

Exalted - The Solars

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In a time before time, the titans that made the world of Creation were overthrown by the might of great heroes known as the Exalted in a war that shook the very foundation of this world.

Standing at the head of this army of heroes were the Solar Exalted, the generals and leaders who embodied the perfection of the Unconquered Sun, who in turn stood above all other Gods. But in their dying moments, these titanic Primordials would curse all Exalts to fall into madness and hubris, a curse that fell on deaf ears and would remain unknown to this very day.

At first, all was well. Once the war had ended, the Solar Exalted were appointed to be the Lords of Creation and all other Exalts, standing as the visionaries and nobles that would lead the world into a glorious First Age. However, the Great Curse had long since found its way into the minds and hearts of all Exalted, and the Solars - the ones who led the charge in the Primordial War - were afflicted the worst of all. Hubris and madness consumed each and every one, little by little, until these once-great Heroes succumbed to insanity that would leave wounds on Creation that last to this very day.

Seeing no other choice, their once-loyal soldiers and retainers the Dragon-Blooded would all rise up and tear down the Solar Exalted in a great Usurpation, and the vast majority of these Solar Exaltations that once powered their now-deceased overlords would be locked away in a Jade Prison.

Now, Creation has been unmade and remade many times in over a thousand years. Only echoes remain of the First Age, and the few who remember do not recall the time of Solars fondly. However, in this Age of Sorrows, Creation is being assailed from all sides. The Scarlet Empress has disappeared and her Dynasty threatens to tear itself apart in a civil war. The Deathlords seek to drag this world down into Oblivion. Horrors from beyond the Wyld seek to return the world to formless chaos, and the demonic Yozi seek to take back their Creation from those who stole it from them all those years ago. Now, more than ever, this world needs its greatest heroes, and many of them are too busy fighting over past wounds or their own glories.

Years prior, the Jade Prison holding the power of the Solar Exaltation was broken. Now, exactly one-hundred and fifty are free and creating a new generation of the Chosen of the Sun. Whether it is met with rejoicing or fear, the world is shaken by the return of its ancient masters. Will this new generation learn from the mistakes of the First Age and save this ill-fated world? Or will it just be an old tale told again through the eyes of the new? Whatever the end result will be, I cannot say.

But now, you count yourself among their number, Jumper. You hold the greatest and most terrible power this world has to offer, short of the distant glories the Yozi and Neverborn, once the Primordials, had in that time before time. Though you start from the ground up, you may one

day reach and perhaps even surpass the glories of the First Age at their peak, and perhaps bring peace back to this frayed world. Or perhaps you'll simply adventure, or follow your own ambitions. One thing is certain: Your destiny is your own.

It is the beginning of RY 768. And your story begins here. Take these **1000 Choice Points**

Location (Roll 1d8. Alternatively, spend 100cp to choose your starting location from the list.)

1- The Imperial City - The grandest city of the Blessed Isle. Where once the Incarna resided in the time before the great war, now where the Scarlet Empress's dynasty rules over all. Simply put, this is the beating heart of the greatest empire currently in Creation. It's economy, military, and even religion designed to enfranchise those Dragonblooded who consider themselves a member of the dynasty. And this place at the very heart of the world is one that considers all Solars as Anathema, demons to be destroyed on sight by specially trained warriors. Yet here you are, for good or for ill. Even though the foundations of this empire may be trembling I would recommend against revealing your true nature while you reside here, for the consequences may still be fatal.

2- Great Forks- The city on the rivers, Great Forks is one of the grandest places of the scavenger lands. Founded by three tribal gods, it has used the fertile soils of the east to fuel a great empire of narcotics and agriculture with which to bring the opulence of heaven to earth. Here the gods walk freely amongst man, the names of the most prominent of these gods on the lips of every citizen as they worship; for religion is one of the core tenants that makes up the culture of Great Forks. It may not have the amount of raw trade to compete with Nexus, but the wealth here is spent a lot more freely as each day there is always a few festivals celebrating the gods of this place.

3- Lookshy - What was once a military camp set up by a coalition of Dragonblooded Damiyos during the Shogunate has grown and established itself as one of the foremost military powers of the current age. Everything about this place was built with combat in mind, even its structure ascends in size towards the centre, with many sets of walls and towers all garrisoned with soldiers and war machines. The ruins of Deheleshen in which it was built on was a stockpile of armaments from the first age itself, and so Lookshy has used them to great effect in resisting all efforts of the Realm to challenge their independence. While not an economic powerhouse like its peers, the militarization and first age resources offer some very unique opportunities for those with the skill to find them.

4- Gem - The gemstone bazaar of Gem is the most famous across the south, and for good reason. Its terraces and structures jut out of a long dead volcano, a clear mark for miles around as a place to come do business. Through a combination of tradition and intimidation it is the only place many are willing to sell the stones that makes up a large component of the south's mineral wealth. This place has known man for as long as they have ruled Creation, and there are many who make their living exploring the depths of this place on the hunt for first age caches with which to make their fortunes.

5- Nexus - The economic titan of Creation, Nexus is a city of incalculable wealth flowing through its gates each day. Home to the Guild and many other businesses like it, it is truly a nexus for all the jade and silver in the world. It is well known as a place with few laws, and even rarer still a city so close to the Realm yet where Anathema can walk freely on its streets. Here only the edicts of those members of its council, its most famous proclamation that there shall be no obstruction to trade in this place. Here an entrepreneur can see themselves rise into a position of untold riches, only to lose it all the next day. Take care, for this city's loyalty is foremost only to coin.

6- Gethamane - Towards the north lies the great underground city of Gethamane. Its origins to most are a mystery, ensuring it remains a popular choice for scholars and researchers to come and explore its mysteries. It was found, rather than founded, by refugees during the time of the great contagion. They found this place whole and empty, the runes that wind down the walls are written in no known language and even the gods of this city are not native to this place. Yet this does not make for a peaceful place as the tunnels that house Gethamane are deeper than any map will show, and those that risk the depths in search of ancient wealth risk the attentions of the monsters that dwell below.

7- Palanquin - Along the banks of the dreaming sea, a city held aloft above four statues. This is the territory known as Palanquin. Its inhabitants are a vibrant and spiritual lot; their closeness to the sky, and therefore to heaven, unifying them with a deep sense of pride. However this not totally unfounded as their city is home to what is seen as a long abandoned gate to the heavens themselves. This is a misconception on two fronts, for it is not as defunct as most would believe. The correct magics would once more open its portal, but not to the heavenly gardens of Yu-Shan; instead leading to the even more ancient world of Zen-Mu, where the primordials resided before they had even thought to build Creation. Perhaps truly ancient wonders could be found here, or just abandoned halls and mad gods, for none of Creation's inhabitants have ever stepped foot there.

8- Free Pick - It appears that you possess the blessing of the heavens itself, for you may choose any location within Creation to begin your adventure by rolling this option.

Backgrounds:

It happened in a flash. Your life was unremarkable, even ordinary, and you lived as a mortal in Creation as so many others did. Perhaps you were among the lowest of peasants, or those fortunate enough to be born into royalty...but you always stood in the shadow of both the Gods and the Dragon-Blooded, along with the many horrors that reside in Creation. Somehow, the call of destiny reached you and you were put into a dangerous, impossible situation: An army surrounding you, a secret no mortal hands could unearth, or a grim fate you could not hope to escape. Even so, you pressed on, raising your blade or your wit against this impossible challenge.

Then in a flash of gold, you changed. The impossible task was no longer impossible, the army no longer unbeatable, and the way home couldn't have shone any brighter. You became one of the Solar Exalted, your life forever changed by this ascension into one of the Chosen many. But before that, you were...

Drop-In - Just yourself. There was no fanfare, no past life or memories to follow you. You were just the same person you've always been, but now with the light and power of the Unconquered Sun held within your hands. The only burdens you carry are those you bring with you.

Fighter - Gladiator, pit fighter, soldier...one way or another, you were accustomed to violence and blood. Whether on the battlefield or the streets of the cities in Creation, your life was defined by violence and its many uses, enough so that battle was almost a matter of instinct to you. Now, you can finally use that prowess for a purpose much greater than before, and it will guide you every step of the way.

Merchant - Trader, diplomat, perhaps even a noble...you were someone more familiar with the subtler side of Creation. The place where the fates of kingdoms and empires are decided behind closed doors and with a secretive whisper, or the many economic webs spun by The Guild in markets and hidden trades. These places dictated by wealth and charisma are what you're familiar with and guided growing knowledge, letting you know about where to find friends high and low...and how to make them dance to your tune. Before, it was just benefitting from the efforts of the strong or keeping yourself unseen. Now, you will be the hand pulling the strings.

Scholar - Blacksmith, prodigy, seeker of knowledge...your mind was always in the clouds and your nose was firmly planted in a book or a scroll. Much knowledge of the past has been lost, burned away by the flames of the Immaculate Order or by the ravages of time. More than that, Creation's own future has become uncertain, and so many are bound by ignorance or tradition to see the doom looming overhead. Whether found in a great discovery or a dogged determination to find the truth, knowledge is both your sword and your shield, and with it you will make a new future with your own hands.

Age and gender are irrelevant, and may be chosen freely. Your Exaltation is a fairly recent event in your chosen background's life, likely less than a year, as per a typical young Solar Exalt.

Castes:

Upon Exaltation and the blessing of its great power, you are given a specific 'Caste' that determines what sorts of Charms (abilities) will be easiest and quickest for you to learn. These Castes tend to be reflective of the skills and desires of the person so Chosen, though there is nothing stopping a Warrior from being a Twilight Caste, or a Scholar from being a Zenith, or so forth. As part of your unique nature, you may choose your Caste for yourself.

Dawn - The Bronze Tigers are the peerless warriors, generals, and strategists of the Solar Exalted. While it is likely all Exalted, Solars being no exception, hold some martial prowess, the Dawn are the ones who shine brightest on the battlefield. May your blade shine bright and true, Ascending Sun.

Zenith - The voice of the Unconquered Sun in Creation, the Golden Bulls are the priests and guardians of this world, able to sway crowds with their spoken word and withstand the weight of both words and blades with stalwart strength. You are a natural leader in both spiritual and earthly matters, and the one who leads others towards a brand new day.

Eclipse - The diplomats and negotiators of the Solars are known as the Quicksilver Falcons, and were tasked with unifying different peoples and factions into a functioning whole, whether with diplomacy or with trickery. They specialize mostly in social interaction, being able to both blend in and stand out wherever necessary, and sway the hearts and minds of people to a cause.

Twilight - The Copper Spiders are the investigators and studious members of the Solar Exalted, crafting great Artifacts of myth and legend or studying the 'why' and 'how' of Creation. They are the savants and sorcerers who stand peerless among others, and they are the ones who lay the building blocks of great wonders in this world.

Night - Finally, as there is day and it's eventual end, there is Night. The spies, assassins, and thieves of the Solar Exalted, who understand that a subtle hand or a knife in the dark is sometimes necessary to preserve the whole of Creation. The Iron Wolves, when they are seen, is often the last sight a foe will ever see.

The Great Curse:

It is worth noting that for all the might of the Solar Exalted, they suffer the worst from the dying curse of their ancient enemies. In moments of great stress or repression, they lose control of their emotions and the Virtue they resonate with the strongest. The compassionate succumb to righteous fury or weep with great sorrow for those lost, the temperate desperately try to shed their material possessions to achieve some sort of spiritual rebound, and more. The absolute worst cases receive a tailor-made flaw that digs into the worst of their personality and brings it out to the surface for all to see. While your stay in this world won't be long enough to see the Great Curse become an ever-present cancer in your mind, you too will suffer from these 'flaws' in your Virtue in moments of great stress or upheaval. It will be mercifully brief and occasional, the worst often lasting no longer than a day, but it is likely to be a hindrance to your journey. As a mercy, the Great Curse will be cleansed from your Solar Exaltation completely at the end of this jump, allowing you to enjoy the benefits without the ghastly curse of Primordial titans forever hanging over your head...just try and survive until then.

Perks:

All perks are discounted for their matching Background and Caste. Discounted 100-point perks are free.

Drop-In:

100 - Glorious Golden Smug Technique - You are a Solar Exalt, among the Chosen of the Sun and the mightiest of all the Exalted. Thus, you're well within your rights to feel secure about your superiority and the advantage it gives you...but must you be so smug about it? Whether or not you've let this go to your head, you are frighteningly good at rubbing your station in the face of others - whether it be your Exaltation, your accomplishments, or just the huge gap in competence between you and those you speak to. Those weaker than you will feel discouraged and likely sink into despair, while your equals and better are more easily provoked by the desire to punch your smug face in. Which, as a bonus, you are very good at making such expressions. You won't even need words to communicate how smug you are and how much better you *know* you are.

200 - Great Radiance - The Solar Exalted were meant to be the kings, generals, and visionaries of the other Exalts. Whether or not they fit the role accordingly is subject to centuries of debate and the Usurpation, but there is no denying that you are larger than life. A quirk of your Exaltation allows you to draw in light around yourself, letting rays of sunlight (or nearby artificial lights from flame or technology) shine down on you in an angle that wordlessly communicates your importance, which can intimidate the wicked or reassure your allies. In addition, you are able to freely toggle the visual intensity of your anima...whether making the brightest light without spending a single mote of Essence, or making it quietly vanish even after you have demonstrated your fantastic might. If nothing else, this will greatly frustrate those who were hoping to track you this way.

400 - The Fog of Legend - It is easy for the Chosen to step into the spotlight of destiny. To defeat the Darkness and push back their foes, and to let themselves be heard and hailed as the heroes they are. But, sometimes, it is better to let go. It is better to let those whose lives have been changed to continue on without you - you are, after all, a wanderer of worlds. Thus, when you undertake a great accomplishment or complete a heroic quest, you may quietly walk off into the distance (sunset optional) and allow your accomplishments to fade away as a legend, as a myth. Your deeds are attributed to the closest possible substitute or a figure that doesn't quite match your description, and your reputation quickly fades into obscurity. Though your closest allies and greatest enemies will remember it was you who made history, you may let yourself become just another face on the road, and march on to your next quest in peace.

600 - Heart of the Sun - Though your Exaltation is mighty indeed, there is a part of it that sorely lacks in comparison to its progenitor. The Unconquered Sun was created to represent perfection in all its forms, including the four virtues of Valor, Temperance, Compassion, and Conviction. As the First Age all too handily demonstrated, these virtues were either in great excess without their original meanings, or simply lacking in them where it counted most. But your Exaltation is very close to its origin, and it breathes new life into both your body and your heart. Your emotions and the virtues you hold dearest to your heart will burn with bright intensity, never losing their vibrancy to the woes of time or the stresses of adventure, yet it will also allow you to exercise wisdom and view the world objectively without being blinded or controlled by your own passions.

Your Compassion may make you weep for every innocent life lost, but it will not blind or cripple you with angst or foolishness. Your Valor may bring you stand fearlessly against overwhelming odds, but you will not need to make a suicidal last stand in an impossible battle. This also applies to other aspects of life you consider your 'virtues', not being limited to the four of this world. In short, you may invoke or suppress these virtues with no detriment to yourself at will, from awe-inspiring levels or a simple 'mortal' level. Finally, this strength of will is absolute, allowing you to casually brush away any attempt to manipulate you emotionally or mentally, whether through mind control or coercion, always able to think clearly and decisively when the moment calls for it. The only thing that will ever sway you is what you choose to allow. You will, now and forever, shine as bright as daybreak.

Fighter:

100 - Stuntmaster - The absolute best part of being a skilled warrior as a Solar Exalt? It's how your every movement follows with both grace and grandeur, how you become a stuntmaster that makes combat look almost like dancing. Your attacks become eye-catching and graceful, and while no more effective, your skills in battle will look visually impressive in addition to your already-existing effectiveness. This can also be applied to any sort of skill, power or trade you put effort and enthusiasm into, letting you perform all of your abilities while looking absolutely fantastic doing so.

200 - Raise Your Swords - The Solar Exalted were forged in an act of rebellion against the supreme creators of this world, elevating mere mortals into the status of legendary heroes and bringing the titanic Primordials to heel. Now, echoes of that action resonate in you - those who are oppressed, whether by a tyrant or a heavenly despot, call to the flames of war at the sound of your words. You may incite rebellion on a grand scale with little more than an encouraging speech, and even the absolutely steadfast and loyal will question their masters at the sound of your words. Obviously, this works best if there is an actual tyrant or sadistic force to overthrow in the first place...benign or even benevolent rulers will find their people more resistant to this change, though with time, even they may come to be despised. In addition, when you are opposing a superior or 'higher' force in battle or with words, you will find yourself more competent, your speech more biting, and your blows just a little stronger.

400 - Fire-Forged Comrades Method - While a single Solar stands as a point of light against the encroaching darkness that seeks to swallow Creation, a general is nothing without an army. However, the glory days of the First Age are long gone and the former Lords of Creation are hunted as demonic Anathema, and thus no retinue may be easily available to them. But even this can be overcome. You may train effective armies from the ground up in a staggeringly short amount of time, turning a village into an elite fighting force within a week or two, tops. How effective this is depends on how far you spread your efforts...training a single individual will quickly see them become your equal (though obviously without Charms or any other advantages, unless they already have those or you grant them somehow) in combat and strategy, training a small village will create a disciplined squad that will put the veterans of Lookshy to shame, and training an entire country would create a crude but functional army.

Obviously, this can be improved further if you have more time to raise these troops. This can also be applied in training or delegating any sort of organization or group of people - letting you raise 'troops' for art galleries or dancing as easily as you could battlefields. In addition to this increase in discipline and competence, they will develop or strengthen a sense of loyalty towards you - those newly blooded generals will lay their lives down for you, and that village will be all too ready to fight for you.

600 - Sword of the Sun - To fight against the Primordials in their prime with naught but an army of mortals...surely, such a feat should have been impossible, no more possible than an ant slaying a living planet. But it was, and Creation was forever changed by it. Embodying that power to surpass overwhelming odds, your martial prowess is now defined by overcoming superior foes. When fighting a foe with a distinct advantage against you - power, size, scale, or even the amount of soldiers in an army - those advantages become mitigated or even manageable, letting you fight them on more even ground. An enemy who could slay you with a wave of their hand will find it difficult to actually focus their will upon you, a giant finds their size a hindrance instead of a help, while a gigantic army is no more difficult to overcome than a well-armed squad. Be warned that lacking the means to actually fight such enemies - an army of your own, Charms, or such - will merely give you the means to survive or stall the bout. However, should you possess both the means and the will - even the mightiest of legions will

falter against you.

Merchant:

100 - Just A Humble Merchant - Not everyone needs to leap out into the spotlight and declare 'here I am!', you know. After all, both mortals and Exalts act differently in the presence of a Lord. You thus know how to act humbly and in modest ways, knowing how to carefully hide your true nature and avoid making missteps that reveal your Exalted nature, or other strange abilities you may possess. In addition, you know how to easily ingratiate yourself with new groups such as adventuring parties or local businesses, letting you quickly find a way to use your skills and meet new allies or friends. A god-king could masquerade as a simple assistant for years without anyone being any wiser, so long as you chose not to reveal yourself.

200 - Weighing The Scales - A ruler must be able to judge evenly fairly and morally, a merchant with an eye for investments, all with the same keen eye as their creator and God, Sol Invictus...at least, before he all but disappeared from Creation into the sway of the Games of Divinity. You can objectively judge how a political or economic decision of yours will affect either the person you're working with or the populace at large in both the short and the long term, along with what factors create these. Bartering with a merchant will let you know how he feels about a deal you've made and the factors influencing his decision (all of which you can likely manipulate), while making a new law for a city you are in charge of will inform you of the long-term impact and ways to better shape the factors in yours and your people's favor.

400 - Tangled Webs - Creation and those within it have a certain love for intrigue. After all, brute force is plentiful and those who would abuse it are both easily controlled and ripe for exploitation. The Scarlet Dynasty, the machinations of the Sidereals, even some of the more clever Yozi are no stranger to clever schemes. And neither are you. You can navigate the webs of intrigue with grace and infuriating talent, able to manipulate and create ridiculous long-term schemes that fall into place with amazing accuracy. If that wasn't enough, you know just how to unravel schemes that have been building up for hundreds of years, and just how to twist the results in a way that favor you...you will have to work for it, but that just makes the long game all the more satisfying, doesn't it?

600 - Prosperity of the Sun - War and blood does not build a nation, shining wonders do not create happiness in one's people, and Exaltation does not make one inherently fit as a ruler. You are unique in that you have internalized these truths and fully understand what is needed to create true prosperity in both yourself and your subjects. You understand economics and politics with complete mastery of both, but you also know how to build a lasting nation or organization that can sustain itself without you having to constantly reinforce it with Charms or other abilities. In addition, changes you make in the world...whether building monuments, kingdoms, or slaying a great menace will have a permanent and lasting effect - your dynasty will last for thousands of years beyond your own era, your legend is told for many years to come, and your cities will be full of life even if the world around it should be torn apart. This effect can be mitigated or 'turned off' at your leisure if you prefer subtlety or impermanence.

Scholar:

100 - Pages and Words - There are few things more powerful than knowledge and how to use it. Creation is full of oddities and hidden lore that can take decades of study to fully understand. Luckily, you have a bit of help with this - given about a day at most, you can quickly study and learn all public knowledge about an area you're in simply through investigation and reading - everything from cultural norms to where the best shops are. Things that are hidden or secret must be investigated normally, but when you understand all that is 'normal' about somewhere, all that's left to do is spot the uncommon. You're also now an incredible speed-reader, to boot - you can read a large encyclopedia from front-to-back in minutes. You may instead read a bit more slowly if you prefer to sit down and enjoy the read, of course.

200 - Logic - A treasured but surprisingly rare ability in all of Creation is the ability to overcome falsehoods and the words of honey-tongued tyrants through simply pointing out their flaws. After all, anyone with the ability to do so usually comes with the inherent assumption they're already correct or is a peasant who meets the wrong end of a daiklave in retribution for it. But you have the ability to examine a situation objectively and point out obvious or subtle lies or misdirection, along with being able to dismantle cultural assumptions through simply pointing out that they're wrong. Some may react violently, but only the most delusional or determined can refute you - and those who were strung along by charisma or Charms will quickly realize what has been hidden from them. You may be considered the bane of the Immaculate Philosophy and the scheming of certain Chosen if you use this carefully enough.

400 - Brought to Light - There are many secrets in Creations, and many things kept locked away in obscurity or conspiracy. And it is the duty of the Sun's Chosen to bring them all to the light. You will find that secrets are not easily hidden from you - clues come from the least likely of places, and you're skilled enough at investigation to pick up on every little indicator these clues give you. Unearth a conspiracy in a week. Corner the culprits in two. It's not guarantee they will wait for you, but even the most well-hidden of places and secrets can eventually be found by you if you put effort into it. Even the coldest case can be returned to the sun's light with your mind at the ready. More than that, so long as one living person or item containing a fact or secret still exists in this world, you will without a doubt eventually find it...though it will still take time and work to locate, it will be within your grasp.

600 - Mind of the Sun - Many speak of the First Age and its lost wonders, forgotten and quietly waiting for the return of their masters. However, far too many fixate on what was and what could have been, instead of looking towards the future, and you are not one who has time to waste rummaging around old ruins for secrets. Your Exaltation holds many of the lost knowledge of crafting and forging great Artifacts, as well as lost sciences of the First Age such as biogenesis. You begin with the basic knowledge and fluency in Old Realm, as well as mastery of the various sciences and ways of crafting from the First Age, able to forge weapons, warstriders, and other items of legend to add to your own panoply. As a bonus, you know how to substitute magical

materials for such items with their mundane equivalents or metals in other worlds - useful in worlds without materials such as orichalum.

Caste Perks

Dawn:

200 - Flawless Form Technique - The Solar Exaltation which beats in the heart of each and every Dawn caste is one of the most powerful military tools ever to exist. No other exalted can come close to the raw mastery of combat that these individuals can effortlessly obtain. Even the creators of the universe were in the end destroyed, defeated by those who had been blessed with the truest potential of the fight. However any of the solars can swing a sword, any of their number possess the potential to excel at combat. What the Dawns possess, and so shall you, is an enlightenment on the nature of war. An epiphany that guides them to master all forms of martial skill, not just a speciality in a sword or bow. They understand that all combat is one, and their understanding of one discipline can help to guide the others. A master swordsman can use their knowledge of effective cutting strokes to guide the perfect angle on a loosed arrow, or the understanding of a dagger mid-flight can inform the movements of entire armies. And the deeper your understanding of combat, the greater you can expect to see other areas of war bolstered by.

400 - Panoply of One - A war is a conflict between armies, a clash of thousands of soldiers pitting themselves against each other. But often, you may find yourself simply fighting on your own. Artifacts are helpful, yes, but they are also costly in Essence and attuning yourself to a complete armory is often impractical. No longer will you need any weapon beyond your own light. You are able to 'attune' yourself to a single weapon or armor after a day's worth of meditation, even if it is not normally considered an Artifact. So long as the weapon does not resist or repel you in some fashion, this attunement allows you to forge an exact replica of this weapon with your own Essence. The cost is higher for weapons that possess inherent magical abilities or world-shaking powers, while mundane weapons cost you nothing to make a replica of. These copies possess all the functions and abilities of their original, with bottomless ammunition for bows or firewand-like weapons, and last up until the battle has passed. In effect, it functions similarly to the Charm Glorious Solar Saber...but you wield more than a simple sword or two now, don't you?

Zenith:

200 - My Prayers Be Heard, My Will Be Done - When they are chosen, irrelevant of their beliefs, all of the Golden Bulls are priests of the Unconquered Sun. Each of them have a deep and very personal connection with heaven, unrivaled by all save those chosen of the stars. Each one gifted with a vision from Ignis Divine himself, to further bolster their faith when they are first chosen. This perk embodies this divine connection that all of the Zenith caste possess.

Whenever you pray you almost always receive an answer of some sort, the gods know better than to ignore a priest of the Sun. Your status as a Solar shall give you a good standing when interacting with the divine, able to talk and deal with them on even footing thanks to your relation to the highest of holies. In addition, this authority will be recognized in worlds beyond Creation, spirits treating you as a superior and gods treating you as a peer and equal regardless of your origins or what worlds know of you.

400 - A Shepherd of Light - The Zeniths are true emissaries of the worship of Sol, they inspire the masses to faith through their very existence. Every word, every action, and even every breath serves as a reminder as to the legitimacy of the cause; a natural order to be restored through you. Thanks to the visions given upon their exaltation, this cause is almost always the worship of the Unconquered Sun and his chosen. But you are beyond this limitation, as this perk grants you all these abilities but its direction is yours to decide. The followers and faithful you gather will increase the might and power of the being they worship, a single prayer being a small boost to one's willpower, while an organized cult restores their energies and allowing them to work their wonders more effectively and more often. This can apply to any being you choose...including yourself. Finally, if the being in question (yourself included) wasn't already considered divine, this worship will allow them to qualify as one for purposes of negotiation or wielding divine abilities or artifacts. This includes the Spirit Charms of this world, wielding power as the little Gods and everyday Gods of Yu-Shan do.

Twilight:

200 - My Mind, A Library - Creation is full of many secrets and knowledges that could yet hold the key to its salvation or its destruction. And one mind can only hold so much of that within itself, while notes and books can be lost to the ravages of time or enemies. No longer. Your memory of every little detail, every experience, every moment of your life is sharpened to perfection, giving you fully eidetic recall along with the ability to 'tune out' memories that are traumatic or irrelevant unless you have need to call on them. Also, regardless of what damage or interference your mind may encounter, you will always recall - with perfect detail - the sciences and knowledge you learn from this world and others, along with whatever you build on top of it. Indeed, your mind can now be searched, organized, and indexed by you like a mental library...and those who attempt to probe your mind will likely be confused and infuriated by how it is sorted, denying them what they seek from you.

400 - Brigid's Legacy - The Twilights are an inquisitive lot. This could be a worrisome trait for a regular mortal but for the Lawgivers there is nothing to fear from the potential consequences of misplaced research. This curiosity was well placed during the First Age however as the Copper Spiders were always on the cutting edge of the sciences and were the undisputed masters of sorcery. During the Usurpation, Creation bore witness to unfathomable releases of sorcerous might, as firestorms and titanic golems attempted to strike down the traitorous exalts. This intimate understanding of the flows of sorcery is represented with this perk, enabling you to replicate a deep understanding of magics whenever you see them and ensuring that its mysteries are not held from you for long. You may discover new types of magic in the world based on its existing principles, or quickly master magic that exists as well as pass it on to any willing students. As a final benefit this knowledge grants you an innate resistance to hostile works of magic; your mastery overpowering the efforts of rival spells.

Night:

200 - Improbable Concealment Technique - The Night Caste has no shortage of stealthy warriors and spies, able to vanish from the mind's eye even if they had just finished talking to someone out in the open not even a second before. But what of the future, of foes with senses beyond the five, or someone the Solar happens to bump into on accident? By simply covering their face with something - anything from a mask, the shade of a hat, or a piece of cabbage will enhance their stealth prowess. Not only will they much more easily vanish from sight, whether from mundane ability or Charms, but those with supernatural or enhanced senses...anything from the ability to see the future, to predict the Solar's movements, tracking or any other indirect method of detection - simply fails to work until they choose to fight or reveal themselves. This includes technology beyond this world, such as radar or similar devices.

400 - Seven-Finger Jumper - Once, there was (or never was) a Solar who had snuck past the Gates of Heaven, past the watchful eyes of Sidereals centuries his senior and stole from the most sacred Garden within. Then, he left and returned again, disguised as one of those senior Sidereals, tricking a young Exalt into giving away a powerful artifact he was made to safeguard, and the theft was not noticed until days later. Most remarkable of all, this Solar had not activated a single Charm - they used their own wits, cunning, and tenacity to fool those he had spoken to, and vanish without a trace. This tale has been woven into your own abilities - your prowess in spying, espionage, theft, larceny, and trickery is second-to-none. You can trick the hearts of men, Exalts, and even beings vastly beyond yourself, and steal from under the noses of all but the most paranoid and powerful of foes. All with a laugh on your lips and the wind on your feet.

Eclipse:

200 - Diplomatic Immunity - Ancient oaths sworn by the Fair Folk and the defeated Yozi allow Solars of the Eclipse Caste to enter as guests of honor on any legitimate business with such beings, unable to be harmed or attacked unless the Solar themselves chooses to harm them first. These oaths now echo with you into future jumps and for all beings you encounter from this point on - on any sort of legitimate or diplomatic business, your foes or clients must treat you accordingly to their laws of hospitality, and will not attempt to harm or attack the Solar. Though they may attempt to use trickery or pretend they are under no such obligations, this oath is sacrosanct and cannot be broken unless under just cause (the Solar has openly stolen from or harmed the ones entreating them, for instance).

400 - Binding Oaths - It is through the surrender oaths sworn by the defeated Primordials that allows the many demons of the Yozi to be summoned and bound by the Exalted while trapping their bodies within a worldly prison, still bound and unable to be broken to this day. You have harnessed this - whenever an entity willingly and knowingly agrees to it or surrenders to you, you may bind them with an oath that will compel them to fulfill a certain task or be bound to a certain set of rules. Once this is made, the deal is absolute and cannot be broken or stolen away except by exploiting any loophole the Solar themselves may have made. Notably, unless the Solar adds a time limit, these last forever. This can be anything from a simple agreement between factions...or an eternal curse of servitude or imprisonment, however the Eclipse sees fit.

Undiscounted:

Free/200/400 - Power and Majesty - It is unbecoming of the true rulers of Creation to not look the part. As a small bonus to your Exaltation, your physical appearance becomes more aesthetically pleasing to look at - muscles are pronounced, curves become eye-catching, blemishes disappear and scars fade or remain in a way that fits your new appearance. Though this is free, you may spend 200 points to become much more radiant than before, and you will find both mortal and even some Exalted suitors will not be small in number if you go looking for them. For 400 instead, you truly capture a piece of the golden essence of the Unconquered Sun, your appearance well and truly perfect...and whether your idea of perfection is looking handsome, beautiful, cute, or just absolutely desirable, you will embody all of it and more.

300 - The Three Circles of Sorcery - Sorcery is an esoteric and rare art in Creation, especially the long-lost Solar Circle sorcery that disappeared from the world with the fall of the First Age. In time, you may eventually recover and learn this art for yourself...but why wait? This will unlock all three circles of Sorcery to you, and your spells from this world and others can be bolstered to have additional power and stronger effects by pouring more Essence into them. Should the Five Trials weigh in your mind or should you fear Sacrifice, consider the points spent here the 'sacrifice', and may you rest easier.

400 - Unconquered - The ultimate truth of the Sun is that it will always rise again in the morning, and set again in night, then rise again. It is the eternal Daystar, the flame that brings light to all of Creation and banishes the darkness. The Solar Exalted embody this, being able to take any skill and wield it with the light of perfection. Your Exaltation burns bright with this truth, and you now possess a shard of the absolute light belonging to its progenitor that allows it to manifest - your spiritual energies, Essence included, will quickly grow and replenish at a quickened rate, letting you keep up even as other Exalts would have exhausted their resources. Just as well, your light banishes all attempts to erase or deny your existence and that of the area around you - the only things that will alter your body or being, or shape your immediate environment is what you permit, though you and what is around you may still be wounded by force or destruction.

+Heart of the Sun - The light of your Virtues cannot be extinguished by any Shadow, whether from doubt or a very real Darkness. Your presence alone, should you wish it, banishes or terrifies Creatures of Darkness or the 'unholy', and any ability you use to combat them will greatly damage them regardless of its origins. In addition, your virtues can manifest as a very real light that can cover the area around you, banishing the effects of mind control and coercion as well as effects that 'shape' the reality around you and returning all things around you to their original form, as though you were sharing your Heart with your allies and the land around you. This will also cause those who look upon you - even those who absolutely despise you - to recognize you as 'pure' or a 'hero', creating a sense of righteousness and credibility to your cause that none can deny.

+Sword of the Sun - Your battles against overwhelming odds has taught you something: there is no such thing as an unbeatable opponent, no such thing as an unstoppable attack. You can then eclipse the light of other absolutes with your own - an 'unblockable' attack becomes merely difficult to defend against, an 'undodgeable' attack is harrowing but possible to avoid, and an 'instant kill' blow against yourself is instead just significant damage. This also allows you to find flaws in the defenses of an enemy with your keen gaze upon them, letting you exploit or overcome the enemy with weaknesses they likely didn't know they had. And if they truly had none? Much like the Primordial King's crisis leading to his ultimate defeat, you may 'create' a weakness for the foe you battle - symbolically based off of a single element or aspect of their personality that becomes a physical weakness for you to exploit, so long as you have a way to capitalize on or utilize it. While victory may not come easily or absolutely, it will always be in your ability to reach.

+Prosperity of the Sun - Sol Invictus does not need to walk among mortals to fill them with faith, nor does the Daystar need to personally greet every mortal on Creation to give it light. Just like bright light of high noon, you guide those under your gaze. Your subjects and people not only find good reason to be loyal to you by merit alone, but they will feel an encouragement to improve themselves and grow as individuals in a way that fits your ideals, as well as becoming more skilled in their own trades and roles. Should you so wish it, your own skills that you can

teach or pass on to others will flow from you to your people without having to speak a word of knowledge to them, and they will steadily become competent in these and use them in ways you would approve of. As the months and years roll by, those who live under your administration will gradually improve their quality of life, as well as corruption and other decaying influences quietly disappearing entirely from society. A kingdom that you rule for a decade will hold some of the best and brightest the whole world has to offer, and while they may still be mortal, your subjects will walk with you in the light.

+Mind of the Sun - Contrary to what some of the Solars of the First Age may have believed, the world is not improved by being painted in gold or forged in orichalum. The world is made whole by the sum of its parts, not merely the brightest piece of it. This realization comes with twofold benefits - you are able to attune yourself to any sort of supernatural metal: soulsteel, jade, moonsilver, or even things in other worlds - as though it were orichalum. Just as well, you can easily forge Artifacts with these different metals as well. But this is not all your teachings have discovered - you now understand the necessary principles to build tools and methods that can interact with the higher piece of the soul, even excising a piece of it without killing the subject. In time, you may even find ways to bolster, empower, or strip away elements attached to it, though generating means and power is up to you. If this sounds underwhelming, take note of this - Lytek would likely kill to know what you will eventually set the groundwork for.

Companions:

Heroes of my Own [Free] - You need not walk alone, Jumper. While Solars may be the most radiant and powerful of entities in this world, there are heroes who walk in mortal shoes as well. You may create or import a retinue of eight mortal heroes as companions, who receive a free background and a stipend of 100 points to spend - but nothing else. They do not benefit from anything else, nor do they have a Caste.

The Circle [100/300/600] - The allies of the Solar Exalted in this Time of Tumult are few and far inbetween, and those who are willing to negotiate often have agenda of their own. In the end, all you can reliably count on are you own peers, similarly lost and seeking to carve their own place in this world. For 100 points, you may import a previous companion or receive a new Solar companion with 600 CP to spend freely, as well as a background and Caste for free. For 300 points, you may instead receive or import four...perhaps forming a 'perfect circle'. For 600 points, this can instead be a full roster of eight.

Lunar Mate [100] - There are 300 Lunar Exaltations in this world, each one tied to a specific Solar with a significant emotional bond - whether it is love, hate or friendship, these bonded Lunars are drawn to said Solar, often becoming people of significance in each other's lives. Indeed, it was common in the First Age for such Lunars to be companions and even lovers to such Solars...but it was also Lunars who often suffered the worst from the maddened excesses of the First Age.

It is unlikely you will meet your Lunar mate in a place as large as Creation, nor will fate guarantee their bond will contain any fondness for you. But as luck would have it, this allows you to meet them not long after your arrival, and their personality and disposition will be agreeable to your own goals, enough so that convincing them to join you is a simple matter. You may then take them as a companion on the sole condition they agree to come along - though how you choose to win their loyalty is ultimately up to you.

A...unique offer is that you may instead import a companion into this role to make them a Lunar Exalt bonded to you, giving them all the benefits therein. Regardless, this option can only be purchased once, whether as an import or a new companion. Similarly, should import or purchase additional Chosen of the Sun as companions, they may all purchase their Mates to enjoy their company as well...though, mind the fact they still take up one of your companion slots, each.

Items: (Items with a matching Caste receive a discount.)

Should you already own a weapon you are particularly attached to, you may import them to possess the qualities of any purchased weapon here for free.

200:

Quicksilver Rapier [Dawn]

The legends of the Fair Folk are potent things. As they flex their narrative weight they draw others into their twisted story, until eventually even the Chosen are ensnared within its tendrils. Such could have been the case with the Raksha warrior known only by their title of Quicksilver Blade. Such was their impossible skill with the sword, and the crushing weight of their story, that eventually they claimed to be able to best even the mighty first age Solars in single combat. This challenge was accepted by the dawn general known as The Golden Phoenix, one of the foremost masters of the Daiklaive during the Era of Dreams. As Quicksilver Blade bared its formidable skills against the Solar, Phoenix revealed that his was also a mastery of the Righteous Devil style, and immolated the Raksha in the golden flames of his six-shooter. For all his skill at the sword, he never knew to specify to duel only with swords. Such a story was not left to waste, but re-purposed into a rapier of impossible grace. Fluid as quicksilver, fast as lightning, and striking with the force of a thunderbolt; such a blade is formidable against any opponent.

Body Strengthening Liquor [Zenith]

The artisans of long ago were masters of all mundane crafts. There were some that took the spotlight such as the gigantic aircraft or the towering warstriders of the day, but wonders like those should never have detracted from the other innovations of the time. For sure the brewers art was sorely neglected, once several exquisite vintages had been established the interest in further research fell dramatically. There were always potions and salves being concocted but the allure of starmetal wires and thrumming engines was a siren call to the ever curious Twilights. It was a surprise to many to see this field reignited not by one of the Copper Spiders, but instead one of the Zenith caste. Such origins intrigued many, although the Usurpation cut short the revitalisation of the field. This item takes the form of several bottles of a rather high quality spirit, similar to a fine brandy, as well as the recipe to brew more of it. Outside of an exceptional range of flavours within this liquid, the infusion of essence gives it a far more practical use. For those that consume it find their bodies bolstered, strengthened and improved by the energies within it. While it may not be as drastic as many other methods available to those in the first age it had the rather significant benefit of being fairly easy to implement and risk free. Certainly if one had enough time they could potentially bring about some fairly astounding changes in its drinkers. Perhaps in the future you could pick up where the first age left off, for there is certainly a potential in infusing your essence into others.

The Arachnid's Needle [Twilight]

The Solar Exaltation was born in the crucible of revolution, intended as a primordial weapon of mass destruction. Yet the peerless artifice of the Great Maker coupled with the perfection of Ignis Divine led to something far more potent. Once the drums of war finally ended their beat, and the fallen titans locked away, many of the chosen found new ways to express their power during peacetime. These new god-kings saw the arts flourish at their hand, the perfection of their essence allowing the creation of unparalleled masterpieces. One such remnant of these lost arts is this needle, created from the spinneret of a titanic primordial behemoth and alloyed with orichalcum. Such a tool was used in the first age to weave some of the finest garments of its time, producing such wonders as a dress woven of crystal and glass, or a suit created from molten rock; thanks to its potent magic, almost any material can be worked with. Its exploits have been known for a millennia, and such constant use has left it with an imprint of its former owners genius. As such, even the lowliest of craftsmen can create exquisite garments should they wield this needle.

Sealing Signet Ring [Night]

In almost every society there exists people who wish to keep certain information secret. Be it the movements of military units, the embarrassing secrets of a local noble, or the password and location to a first age ruin. There is a power in security and so this artifact was created a long time ago to fulfil this need. Its specific origins have been lost as ownership of the ring has changed hands many times over the centuries. Taking the form of a fairly plain signet ring, an essence user can attune to it in order to mold the design to their liking. Once being used on a piece of correspondence the user must hold a specific person in mind, as soon as the seal is in place only the intended recipient can break it. Anyone else who attempts to view this will find a blank parchment, or some other form of empty message depending on the format you have used.

Amulet(s) of Lunar's Heart [Eclipse]

The bond between the Sun and the Moon represent one of the strongest forces in creation, and such a connection echoes in the blood of each chosen of the moon to one chosen by the sun. Throughout the First Age there have been many tales of the abuse of this bond by Solars consumed in madness but even despite these, there is still those that remained true to each other. One such couple, bonded together for over two hundred years had this amulet commissioned for when they were to be wed. Made up of two components, this relic is designed to be split between two who would wish to share their lives with each other. When worn, each bearer can feel the other half within their very soul; allowing each to know the exact location, and condition, of the other at all times.

400:

Raptor's Grace [Dawn] - Solars are known for their abilities that far outstrip the ordinary, yet they are unique amongst the Celestial Exalted in that they are grounded in the mundane. They may never manipulate the threads of fate nor transform into terrible and powerful beasts like their peers. As a result, a suitably athletic Solar may leap many miles in a single bound or be able to balance upon the clouds, yet may never taste true flight. However "never" is such a strong word to the Sun's Chosen, especially the Copper Spiders, and so in time wonders of artifice such as this were created. Taking the form of a long ornate cape, with just a thought it transforms into a pair of graceful pinions with which to allow their wearer to soar the skies. As they are tied to their users essence, they always remain a competitive form of travel as well as providing responsive maneuverability. One of its more unique features however is the ability for its feathers to become razor sharp and to use the wings as a tool to attack and slice its wearers enemies, an extra included by its original dawn caste commissioner.

Shield of the Righteous [Zenith]

While the great curse acted in insidious ways, there was one who remained resolute even unto the end. One whose actions were never made to harm, yet was struck down all the same. Such was the case of Stalwart Lion, a Solar born into an existence of war and chaos during the time of cascading years, when Solar fought Solar. His sole drive was to protect those unable to protect themselves, one that was nearly impossible to corrupt. Yet despite his noble actions he too fell to the claws of the dragons, torn down in bloody defense of the people he swore to protect; his body no longer able to support his impossible resolve. This shield is all that remains of his efforts, forged anew out of respect by the starborn who was forced to take his life.

Composed of a disk pressed of purest orichalcum, such an artifact functions at its most basic as an unbreakable shield. Yet this is not the extent of its powers as it can process the essence of its wielder to project a barrier of solar energy far in extent of its size depending on the amount of motes given to it. Thanks to the blessings wrought upon it by a Chosen of Mercury, its user may find fate itself bending and twisting to help them get where they need to be before they would be too late, the final remnants of its first bearer.

The Living Grimoire [Twilight]

For all their madness, the Solars of old embodied true genius in every sense of the word. Their achievements often seem like impossibilities to the people living in the current era. Their talents diversified greatly as time went on and advanced fields such as artificial intelligence and bioartifice became the new ground for inspired young twilights to blaze a trail into new learnings. These efforts by the hands of the Copper Spiders inevitably bore fruit, and created the Living Grimoire. An automaton constructed out of delicate starmetal wirings and an orichalcum body, this being takes the form of a metallic owl, able to fly only thanks to being alloyed with blue jade. ~"I do say, I can introduce myself just fine! No more of this 'flavor text' you're delivering! Ahem, mmyes. I am the great and powerful Living Grimoire. I was constructed by the 'Greatest Sorcerer of Our Time', or at least that's what she insisted on calling herself every damned time she opened her mouth. She came down with a tragic case of 'fell on several hundred jade spears', if you're curious.

Where was I? Ah, yes. My great talents allow me to perfectly memorize every spell known by an individual who willingly touches me, allowing me to immediately re-distribute that knowledge to the minds of those who request it. Incidentally, this also applies to academic knowledge and sciences, mmyes. Though if they cannot use sorcery in the first place, it's mostly just book knowledge. I may also 'absorb' such knowledge from books or notes, no sentience or meatbag required. I can even filter out things like insanity-inducing truths or curses for safe redistribution later. My mental capacity is also bottomless, allowing you to store all of Creation's knowledge and more should you get your hands on it. Truly, I would be a valuable addition to your cause if you wish to take students. Also, I won't exist unless you buy me, so I would greatly appreciate it if you did so. Don't think about it too hard, that's my job. Or it will be. Might be. Please purchase me so I can stop not existing."~

Snakeskin Mantle [Night]

The Solars take inspiration from all places in Creation. The animal kingdom is no stranger to this, and many unique and impressive artifacts have resulted from the interest these great individuals have placed onto the natural world. This artifact in particular originated from a Night caste who spent an age studying the many kinds of serpents across the known world alongside their Lunar partner, whom shared an affinity with these reptiles. The traits of snakes mixed with the essence of one who spent centuries as an assassin made for a rather potent combination. This artifact appears as a simple shawl, with long fabric strands resting along the wearers arms and it possesses a surface texture reminiscent of snakeskin. However this is no aesthetic choice, as it was hand woven from living shadow and green jade, as well as receiving the personal blessing of the God of Snakes herself. Just wearing this piece grants many significant advantages, foremost being towards stealth and camouflage. This mantle ensures that any who wear it can move in total silence as well as making them harder to spot in areas of low visibility. While useful this is not its primary draw, for its affinity towards snakes extends to the toxins that they use. Those fabric strands, when essence is channeled through them, allow the wielder to synthesise all manner of poisons and venoms and to deliver them to an unsuspecting recipient. Thanks to its first owners encyclopedic knowledge of snake venoms this was considered a highly potent tool, who knows how powerful it may become in your hands.

Scepter of the Emperor [Eclipse]

No matter what the usurper Dragonblooded or the opportunistic lesser gods may say, the Solars are the rightful rulers of creation. The crown of orichalcum ill fits a head of jade as the creation-ruling mandate is for Solars alone to bear. The further reality deviates from its norm, the more it strains to return to the correct ways. Creation knows its true masters, and rankles to bend the knee to such upstarts. This icon represents the true order of things, a way which was lost in the usurpation yet has returned once again. Taking the form of a scepter, forged of purest orichalcum, this device focuses the latent divine right to rule of its bearer into a much more powerful force. For its holder it grants them wisdom and insight into the affairs of the state, ensuring that even most uninterested Solar can act on par with the greatest among them, and propelling those with a natural talent even further. For those who witness the bearer, the scepter impresses upon them their new king's rightful mandate to rule; ensuring that even the most loyal sycophant to the old rulers will feel their alliances shift to their real lord.

The Hall of the Perfect Circle

The Solar Exaltation is an engine of near perfection, split up into five parts. The castes serve to diversify the bearers of the exaltation and is brought into harmony within a perfect circle, a gathering of a single member of each of the five castes. And in honor of this most sacred harmony, this manse has been constructed. A great manor built in the style of the early first age, where perfect geometry and design met with principles of practicality and efficiency; a far cry from the ostentatious grandeur of the later years. But within the main hall rests five doors in perfect symmetry, each bearing the mark of a different caste emblazoned upon their face. Behind each door lies a room constructed to push the abilities of the Lawgivers to their very limits, to awaken further understanding through adversity. For the Bronze Tigers an ever shifting battlefield, complete with highly skilled automatons and simulated environments to push even the most skilled warriors to their very limits. For the Golden Bulls therein lies a temple to the Highest of Holies, a place where they can focus and realign themselves to their cause. As an additional provision this temple also contains tools and features to help train resistance, such as meditations on a bed of spikes or walking across molten orichalcum. For the Copper Spiders, a most wondrous forge to be theirs. Complete with all the tools required to construct some truly awe inspiring works of artifice should they possess the talent and the patience. For the Iron Wolves, their room contains an ever shifting puzzle building. Fixed only when the door is opened this place is designed to push stealth and infiltration techniques to the highest possible level. However one other benefit is the owner can submit the plans to a compound, real or not, and find it simulated here as a way to test their skills through places of their own devising. And finally for the Quicksilver Falcons, within their portal lies the ballroom of a magnificent manor. Within here simulacra vie and jockey for social standing, ever perceptive to the slightest misstep and always eager for the slightest loophole in an agreement. After learning to survive and thrive in this merciless atmosphere, navigating most other social events is almost no effort at all.

600:

Hope [Dawn]

Like many weapons invented by the Solar Host this is at its core a simple one, yet holding a unique distinction among its peers. For this is the First. The first weapon to fell one of the creators of this world. The first to announce the rebellion in a way that the Primordials could truly understand. While other weapons before and after may have borne more overt enchantments and abilities this pistol carries with it the strength of its legacy, for when it's first wielder was struck down by the Black Boar That Twists The Skies it was recovered and wrought through it an unthinkable act. A masterful twilight craftsman used it to etch a single word into the Shinma, that which dictates the fundamental concepts of reality. Every Primordial, every Raksha, and each of the Incarna all shuddered and felt as the world had a single concept immutably burned into existence. A single word forever more an inextinguishable force within Creation and beyond. Hope.

While its design has changed several times over the years Hope always takes the shape of some kind of pistol, forged from white gold and orichalcum and faintly inscribed with the names of every single being ever to carry it into battle, including that of Ignis Divine himself. While at its first forging it did not hold much magical puissance this has not remained so as its legacy has burned into itself as surely as successive generations of master twilights, all honored to improve upon this legendary weapon. When a solar holds it aloft in battle they find their essence transforming into casings of sanctified gold in which to use as ammunition. But this is a side effect of its main ability. It transmutes the innate magics, emotions, and even physical strengths of its bearer into the fuel it uses to fire its shots. As such the more powerful the user is, the more strength they can receive out of this weapon. But no matter how brightly it may shine due to the personal skills of its wielder, the flames of emotion burn even hotter. When a lone man stood against one of the creators of the world, he held aloft not just his own heart but the hopes of every man, woman, god, and child. And they took a legendary shot.

Bands of the Bronze Tiger [Zenith]

A Solar's strength does not come from the strands of fate as does the Sidereals. It does not come from the power of their brothers and sisters as does the Dragonblooded. Nor does it derive from the awesome power of the natural world as does the Lunars. It is found in raw human effort. The burning essence of Ignis Divine roaring in their veins amplifies all of their grit and their determination to create something truly spectacular. And such were the Bands of the Bronze Tiger created, forged in the heat and primal fury of the Primordial War. Borne by one of the finest masters of unarmed combat ever to walk Creation, they took the peerless arete and righteous strength of a scion of Sol Invictus and transformed them into a war god ascendant. The bands take the form of a set of two orichalcum wristbands, once awakened by a Solar master again they reveal their power once more to the world. As barely visible runes awake and shine upon its golden surface, they amplify and propel their masters' strength of body and mind to unfathomable levels. They once brought a champion of the sun to wrestle with the kings of the world, and they ache to fulfill their purpose once again.

Amaterasu [Twilight]

As the first age advanced, technologies and crafting techniques became more sophisticated as well as an expansion in magitech infrastructure. With these in place it was even easier for budding twilights to further develop and refine the designs of their predecessors. Nowhere was this more apparent than in the field of aircraft. Whereas vessels for land and sea were relatively easy to design, the reliance on advanced technologies made it much harder to develop simple designs for the air. But as time went on, simple and bulky ships found themselves obsoleted by sleek and beautiful aircraft. But good enough was never enough for the copper spiders, and blueprints were constantly in flux, amended or outright scrapped in favour of improvements. One of these designs, discarded due to the scarcity of some key components, was rescued by a fairly young craftsman who dedicated their life to producing one of the finest aircraft ever made. There were those who called him mad as he scoured the four corners of Creation for the perfect magical regents, those who laughed as he spent year after year perfecting the tiniest components, yet when he unveiled Amaterasu he found his detractors at a loss for words.

Amaterasu is one of the finest crafts ever produced within creation or beyond, well renowned for both extreme speeds and impossible handling when in the hands of a Solar master. Its unique engines process the essence provided by its captain into extra power to engines or repair systems, a system pioneered by its revolutionary creator. While the pilot likely will not possess an infinite wellspring of essence to fuel its systems, the benefits it can gain allow Amaterasu to far outmaneuver its peers in the sea and sky. Thanks to its unique essence fueling systems, it is well serviced with an array of powered implosion bows ensuring it can punch well above its weight. As well as all its abilities Amaterasu was still built as the magnum opus of an experienced first age twilight, meaning it contains all the comforts and amenities expected of such a vessel.

Starfall [Night]

The Solar Exaltation is a device of perfection and efficiency, able to express its users skills to a zenith far above mere mortals. Yet they only have themselves as a frame of reference, so when Solars cooperate and share their understandings it paves the way for disciplines to mingle and greater enlightenment to be realized. Such is the origins of the greatsword known as Starfall, a construct of purest orichalcum and starmetal banding by a pair of luminaries during the primordial war. Combining the reckless bravado and confidence of one of the most well known Bronze Tigers with the ruthless drive to efficiency and destruction found in some of the Copper Spiders allowed this monstrous weapon to be invented. A simple weapon, as most of the most exemplary works often are, Starfall grants its user the power of unassisted flight. However this only acts to facilitate its true nature in which it vastly amplifies the potential energy of its falling wielder. To such extremes this blade takes its ability even simple blows strike with the force of an avalanche, yet its first bearer developed a strategy of performing drops from extreme heights unto unsuspecting foes. When he fell upon a reinforced city of primordial supporters, even bolstered by the fell magics of the deva commanding it, the shockwave of his impact was

enough to render it nothing more than a scorched crater. And now his power passes to its next bearer, for good or for ill.

Radiant Morning [Eclipse]

Solars represent the apex of human effort. The engine beating in their chest propelling them higher than any before them could conceive of and in all their endeavours they stand at the tallest peaks. When they build, their works inspire awe in all who look upon them. When they take up arms, Creation weeps as a master of battle strides into combat. When they rage, their anger is a volcano annihilating all who stand near it. And when they sing, even the mountains and the forests may know love for a time. This is the power of the essence that thrums at the core of each of the suns chosen, and the power at the heart of Radiant Morning. A simple thing, Radiant Morning is a plain baton in the style of those used by a conductor of an orchestra; putting the orichalcum construction aside it is hardly as ostentatious as most powerful first age relics have a tendency to be. But this rod has a power far greater than most would ever have expected from its appearance alone. Those that use it can weave their musical skills into a performance, their every gesture simulating the fantastic sounds of an invisible band. But for the Solars this goes even further, finding their skills magnified many times over as they play. These master musicians may find through the use of this baton that they can weave the power of emotions themselves into their melodies, guiding listeners into unrivaled ecstasies, bottomless sorrows, or perhaps a raging fury. This impossible skill can even drive those who would usually remain deaf to such acoustics to some semblance of empathy. A truly sorrowful aria could bring an earthquake to an end, destroy the spirits of an army of invading golems, or even bring one of the primordials themselves to pause.

Drawbacks:

There is no cap for drawbacks. Bear as much of a burden as you wish, Jumper. You will need the strength given to you in this world to overcome them.

(+0) The Age of Jumper - Have you walked in Creation before? Have you tread the path of the Mighty, or even the Mortal? Then you may walk within that same world once again. Your previous Exalted jumps are now considered 'canon' and your start time and location is instead where your latest jump in this world left off. Be warned, for Creation is a ticking timebomb - and leaving unresolved crises in the past may yet come back to haunt you.

(+100) The Maidens' Ire - History abhors a paradox, and a Solar with powers and knowledge from beyond the scope of Creation is something that destiny holds a particular distaste for. Luck will almost never be on your side - you will regularly run afoul of your enemies, create bad first impressions, and suffer from dramatic setbacks from a turn of bad luck without warning. While this will never kill you or trap you in an inescapable doom, your conflicts will be met with both annoyance and danger.

(+100) A New Dawn - The Exaltation is a transcendent event, where a human bathes in the power of the sun's light and emerges stronger than ever before. The precise nature will often depend on how the blessing of Ignis Divine was earned, not always do exaltations occur in the thick of battle. The workshop of a master artisan, a shelter found deep in a wasteland, or the safehouse of a notorious cat burglar are all feasible to see a new member of the Solar host come into their role. However your arrival was not a thing of subtlety, an explosion of gold and light painting the sky with a corona of your excellence. As such while few may know your true nature, news travels fast and almost all you meet will know of you as anathema. Interacting with those who believe in the Immaculate teachings will be difficult to say the least, and you should expect the Wyld Hunt to be actively moving against you from the very start of your journey here.

(+100) Creature of Darkness

Woe to you, O child of the Sun. For he has turned his back on you and cast you aside from his embrace. And in doing so, he has named you a creature of the darkness. To bear such a title, you must live with the enmity of the Sun's gaze for as long as you remain here. For you the rays of the Sun are not the comforting warmth that they are for your fellow Chosen, instead they itch and writhe as they make contact with your damned form. Whenever your channel the essence of the Sun the molten flow of motes burns as it fights against your control, and until this condemnation is rescinded you may never call upon the magic of holy charms to aid you. Worse still that same holy magic barred from your use is even more effective when used against you, rending you with burning wounds that are slow to heal and act as a constant reminder of the Sun's displeasure.

(+100) Burning Bright - The greatest enemy of the Solar Exalted is hubris. It is easy, even at the earliest point of one's Exaltation, to think oneself invincible and untouchable. To think that entire scores of Dragon-Blooded are nothing against you, nor are the scheming of the Maidens' Chosen able to lead you astray. Perhaps they are right - but there is something to be said about proper use of prudence. You will be reckless and easily convinced of your own victory until you find yourself colliding with a foe you cannot easily overcome, and this will put you into a bad situation more than once. After all, you're a Solar, and Solars always win, right?

(+200) Child of the Earth

The Solar Exaltation is a powerful device, with just one able to completely change the world. To forego this power, to allow yourself to pass up this opportunity could be misconstrued as madness. But should you accept this loss, and to live here bereft of the powers of this exaltation, you may allow yourself a few more benefits here to help make up for the difference. You will receive your Solar Exaltation proper at the end of the jump, unless you'd rather you didn't. As an additional consideration taking this particular drawback means you do not need to suffer from the Great Curse, for you have no Exaltation for it to gain a hold over you...unless you took Follies of the First. Then you receive the madness with none of the benefits. Enjoy.

(+200) Yozi-Friend

The weakest of the Yozi-spawn, those demons of the first circle of hell, are by many considered weak and feeble in comparison to their progenitors of the higher circles. But they bear one distinct advantage as they are the ones most able to slip through the cracks binding Malfeas and enter back into creation. The chains of the Yozi's surrender oaths bind tightly those closest to them, the devas of the Third Circle, but are much less powerful on those further removed in power and standing. It appears however that your presence, that of a being outside of this reality, has further broken the wall between the Demon City and Creation. This means you will find your footsteps in this world hounded by unbound First Circle demons, intent on causing disruption and mayhem in your wake. Worse still, once or twice in your journey these cracks will allow for the passage of a demon of the Second Circle, a being of remarkable pussiance who even experienced Exalts treat with a certain degree of respect. All of these demons will be a nuisance at best and a danger to your journey at worst, and it won't earn you very many friends in Creation when they learn what your presence is doing.

(+200) The Virtue of Compassion

The Sun's Chosen were, and still are, intended to beacons of his virtuous nature. Drawing upon his essence helping to craft driven individuals who would better creation with their deeds. In truth it was only the Great Curse that warped this message, sending his Chosen into extremes which he was forced to turn his back against. But as they return, that loathsome curse has yet to assert itself unto their souls and the virtues still shine in Creation once more. For you, compassion is what drives you above all others. Upon entering this jump you find yourself building strong emotional ties to a group of people. For a fighter this may be the soldiers they lead, a scholar might become attached to their students, or a drop-in could encounter a small village that resonates in their heart or a small group of runaway slaves on the road. No matter the target it shall be your responsibility during your time here to ensure that they remain safe, and ideally to see them prosper even through the upheavals of this current era. While there is likely no supernatural force out for their destruction specifically, the very nature of the essence you hold is likely to bring attention to your newfound family unless you act with utmost care.

(+200) A Grim Nemesis

The Solars are not the only exalts to be stepping fresh into Creation. There exists others, the twisted servants of the Neverborn spreading death and shadow into the world their masters once dreamed into existence. These Deathknights are a blackened reflection of that burning spark of the Sun that burns in the heart of each Solar. Where the Solars build, the Abyssals bring ruin and death. Should you take these extra points, your name shall enter the whispers of those long dead titans. One of their champions shall hear it too, your name driven into their every waking moment; their dread lords decreeing your death. While you work within Creation they will set out to find you, and throw your lifeless corpse into Oblivion. However it must be noted that this wish is driven by their masters commands, perhaps with enough time they may seek to live their own unlife free of the shackles of the Underworld.

(+300) What's a Combo?

The knowledge of the Great Curse is something that has eluded all but the minds of the Neverborn, and they care not to reveal it. Indeed, many things in Creation are kept secret and in shadow, even things that could be the very key to finally saving this wayward and doomed world. Knowledge you may even be entering this world with. But no longer. Your knowledge of Creation is now limited only to those gained by your background, leaving you in the dark about the condition you will eventually suffer and the dangers you will face. If you have been to Creation before through Age of Jumper, then yourself and your companions suffer from a dramatic case of amnesia, unaware of all things related to this world until you find a way to retrace your steps. In a world full of unseen dangers and terrible secrets, are you willing to face those head on?

(+300) Interesting Times

Though Creation is a land of danger with an impending doom hanging over it, it's exceedingly unlikely that it will be brought to a head within the short decade you will be spending in it. Certainly, history will not be idle with the march of the Deathlords or the collapsing Realm, but it will be gradual instead of instant, as history often is. But if this sounds too dull for you, then the wheels of fate may instead spin out of control. Everything will happen much more quickly - from the schemes of the Yozi's Reclamation, the spawning of massive shadowlands that allow the Deathlords a greater hold over Creation, the Realm's Civil War will begin in weeks instead of years, and all of Creation will be awash in the fires of change as your fellow Solars make their mark. You will, inevitably, be sucked into this swarm of conflicts that will change the fate of this world, and you will be neither idle or safe from it. If you've been to Creation prior, then new dangers arise to take their place if they have already been quieted. All of this will reach a climax within the ten years of your stay, and unless you act, Creation is likely to burn with you still in it. Have fun.

(+400) The Wyld Hunt Resurgent

Not all of the Solars were trapped following the Usurpation. Indeed the spread of the Immaculate Order can be argued as a direct response to these leftover exaltations, ensuring the citizens of Creation feared the reappearance of what could have been their saviours from the rule of the Dragonbloods. In order to deal with these reemergent Solars before they had a chance to consolidate their power, the Wyld Hunt was developed. A force of roaming Dragonbloods and monks designed to investigate whispers of anathema and destroy them. A task fraught with the danger even one Solar can represent, but these groups were often some of the most competent and skilled fighters in Creation. In the current day these are a shell of what they used to be, still packed with powerful fighters but not to the standards they once held. However if you so wish, these groups can be restored with incredible fighters and warriors who can confront and battle you with efficiency and earth-shaking ability, having tailored their hunt specifically to take you down despite your otherworldly origins. And on top of this, their information networks seem to be bolstered tremendously it only takes a week or two at most in one place before you may just find find a cadre of kung-fu monks descending upon you. Expect your encounters with the Hunt to be difficult and battles with them to be hard-fought, able to fight and match you blow-for-blow and damage you despite your own abilities and origins.

(+400) Follies of the First

The primary benefit of your short stay is that the Great Curse will not be within your mind long enough to permanently warp you into excesses or madness that had consumed your many predecessors in the First Age, leaving Creation with scars that run deep to this very day. Indeed, it may be little more than an easily-suppressed annoyance - sure, you have outbursts from time to time, but you can (with some willpower) direct it so that only your enemies suffer your wrath and your companions only suffer from inconvenience.

This is no longer true.

As though you had been alive and in decadence for hundreds of years, the flaws in your Virtue have absolutely consumed you into a permanent state of madness that no Charm can cure and no power can undo. The compassionate show their affections in twisted and horrifying ways, or simply cannot bear any of Creation's suffering without collapsing into mindless angst, the Valorous become short-tempered and slay friend and foe alike, and those with Conviction become utter sociopaths obsessed only with seeing their insane goals to the end, while the Temperate shun all desires and contact with the world or seek to rid it of its 'imperfections'. While you have just enough sense of mind to not get yourself or your companions killed, no one else will be shown any sort of mercy.

Ending:

If you manage to survive ten years in Creation, then you are given the choice of what to do next with your chain.

The Rising Sun - You choose to return home? Very well. This is the only option available to you if you were slain within this jump.

High Noon - To remain in Creation, perhaps in a world you have helped save or doom...so be it. I hope life is fulfilling to you here, Jumper. As a consolation prize, you are given the ability to remove the Great Curse from others, if you lacked such a power in the first place. May the Age you create be a bright one, Jumper.

Off Into The Sunset - To the next world? Very well. We're not quite done yet, after all, are we?

Notes:

The capstone boosted Mind of the Sun lays the groundwork for eventually making Exaltations or similar of your own, or at least intricate ways of empowering or splitting the soul, though it will take centuries or even millennia to fully master without ways to shorten that time. If you're in a hurry, find their original creator and try to copy their notes, otherwise you will be working largely from scratch.

The Great Curse's removal post-jump also applies to companions, whether bought or podded.

Post-jump, creatures that are objectively considered 'unholy' or 'demonic' qualify as Creatures of Darkness for Charm purposes. If you learn the Charm Catching the Sun's Glance, you may personally designate the species or group that falls under this umbrella.

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