformation into a great beast of legend-and not through the martial techniques mastered by other Exalted, but by merit of your divine blood. Whether a noble centaur or a brutal man-bull, whether some vast insectile horror or a winged and feathered man with a radiant mien, the body of common techniques you share with your fellows dates back to the very beginning of martial arts.

Some may seem particularly primal, like a viscous claw strike powerful enough to stop the rushes of other martial arts, or a charge that can deflect incoming projectiles. Other inhuman, fortifying the body to instantly recover from injury or sinuously curving around an incoming attack with a devastating strike. The most advanced of all project devastating beams of unearthly moonlit ki powerful enough to overwhelm the works and techniques of many others, often coupled with inhuman ferocity-though lesser techniques may also bring to bear the cleansing moonlight.

Untamed Savagery Kata (200 CP): Even for an Okami, the natural strength and fury within you is a sight to behold. Not only does your bestial form inspire fighting techniques in you, but you have the capacity to innovate techniques of equivalent potency simply by studying animals in the wild. Even a wasp or jellyfish's stingers could be emulated through quick jabs of a werebear's claws; only truly physically AND metaphorically incompatible physiology prevents you from broadening the arsenal of techniques you can master in this regard. Even capabilities like shapeshifting skin or flight could be emulated with techniques that render you difficult to perceive or able to jump tall treelines in a single bound. In another world, you could well be considered the ultimate survivor.

Where The Wild Things Are (400 CP): The Okami seldom know why they're called to the wild from the outset. In many ways they can be considered the ultimate outsiders despite the duty requested of them by the earth. Nevertheless, some find service rewarding. In each world, including this one, the wild and untamed regions you are called to protect have a cleansing effect on your ki. Your very presence seems to rebalance any existence pollution or negative energy, and enhances the virility and beauty of nature once it is cleansed. The unhygienic or threatening aspects of the natural world are downplayed for you to a comfortable homey atmosphere.

Moreover, you find your ki blessed with an easygoing character that lets you befriend minds less fettered by the norms of society such as children or outcasts with uncanny ease. You could live for months in the wilderness and still somehow come across with a sort of roguish charm. The spirits of the natural world too intuitively sense you are not just a troublemaker, but a trusted friend and will eagerly confide in you knowledge of the world beyond-so long as you yourself do not strike against them, of course. Beyond that, you'll find that the stars, the moon and the earth are eager to offer guidance and emotional support through subtle signs. Even in worlds where they are not fonts of ki, subtle coincidences and guiding signs related to them will make certain in your mind that the natural world has your back.

Moonlit Laceration Onslaught (600 CP): Born from the moon to punish iniquity and imbalance, your mission is to hunt until order is restored for the most ancient laws. And your ki is particularly eager to fulfil this sacred mission. You gather moonlight far more easily than other Okami, coating your body in a sheen of killing light with the effort it would take for others to fling it around in scything attacks, and even asleep new techniques to wield it come to you swiftly. Your regular Overdrive techniques could split rivers and carve buildings with moonlight. Such powers are particularly mighty against the spiritually unclean and those who meaningfully imperil the natural life on the planet, burning them as sunlight would burn vampires, and only moreso under the moon where your vitality and ki restore themselves rapidly. In the name of the moon, you'll punish all who stand in nature's way.

Yamajin

Death Defying Blasphemy Stance (100 CP, Free): You foul, twisted creature. Did you bargain or scheme for the unclean power in your veins, or were you born with it's cursed might from some cruel caprice? Either way, of your twin sets of power the Hell Arts of the Akuma you wielded in your past life are similar in many ways to corrupted shadows of the Mugen's martial power-to the extent that some enjoy an affinity to learning them with certain mundane arts like Muay Thai already mastered. With these powers, you could inject slivers of poisoned ki into your opponents, making movement agonisingly painful. Another Akuma may done a partly unreal demonic mask and armor that deflects all projectiles at their creators while restoring their health and ki, and be improved to absorb those projectiles for greater temporary strength or wreathe them in an ebon corona of curses. The greatest techniques among these include tearing open a portal with your firsts to conjure skinning winds and storms of scarlet-black ki straight from the Thousand Hells to savage even the fastest or airborne opponents.

But your true prize is the Hell Arts of the Yamajin, the very corrupt and corrosive techniques created by the Yama Kings themselves before recorded history. Excessive practice can taint the ki of the world around you, transforming the landscape into a blighted wasteland and the spirit world into a nascent aspect of Yomi Wan. With this power you could transform your body into a stream of tainted ki behind your thrown rune-marked fist or blast those within reach with a searing emerald corona, doing grievous damage in either case. So too could you ignite your foes with a rush of tainted ki, or gouge their flesh with burning iron-hard hands. The greatest prize, however, is the potential to through perfection of these arts to ascend and join the ranks of the Yama Kings themselves. A fate perhaps foreshadowed by the infamous Demon Emperor Shintai: A dissolution of emerald fire that garbs the Yamajin in a demonic form befitting their infernal majesty, empowering them far beyond human limit rather than deigning to inflict damage.

To Reign In Hell (200 CP): To be a Yamajin is no easy life. The burning blood of the Yama Kings often drives them to fits of violence even as early as childhood, or risk transforming them into vessels of wrath when their emotions run high. And yet through that agony, some are empowered. In your case what many would view as a curse, you have come to invite as an opportunity to make the world pay for ever mistaking you for its next free lunch.

Your ki waxes in response to adversity, letting you eke out that extra bit of energy in the throes of intense battle or sustain yourself in heated battle-never quite to the point where it can actually be called nourishing, but toughening up and keeping you going through a lifetime of violence. Moreover you have that combination of guile and intimidation needed to excel in the criminal underworld. Whether you actually stain your hands in black society's affairs or maintain an aloof distance from it, making a name for yourself in the criminal underbelly or organising black market trades comes almost too naturally to you. Not only are you adept at using mundane mistrust and nice to build support networks around yourself, but you can actually absorb the fear and hatred around you to grow stronger as if through mundane physical training. Corruptive as your ki may be, among the damned of the world it gifts you with an unnerving vitality.

Hellfire Crucible Alchemy (400 CP): It is the wildest dream of every Yamajin to breach the boundaries between matter and spirit in order to increase their own power, to make a reflection of his own soul so that they may become the one and true controller of all possibility. With this quirk to your essence, you are that much closer to making that dream a reality. Your ki is unnaturally, dangerously corrosive even by the standards of your fellows. Even your blood and bodily fluids blights the world around you with your spiritual energy, though of course you may withhold the most obvious should discretion be the better part of valor.

Normal, unenhanced attacks would leave even Exalted opponents scarred and burned from the caustic power that burns within you with whatever expression of the Thousand Hells' desecrating nature most calls to your heart-and mortals likely quickly dying. Your supernatural techniques are not only bolstered with spiritual pressure by this living corruption, but tend to leave temporary afterimages of the destruction they embody to continuously afflict your targets and dampen other supernatural forces brought against you. Wherever you go you spread a miasma of spiritual energy that wanes and waxes with your own ki which gradually does the work of transforming all ambient life, phenomena and matter into just the right expression of the Thousand Hells to aid and abet your own powers' growth. And once the world is blighted into the image of your own infernal power, you'll be able to wield it's noxious environment with your techniques in ways that would leave the Ryuujin envious if they weren't likely outraged-whether creating vast, phantasmagorical maws from ambient smog or melting the ground around you into hellfire-magma.

Omens of the Demon Emperor (600 CP): Join the Yama Kings? Pathetic. It is not enough for any Yamajin with any self respect to share their masters' perverse happiness, nothing short of casting down their brethren and ruling over them as Demon Emperor would be worthy of their own infernal majesty. And how would one achieve this? It is, admittedly, a fairly mysterious if not abstract goal. But whether through sheer overwhelming power or some twisted insight into the heart of their power, you come far closer than most of your peers' wildest dreams to finding that answer.

The Demon Emperor Shintai is no longer something you must transform into. It is your native form, a technique which you instead replace with one that lets you transform into a more vulnerable but human-seeming form. Horns, claws, long fangs, black devil-armor and third eyes that see the spirit world-within reason, you may sculpt this glorious god-body with will like clay to grant yourself supernatural and natural endowments of a similar scale, for your form has harmonised with such spiritual iniquity that even the Yama Kings and other creatures of sin instinctively fear and respect you as an apex predator-while drowning in the greatest sin you enjoy in your presence. All sin and imbalance around you nourishes you like finest meat and drink, a slow but permanent reinforcement of your spiritual power. And through this twisted insight, you have learned to arm yourself with unique Overdrive techniques born of your nascent kingship that rival-and perhaps with more training, eclipse-those of the Legendary Masters who once sealed the Yama Kings themselves during their first rule as degenerate Shinma that emphasise magnanimous of environment-warping hellish power. If your would-be masters refuse to vacate your rightful throne, you'll stain all one thousand hells with their boiled blood.

Shinigami

Life Reaping Stance (100 CP, Free): Put all thoughts of self defense aside. The blending of mortal martial arts and killing techniques wielded by the Shinigami have one purpose: To avenge affronts against the balance of the Earth, and slay unruly spirits and fighters alike. In some ways even more alien to the human experience than the Yamajin, these techniques evoke the darkness and void beyond the grave. A curving elbow could trail a blade of entropic ki, withering an opponent's momentum in ways beyond the mortal. They could also exhale and strike their own breath to savage the ki of their opponents with their own killing intent, seemingly slaying them with heart failure or some other catastrophic breakdown within their body. The void may be invoked to guard against other techniques while siphoning the opponents' will and vitality, or to disappear in a rush of shadows and strike from an impossible angle, but the most advanced techniques in this arsenal shine in utter annihilation. Whether by a piercing lance of black ki that ruptures the very soul or a corona of screaming shadows wrought around the clawed hand to siphon directly from an opponent's heart, death truly walks in the shadow you cast.

Howling Black Moon Heart (200 CP): It is a misconception to say your kind are charged to kill for killing's sake. The forces that empower you are furious with the war and suffering wrought by petty men who think themselves mighty, and scar the world for profit. You yourself are (un)living proof of the atrocities perpetuated by those who better their own self-interest at the cost of those around them. And from this insight, you have gained a measure of enlightenment into the Shinigami condition to better execute your duty.

Your ki sharpens your senses, giving you a singular insight into the hearts of mortal men around you. As wolves can track scents, you may track moral and spiritual impurity through the world, easily honing in on it's true sources to avoid unnecessary killing. The thugs of a mob boss would seem as pale spectres of ash compared to the aura of smog wreathing the man who pays their bills and perpetuates more far-reaching greater crimes unchecked. Additionally, your willpower is bolstered against the temptation to steal the life of those around you. When you rebuke your peers for even suggesting such practices, the wounded portion of the world fills your anima with a display of scourging shadow and your voice roars like the arctic wind as the very law of the world rebukes them for succumbing to the very vices you were meant to curb. Last but not least you gain an uncanny insight into the truth of oaths made by those who throw upon your mercy as keen and far more reliably than the Ryuujin's sensing of their unawakened kin, and may exempt yourself from the oath once you discover it's falsehood. May nothing stand in the way of your duty, not even yourself.

Unseen Vitality Extinguishment (400 CP): How precisely the world sponsors the forces you wield that are seemingly anathema to it's own vitality is unknown. Perhaps it is the nature of a scarred thing, even a thing as grand as the world's ki, to desperately hoard resources in order to restore itself? Perhaps your powers are more natural than many would care to admit, like a certain protein that forces cells into self-destruction in a healthy body to protect it from cancer. Whatever the reason you have stared into the truth of the abyss but briefly, and it too into you.

No longer must you rely on techniques and killing arts to reap life around you. When you will it your ki rises up in an ablative sheen of dark fog that leaches away the life around you. Amorphous and volatile as a black flame, this aura covers the dimensions of a fighting ring in every direction and even upon inanimate matter rapidly accelerates entropy, preventing even physical barriers from standing in the way of your pursuit. Wither flowers and euthanise small animals painlessly with the miasma of your life force as the twisting shadows cover roughly. Though tiring to maintain for hours on end, and sap vitality, will and ki from other Exalted while dampening their blows and strange magics with the chilling cold of the end. Should you actively slay and reap from others with your native techniques you will find this smothering darkness as easy to sustain as your own breathing. Perhaps in time, you'll even find ways to solidify this darkness into weapon and beast-like emanations around your techniques to endow them with a baneful weapon against all that draws breath or wields spiritual energy. Or to expand your cloak of living shadows should you decide entire armies are no longer deserving of life.

Karmic Void Judgement (600 CP): The Earth has suffered long enough. You will make an answer to its cries, and if you cannot you'll at least avenge it. Internalising the mission you were Exalted for, in this world you develop a closer communion with the planet than your peers, chilling whispers and visions showing you techniques long lost to them while the dark corners of the world nourish, shelter and hide you from your enemies with supernatural puissance, and in future worlds you will share this communion to the world you stand on.

But this is not the otherworldly communion of the Tennin or the joyous bonds of the Okami, oh no. Wherever there is a natural facet of the world that cries out against the wrongs committed by sentient life against it and each other, you will become as a favoured champion and treasured guardian to it. By fulfilling your role as avenger and executioner, you find that the reaping of life force benefits you far more than most when inflicted on those who have wronged the world the most-such that slaying a single cartel leader would infuse your ki with the vitality that would normally take dozens of low level soldiers to bestow on you. Great gifts will be bestowed on you, primarily to increase your lethality and a series of horrific disasters that punish your victims with natural disasters growing in proportion to their wrongs, and despite your deathly character you will always be counted as a part of the natural world for any mystic circumstances from which you would benefit. And through meditation, you can gain uncanny nightmarish visions detailing to you the wrongs perpetuated to better glean ways to make redress for them.

Mugen

Sun Crowned Challenger's Stance (100 CP, Free): There is no great secret behind the way you fight. No celestial body sired you, no tainted force chose you from a vile bargain. No, you and your peers' arts are of diverse origin instinctively developed by wielding the Breath of Heaven that is the unique quality of ki only you can grasp. Whatever fighting style you practice, you were among the greatest fighters of a generation before truly coming into your power. And like the Yamajin many techniques in this style hearken back to the mundane martial arts you mastered as a mortal man.

With this power you could split the earth with your fist, shattering pavement to knock your foes prone and with greater practice even deflecting projectiles with the shockwave, or launch yourself into the heavens to deliver an impact capable of shattering nearby windows and cracking concrete. So too could you unleash a roaring projectile of spirit energy from both hands like a cannon shot, burning gold, violet and white to obliterate your foes with all the fury of the sun at it's zenith. Your resilience is such that you can rebound force and projectiles against your foes-adding a corona of solar power or absorbing them for a brief surge in strength-and when you focus time seems to slow as lines of ki only you can see enable you to make impossible evasions that siphon their ki with your passing. But it is in reclaiming the lost arts of your predecessors the Legendary Masters that you can perform true miracles of violence. Send foes flying with earth-shaking blows or throw the Eye of Heaven, a miniature sun made of impossibly intense spiritual flames as large as a man, against those who cannot believe the legend would come back to life.

The Simplicity of Perfection (200 CP): So little is known about you that it is easy to misconstrue your intense discipline and exemplary fighting spirit for some higher power. To some, it may be impossibly to believe that the power they have bled for or made others bled for could be surpassed by the very arts trained by generations of mortal fighters. And as living proof of that humble supremacy, you have internalised this truth to the benefit of your life even beyond the fighting ring.

When you perform simple, menial physical tasks beyond the scope of fighting you may channel the Breath of Heaven into them to enhance their efficacy. Blur around the kitchen as a superhuman master chef, all the while blessing the food by stoking the stove with your spirit flames. Sweep an entire garden pristine in under a minute with several graceful katas incorporating your broom. While fishing, send a pulse of spirit energy to bounce fish out of the water and into your boat. And in doing this, you train yourself in an new arsenal of techniques to aid you in battle. You learn to wield the broom, or fishing rod, or kitchen knives as efficiently and powerfully as your normal fist technique, reinforcing them with spirit energy as you duel others with even more humble gestures than they would expect from such as you. Should you lack the tools of your trade, your experience will serve you equally well in continuously training the native techniques of your style through an activity as humble as gardening.

Inevitable Cacophonous Counter (400 CP): It can be difficult to describe the moment in your fighting style when you become a fulcrum to all violence and forces arrayed against you-and like a peregrine falcon diving into the eye of the storm, strike for the moment in which they are all stilled. You are not merely some brute engine for the inexorable might of earth or the thunderous power of the sun-you are the superhuman acuity and insight that guides them. And by honing your ki to this ultimate revelation, you have extended this principle to terrific effect.

You now hold within your body the potential to notionally counter and redirect any deleterious effect with a martial arts technique-and a keen sensitivity in your ki that lets your body automatically evade without consciously sensing danger. In many cases this takes the form of advanced proficiency for abilities such as the famous Thunderclap Rush Attack or Iron Raptor Combination from your native style which use surpassing speed, precise pressure points and redirection of momentum. But with the appropriate amount of study and practice, far stranger forces can deflected. In time you'll learn to develop first the technique to see the flow of magical energies cast by a wizard, then to sweep your leg in such a way as to ground them, then the rolling movement that projects the curse he tried to inflict on you right back at him. Or you may find a building collapse on you, only to whirl through a kata that deflects the rubble aside leaving you intact and hale. Perhaps you might even fight a typhoon one day and send it careening back across the ocean, beat a maelstrom into a waterspout, stomp out an infection of hellish power in your neighbourhood or even judo flip a Shinma somehow. Just remember not to underestimate the difficulty in skill and energy of the techniques it'll take to repel increasingly mighty or complex forces.

Empty Set Assumes the Form of Infinity (600 CP): The empty set, the untainted sum underlying the conflux of the sun and planet's spirit energy is little understood-perhaps even by the Mugen themselves. The Tennin's own anima-sensing techniques determine that the Mugen's ki takes the shape of infinity itself. It matters not whether you sought power, meaning or harmony through your path. That limitless potential has an ideal vessel in your being, and through it the world opens new vistas of martial glory to you.

Yours is the gift to combine energies you can emit or channel though different in character yet spiritually complementary as the sun and earth, into a singular force as heightened in puissance as the Breath of Heaven itself is to the other defenders of the natural order in this world. Where the Earth's own avenging Shinigami were not wholly immune to corruption, the Legendary Masters of old whose techniques are recaptured through the Overdrives of the Legendary Masters once did such ruinous harm to the Yama Kings themselves that though were never formally sealed in the Thousand Hells they dared not return to Earth until they vanished from history. Accordingly, such powers you create are particularly devastating yet precise to enemies of the natural order, burning them and whelming their dark powers as sunlight would burn any creature of the night. Finally, through this mastery a radiant aura of spirit energy emanates constantly from your body bright enough to gently illuminate a whole room in sunlight, dimming only by your effortless discipline. With it, your reserves of ki and willpower rapidly replenish themselves at rest and in battle alike long beyond the stamina of other fighters, and even physical wounds reseal themselves as if doing the healing of weeks at a time-perhaps even months and

years once you have grown into your power, your life force and fighting spirit strengthening your own light. Even at rest your mind and soul naturally rediscovers the techniques of the Legendary Masters. And though great emotional, spiritual or physical harm can dampen your state of spiritual grace and with it your light, it can be recaptured with meditation on your innate harmony once you have found a place to recuperate.

Items:

You receive a 50% discount for one item from each tier. Discounted 100 CP items are free.

100 CP:

Wheels of Karma: Oh. It's a vehicle complete with a license under your name and full tank of gas. Motorbike, family car, monster truck-if an American civilian could own it, it's yours. I suppose you have to get to all those kung fu battles somehow other than your own two legs, eh? Either way it's reliable, handles easily and comes with a free paintjob reflecting the themes and associations of your martial arts style if that's the sort of thing you'd like to advertise. Or it could be something completely different if you want your opponents to know the last thing their clan's destroyer will ever let them see as you burn down their dojo is your hideously pink Hello Kitty car.

Lots of Guns: You own a firearm of your choice. YOU COWARD. Anyway. The good news is it's legally licensed and registered even if it really shouldn't be. The bad news? It cannot be overstated that guns have little standing in the martial arts world, where they signal that you are a weak excuse for a martial artist with no strength in his fists. Not only are guns seen as the tools of thugs and lackeys, but to actually use one is to convey to other martial artists that you have lost your fighting spirit and are not a true man in every way that matters. Most techniques are simply incompatible with wielding guns, and even the most basic attributes of supernatural martial arts moves generally defeat firearms. However if you've ever wanted to make a worthless minion slightly less so or intimidate one, these can be more efficient than deigning to treat them as a worthy opponent.

If you are willing to truly disgrace yourself for an additional undiscountable 100 CP you gain access to a nearby storehouse, whether attached to one of your properties, sequestered in your Warehouse or simply hidden nearby, supplies you with a living room's worth of guns. Lots of guns. And ammunition. Virtually everything short of a rocket launcher can be found somewhere in this well-organised stock of firepower.

Where the Heart Is: You own an apartment in the neighbourhood of your choice! It's a pretty humble flat as apartments go but you've got your own bedroom, tub, cable TV and no rent to pay since the paperwork proving your ownership's held in a vaguely Asian looking boss in your wardrobe. Unless you want to. What kind of martial arts saga would involve struggling to pay rent?

…scratch that, perhaps you'd like somewhere more substantial to rest between adventures? For an extra 100 CP (undiscountable), you may upgrade this flat into a penthouse that wouldn't look out of place in Beverly Hills. Perhaps your family was more affluent that some were led to believe. Perhaps you simply beat another Exalt in an honourable duel and claimed it as your prize. Either way it can have everything from your own minibar to waterbed to your own swimming pool. Not a gym though, that comes later.

Ring of Pain: No martial artist worth his salt would skimp on their training, and that's why you invested in this rather extensive home gym. Boasting a generous set of weights as well as muscle training machines, sandbags, a sparring ring with protective gear and much else a professional MMA fighter would hold dear, it's a great way to stay in shape (though of course, no replacement for true battle). It can come as an attachment to your warehouse or a property large enough to hold it, or simply be positioned nearby your lodgings. Sadly while this world places much less stock in resilient artifacts than some, at least the place is fully under your name so you won't have to worry too much about insurers giving you trouble if you break anything.

For an extra 100 CP (undiscountable), the gym comes with the contact number to a mysterious demon or spirit who's eager to sell you replacement gym equipment-even light fixtures, air conditioning and other such fixtures-at bargain prices so crazy they're practically giving them away. No true companion but more a follower, this odd entity seems to have no real ambition but to ensure that conveniently your Exalted tendency to break mundane matter has relatively few consequences for you.

300 CP:

Worldly Desires: Luxury can take many forms. Perhaps you'd like to have a trust fund opened in your name, the kind only available to the descendent of a top CEO. Perhaps you've carefully invested your prizefighting winnings, or your life of crime has yielded great rewards from vice. Either way, you have a grandiose capacity to pay out elaborate bribes, charter private planes to carry you around the world or finance an entire village's reconstruction with little consequence for the 10 years of your stay. Exactly who actually manages this money is an open question that would be more relevant if you shouldn't be fighting another martial artist right now. Literally right now.

A Legend of Your Own: Luxury is one thing, but prestige another. While the purchase above will give you wealth for days, what this will provide is an occupation of significant social influence. You might not just be any old prizefighter, but a nationally recognised boxing champ. You might be a national muay thai hero, or the special forces soldier who saved the President from being kidnapped by terrorists. You could even be an eccentric playboy millionaire with a good reputation for sponsoring charities. One thing's for sure, your job's highlight was so spectacular and your current duties so infrequent that it will never get in the way of going forth to fight other martial artists outside it's remit.

Inescapable Grasp of the Open Palm: You're owed favors. Quite serious, and substantial favors. Whether through likability, political influence or networks of blackmail you have a knack for gaining a local friend with a useful skillset on relatively short notice and in locations far beyond your usual stomping grounds. Your

history in the world was quite likely made more interesting by whatever means you gained this network through.

Alternatively, you could have a similar pull with an entire organization. Whether a government bureau you have on a tight leash, or a cartel that knows and fears you, or a law enforcement organization beholden to your support you could invest this purchase in a less geographically distributed body with more overall manpower and resources. Another option you have here is to have a network of informants, contacts, confidants and spies that can gather all kinds of information for you that the more brute force approach of the options above may not necessarily have easy access to.

Last but not least, if you have already paid the usual price for one of the options above you may pay an extra 100 CP (undiscounted) apiece to gain the benefits of the others.

Scrolls of Legend: It would be nice if the legacy of the Exalted martial art you practice could be passed down solely from master to student, but in these troubled times neither is always available. That's why this rich compendium of knowledge about your Exalted style's history, basic and advanced techniques, myths about your practitioners' entanglements with the Yomi Kings or other major powers and other lore about the world you live in directly related in it is stored in this hoary old scroll. Though knowledge doesn't always equate power, you'll find it far easier to figure out what your powers are about with this handy guide.

For an extra 100 CP (undiscountable), this scroll also contains a wealth of the mystic arts from this world. Summon, bind and banish spirits-or strike bargains with the Yama Kings and their servants. Or baffle and ward wicked spirits for those of a more righteous persuasion. While the arts are manifold all will prove useful to interacts with spirits in some manner other than beating them up, and miscellaneous mystic feats often less dwelled on by those who pursue martial strength such as opening an ancient portal into the spirit realms.

600 CP:

Shadow Empire of the Closed Fist: Remember what I said about wealth and influence above? This is literally the nuclear option. You have vast, yet unofficial sway over the highest authorities of an entire nation somehow. Perhaps your family yet retains great influence over this nation from when they guided it through times with more overt supernatural threats, or perhaps the authorities quietly recognise you as a strategic asset for your efforts to protect society. If you want another martial artist declared an enemy of the state, access to official records of what exactly happened when two men destroyed a stock exchange throwing fireballs at each other or even to pull down the masquerade of the supernatural world through official channels at great effort-this is the choice for you. Will you labour to keep the man in the street safe from the warriors that walk among him, or live in luxury at the

expense of the average taxpayer? In future jumps you will be accorded a similar place of prestige and influence among a governing body of your choice.
Scroll of the Perfected Lotus: Oh? What's this? A gilded scroll any master would be proud to have in their library, save for the fact that it's empty within but for a reflective golden sheen. But it reflects not just light, but greatness of spirit among it's readers. This frankly inexplicable artifacts offers you a rare feat indeed: The power to transmit the capacity to learn the ways of the Mugen to fighters in other worlds, reflecting and rarifying their own martial arts prowess until it reaches such a pinnacle that it transmits the very greatness that raised those fighters above other men to them. The process will still be gruelling; they must train to the limits of any mundane martial art they know with the scroll unfurled before them, though supernatural arts that wield ki or similar innate energies adroitly may take less transcendent mastery. But many in this world would deem that a small price to pay to hasten your students' rise to the pinnacle of martial ability. Perhaps with some feat of mysticism or the ki control of the Mugen themselves, it would be possible to use this scroll as a lens to transmit the wisdom of the Mugen on a far greater population at once in order to uplift them.

Bounty of the Unsullied Earth: A magnificent valley, where both the sun and moon both shine brightly at dawn or dusk. You are called to, even if you are not Okami, a part of the natural world greatly enriched by the supernatural life energies of the planet and the sun, and your spiritual energies and willpower are both greatly bolstered and rejuvenated by breathing the ancient air that nourishes you, and simply by enjoying the natural beauty of this world. Should the Shinma follow you here somehow, even they might find it's tranquillity soothing. Other nature spirits and guardians of the world will too find this location a place of great succour and shelter and be inclined to behave peacefully within its boundaries. Should you choose to grow plants and fungi or rear animals on this land, you'll find their vitality and fertility supernaturally nourished. And the practice of your martial arts here will lull you into a deep and mindful inner peace that will make self-improvement and internal balance come intuitively.

A Little Slice of Hell: What have you done? A vast dominion of Yomi Wan equal to any of the Yama Kings' own is now bound to your will, a veritable world unto itself that naturally gathers all the impurity and sin of a certain theme to empower itself through. It's inhabitants and nightmarish tortures bend to your will like puppets, and it has the capacity to absorb souls and cultivate iniquity and destruction to both grow in power-and enhance your own with its demonic might. Perhaps it is a nightmarish sea of boiling oil, populated by gigantic insects and shark-like horrors. Perhaps it is a wicked city populated by distorted humanoids reflecting the neurosis of consumerism. Perhaps it is simply a dark and frigid abyss where the only inhabitants are your alluring yet deadly slave-consorts, and the only shelter an ornate oriental temple stocked with every instrument of torture and many archaic luxuries…as well as the forgotten paradise barred behind a secret cave only you know the location and conditions of access into. The designs of Yomi Wan are manifold in nature, and though you yourself may be no closer to the Yomi Kings beyond its bounds within you wield all the power over this dread realm and it's inhabitants as any of them. Last but not least this property grants you a series of spells for you to fulfil the traditional bargains of Akuma-derived power with mortal souls from the world above that damn them to your realm upon death, and it is within your judgement whether

they join the damned, are empowered as agents for you of some sort or rise again as Yamajin.

Companions:

Brothers and Sisters in Arms (50-400 CP): It would be a shame to venture into this violent world without someone you could trust your back to. This option seeks to redress that. You may import up to 8 companions into a background of their choice for 50 CP apiece, which each gain 800 CP to spend on choices. Alternatively, you may create new ones or gain a relationship with one of the natives of this world you have a great discretion to define. It's you and them against the world. While not comprehensive, the fighters you could encounter here include the following:

Jane Doe (redhead, mid-thirties) woke up from a coma after seven years and stopped a presidential assassination. Her vague memories of where she came from and who trained her are haunted by whispering shadows and men who think they can do something about her awakening. So far, all of them have been crushed by a mix of tae kwon do and military jujutsu. Worse, if her attacker can harness ki her adrenaline surges and she gains a burst of power. Her lightning fast kicks compensate for a relatively small stature, and set up her excellent ground game.

Sinit Kra, ring named "Devil Tiger", was forcibly retired from the Lumpinee stadium after thirsty consecutive victories under his championship career. Feared for his reach, aggression and willingness to fight anyone anywhere, he simply ran out of opponents. After two years of training and twenty pounds of muscle mass, he's returned to the muay thai circuits. He has since captured the world championship and taken his titles around the globe, challenging fighters from all weight classes and promoting the dominance of muay thai. He is considered by many to be the greatest fighter in the world.

Lemur Kan is the alias of a major figure emerging in the wake of crime boss and Akuma Richter Hayes' death. He has been investigated by multiple police branches for his involvement in organized crime, all of which have failed to even confirm if he is guilty. He acts alternatively as an informant to law enforcement for major busts, and a harbinger of failure to multi-million investigations. The few who have seen him in the flesh have reported a handsome black man in his mid-thirties with a disarming smile, an ever-present set of shades, a self-professed mastery of jeet kune do-and the skills to back up his words.

Oni is a walking nightmare from southern Japan. A Korean of over 80 years of age, his crag-like face appears lit as if by fire below and his body is built like a mountain. His teeth are nails, his hair wafts of volcanic ash, and he was born in the blood and flames that swallowed the South Pacific. Such was his hatred for the Japanese that he moved to Japan to train among them, absorbing their hatred as fuel to grow stronger than them. Legend has it he emerges only to stalk any Japanese fighter who dares show his fists outside of Japan.

Beckoning from Beyond The Stars (300 CP): Abstract as they are, the Shinma do possess some distinct qualia. Names, and varying appearances for one. Some appear as runes in a lost language, or disembodied anatomy with symbolic meanings: A hand that teaches the fist, an eye that teaches sight, a mouth and lungs that teach breath. Some are even ostentatious in their forms: A Blue widow in silk robes with blazing eyes behind her veil, an upside down flame that drools burning venom into the mind of it's host Tennin. Some Tennin even believe the Shinma exist as facets of themselves, and that their own existence and perceptions of whatever truth lies behind that self-image grants them a measure of power. Whatever the truth of the matter, you seem to have made quite a positive impression.

In each jump, you may choose to serve as a beacon to the Shinma from whatever faraway realm the Shinma hale from. They will begin to descend, often subtly, upon the world you dwell in. Even if one is an Exalt of a different stripe than their chosen, they have learned much over their existence in the ways of martial arts and mystical forces, and can offer uncanny fonts of knowledge from unseen channels in the world or whelm your foes with subtle forces-though all will be leery of repeating the mistake that resulted in the degradation of the Yama Kings…unless someone were to make a truly persuasive argument. By the terms of your pact they will never impede your effort, and respect your wishes for privacy-though should they feel it necessary with your permission would eagerly offer suitable candidates the power of the Tennin to rid the world of evil influences and keep their loved ones safe as they do in this world. The Shinma are collectively, and quite literally, followers for all intents and purposes-though forming a close bond with one somehow could qualify it as a companion with all that entails.

A Terrible Decision (300 CP): …are you quite certain? This isn't a bad joke is it? Do you even recall what the Yama Kings are? Fallen Shinma who strove to conquer the world, banished by it's greatest champions since time immemorial to squabble amongst themselves. Hateful demonic lords of impurity and vice that reign over a realm of endless suffering.

Well, if you're really going to do this. With this option you'll get a shot at convincing one of the Yama Kings to join you as a companion, forsaking it's chance at hegemony over the Thousand Hells by bringing along it's own private hell for the ride. It is extraordinarily unlikely there could be any sensible reason why an ancient creature who once considered your kind slaves at best would do such a thing but well…you are Exalted. Perhaps you feel one would be useful as a lackey during your ascension to the Thousand Hells' true throne? Perhaps you relish employing one's power against its own kind? Also you won't have to choose which one to take along beforehand in case whichever hell lord you proposition turns you down.

Drawbacks (Take as many as you dare):

Black Society Scion (100 CP): Many here are criminals. Few of the truly great ones get caught like you did. Whether you failed to navigate the complex politics of police bribery properly or committed a crime so great a blind eye could no longer be turned, the police have issued a warrant for your arrest. So the bad news is, you should be expecting police raids within the next week and any effort to clear your name or change your identity will be fraught with the best efforts of local law enforcement set against. The good news? The fools will be bringing guns to a martial arts fight.

Wild Child's Return (100 CP): Whether or not you are one of the Okami, you do have a clearly defined past-and it has left you divorced from civilisation's norms. You grew up in the wilderness, and whether that manifested as a lack of table manners or a furiously passionate obsession with the martial arts that saved you from such a life, you struggle to adapt to civilised society. You can still be quite cunning and adaptive, just expect some started looks and raised eyebrows when people wonder why you keep hooting at nearby birds.

Scar-Writ Saga Skin (100 CP): You've taken quite the cost to your looks in your training. The scabbed knuckles and scars covering most of your body tell some dark tale of the fights you've been through, to the extent you've been battered too thoroughly to put others at ease. While you might still exhibit a certain grizzled charm or sensuality with your athletic body, the history of violence made manifest on your flesh will unnerve all but the most experienced fighters with what you must have lived through to obtain such strength.

Vice Ridden Parasite (100 CP): While many are at fault for the spiritual imbalances pervading the world, you find yourself not just unsympathetic but in one area at least unable to care. Choose a single sin of human nature, and you are as addicted to it as an alcoholic is to his bottle or a compulsive gambler is to the roll of the dice. You are no slower of wit nor any less ambitious or dangerous, but you are uncontrollably degenerate in your actions and thoughts.

A Yearning For Peace (100 CP): You are not a violent person at heart. Even if you truly enjoy your martial art, you would much rather be doing tranquil katas in the heart of a forest or boxing for sport on the stage, not fighting for your life. Nevertheless, true violence conspires to find you again and again. The discomfort you will feel defending yourself with lives on the line will prove as real a struggle as any attempt to master your fists can be.

Blind to Spirit (200 CP): You'd expect anyone with your level of martial mastery to be keenly aware of the flow of spiritual energy but for whatever reason you just…aren't. Your fighting skills suffer in all the typical ways for your lack of awareness; you may be just as strong and able to conjure great shows of force, but good luck determining how an enemy fighter produced a seemingly impossible dodge from your attack. Equally, your talent in the mystic arts is greatly impaired by your insensitivity.

Vessel of Spite (200 CP): Your bloodline was cursed by the Yama King Xi Long for some long forgotten grudge. While martial arts can contain your volatile nature, when your emotions flare up you risk turning into a violent madman against anyone nearby

the curse equates with one of the Legendary Masters. Typically, this encompasses any strong fighter. You're unlikely to make many friends among the mighty with this curse, though stranger bonds have been formed.

Boulevard of Broken Memories (200 CP): Like a certain unfortunate redhead, you find yourself missing a great many memories from you past life, including who trained you and where you were born. Though you can still fight as well as any martial artist, the loss of your past haunts you and may occasionally confront you with unknown relationships or outstanding minor duties. Perhaps your training and the catalyst of battle will restore what's lost?

Blood-Soaked Fist of Fury (200 CP): The human offspring of a Yama King often comes to a tragic end. Your blood burned in youth and became almost unbearable during puberty, a curse you must live with for the duration of your stay. This boiling feeling, like your blood might jump out of your veins, can only be sated through violence; to you a bar brawl is like a light lunch to others in terms of satiating the great need for war in your very veins. And don't think of it as a gift either, the jittery impulsiveness jumping through your limbs and muscles lessens the precision of your attacks and risks great collateral damage despite whatever advantage the pumping testosterone grants you.

Greenhorn's Worst Day Ever (200 CP): You'd expect someone of your calibre to be a hardened fighter with much experience, but actually you've just inherited a really good legacy you've never quite lived up to. If you're a Ryuujin, many have mistaken you for a Sleeping Dragon for how little you practice or show your powers. If you're a Mugen, you've rested hard on your laurels after breaking your mortal limits. Even your mundane martial arts, including those purchased here, are at such a junior level some may suspect you of having sneaked into a children's karate class. Quite simply, you are either out of practice or VERY new to your powers, and that's a dangerous thing to be in a world this defined by conflict.

Hajime no Jumper (300 CP): …who taught you to fight? It must have been some demon with a particularly cruel sense of humour for how poorly you do it. You see, while even the Exalted often see the wisdom of evasion and finesse to master the flow of battle you appear to have been taught that best and only honourable defence against incoming attacks is to bravely block them with your face. Even should your opponents throw energy attacks or leech at your spirit, you remain resolute in your determination to not even muster any supernatural defence that involves actually avoiding or even absorbing or deflecting it rather than attempting to tank it with your sheer toughness. Moreover you are possessed of a great urge to use one favourite attack over and over, regardless of how applicable it is to the conflict you're in. And as you stand there with your head ringing, as the confused demon or sorcerer you face wonder why you tried to headbutt the vile magic they used to directly attack your ki, you can't help but envision the proud face and voice of whatever monster you had for a sensei reminding you of how magnificently you let him live his dream vicariously through you.

Shinmaic Retaliation (300 CP): There's no two ways about it. The Shinma simply do not like you, and are unwilling to explain why. Ah, but perhaps you might find some refuge in the idea they are intangible spirits unwilling to sully their hands for fear of

degradation like their cousins in the Thousand Hells? Well first of all, you shouldn't underestimate the damage misinformation from various portents and visions can spring upon you, nor the psychological damage caused by the eldritch visions they'll try to inflict on you in your sleep. Secondly, their loyal Tennin agents will be told you require destruction, and though not all obey them blindly many will be predisposed to judge you harshly for your actions or strike first and ask questions later if you're deemed dangerous. A great act of service against the Shinma's enemies on the level of felling or redeeming a whole corporation in thrall under a Yamajin may earn you a stay of mercy, while and killing armies of their Tennin servants may cause the Shinma to redouble their efforts at first if you somehow find a way to to slay or corrupt several of the Shinma themselves they will quickly withdraw for fear of a doom they had not foreseen or adding to the Yama Kings' numbers.

Astray From The Ebon Road (300 CP): This is quite dire. You find yourself stranded in one of the Thousand Hells, knowing not the conditions of the domain nor the temperament of the Yama King who rules it. You are alone, with even any companions you might have safely in the world of the living. Will you throw yourself on the local Yama King's mercy in exchange for safe passage, regardless of what pact he offers you? Or do you think yourself wily enough to escape this terrible place and it's awful conditions on your own? Whichever approach you choose, act swiftly.

Strangers From The Scarlet Path (300/400/600 CP): Or perhaps not. A Yama King has somehow found it's way back into the living world, and intuitively knows you're to blame somehow. Whether out of a desire for your power, a paranoid wish to hide knowledge of itself or even an extremely twisted form of affection it will now bend it's full powers and resources to dragging your soul down to it's home-and you know not how many Akuma would die in it's service, nor whether it has any Yamajin who still consider it an ally-only that it has at least one of the latter and many of the former. To say nothing of the mortal institutions who may be unknowingly corrupted into it's service. With the Legendary Masters gone, who knows if any remain with the power to banish this creature? For an additional 100 CP, you are hunted by another Yama King with similar resources and as is the vile creatures' natures, they will be vying against each other with you as their prize. For a further 200 CP not only does a third Yama King join the hunt, but in an unprecedented show of unity all three have agreed to pool their resources and efforts-at least until you're secured in Yomi Wan.

True Gunman (600 CP): What fresh hell have you dug yourself into? To forsake your powers is one thing, all true power is earned in this world. To take up the weapon of women and children-no I tell a lie, plenty of women and children can defend themselves adequately, the weapon of INVALIDS and SCUM in the mistaken belief it is as worthy as the way of the fist is a folly unlike any this world has ever seen. Yes, you have not only rendered yourself mortal and powerless but for your Body Mod, but you have also decided to take on this world with one. Gun. That you own.

And the world shall know of your brazen challenge. Not only will your arrogance and belief in the gun's supremacy being raised to unrealistic, irrational heights as obsessive and showboating as any martial master but your words and actions will instinctively repulse the natives of this world with your callous disregard for honourable combat. The Ryuujin will hone in on you in their numbers. The Tennin and Okami will befuddle you. Mortal authorities will turn a blind eye, instinctively

repulsed by your way of being despite using guns themselves. Even the Yamajin and Shinigami will set aside their differences punish you, the Yama Kings generously showering them with blessings to get the job done, and heaven help you if the Mugen get there first. Your one mercy is that your craven braggadocio makes you so pathetic, even the most sadistic Yamajin will not deem you worth killing (so long as you cease fighting back once you are unable to, at least) once you have been beaten hard enough to be unable to stand, going out of their way to call an ambulance for you or even healing you, excruciatingly, with their own fell powers. And perhaps you could survive this jump in an emergency ward. But you won't want to. Oh, no matter what revelations nor eldritch revelations this world shows you, no matter how many times you're beaten into the dirt and even if your weapons is broken upon your back before being disassembled before your very eyes, you will never. Ever. Cease regaining your insane confidence in the supremacy of the gun once you've had time to recover.

Notes:

Just to be clear, the Shinma are *probably* not intended to be as existentially integral as the Shinma of Exalted proper. Their corrupted counterparts the Yama Kings weren't even properly bound just driven off with swift beatings, also the Yama Kings and Yomi Wan/The Thousand Hells are nearly directly lifted from the same antagonists of the Old World of Darkness game Kindred of the East. Though this is not confirmed, they are likely somewhat more abstract than their counterparts from that game given the esoteric nature of the Shinma.

Unlike Exalted proper, little is said about the mechanics of sorcery, ghosts and spirits-save that the Exalted are capable of defeating all of them. Spirits at least are known to wield 2-6 techniques on par with those of the Exalted unique to their nature, and have comparable vitality, willpower and ki to the Exalted. Especially mighty spirits such as gods or demon kings may have even more ki or vitality.

Under normal circumstances, if a mortal or Mugen defeats a Shinigami in combat he may stay the hand of death itself by swearing to uphold a virtuous ideal-to be true to one he loves, or to hew to a strongly-held martial belief despite all resistance. If he keeps his promise the Shinigami cannot again attack him unless he breaks that vow. However, your interdimensional nature and your existence's placement into worlds beyond will ensure this restriction will have no hold on you after this jump.

Many of the Exalted's powers call on energies related to the sun or earth. In future jumps you may draw energy from them in a similar fashion to use your powers as described above, their tectonic or solar forces resonating with your martial arts.

What happens if you take perks from other backgrounds, particularly egregious ones like being The Mugen Demon Emperor or multiple 100 CP ones? Well, to a large extent that's up to you as the writer. The distinctions laid down in certain 100 CP perks are purely a formality reflecting the degree to which Burn Legend's game system assumes fighters don't really "multiclass" and has absolutely nothing to say about what happens if for example, a Tennin tries to train into becoming a Mugen or allies with the Yama Kings. Should you have other means from beyond this world to strive for gaining their full capability, feel free to seek their full power on your own terms. As for how exactly a Tennin becomes the world's championed executioner or a Ryuujin gets on friendly terms with the Shinma, well…the nominal explanation is through some bizarre feat of sorcery, dread bargaining or martial arts, you have somehow emulated the stated effects of the perk through your own style, or have obtained a similar mastery of another style. The deeper implications are yours to reconcile.

The setting's unmitigated disgust for gunplay is primarily targeted at mundane firearms, not magically or divinely enhanced guns or technologically advanced energy weapons, nor those made lethal by jump imports. Feel free to fanwank the relative lethality of such weapons from outside this setting.