

Exalted: The Dragonblooded

v1.3 by Wukong

Upon the completion of your previous adventures, rather than the usual transition to your next jump you find yourself awakening in a darkened room and surrounded by several looming figures. Without missing a beat one of the figures, an old man wearing a travel worn robe, steps forwards and gives a bow.

"Welcome traveller, to Creation. I am Ruvia, the god of roads and I will be standing in for your benefactor today. Ever since Mercury lost that damned bet, we have been waiting for the favour to be cashed in. So now it becomes our job to integrate you into Creation as best we can. This is the world of the Exalted, chosen heroes of the gods themselves. Ordinarily we do not meddle in the affairs of the mortal world to such an extent, but a deal is a deal after all. Now, I do believe these are yours, they represent the extent of our debt to your mistress and how much we can influence on your behalf. Spend them wisely, for they can make your journey much easier. "

+1000cp

Your gender matters little in this world, maintaining that from your previous jump, as the power of the exaltation levels the playing field enough to render the point moot. Your age however can be determined through $1d8+18$. Although if you like, you could opt to choose yourself for 50cp.

You begin in RY 762, two years before the disappearance of the Empress and three years before the destruction of the Tepet Legions and the city of Thorns.

Once Ruvia finishes his piece, the first of the assembled gods steps forwards. He bows stiffly and introduces himself.

"Greetings traveller, my name is Parad, god of inherited power and it is my job to decide who receives the terrestrial exaltation. Thanks to your damned patron's bet, I have been obligated to bestow upon you the power of the dragons. As you may be unfamiliar, let me explain. The terrestrial exaltation is passed on by blood, the stronger your link to the dragons the more likely you are to exalt. Those so chosen are known as the dragonblooded, and possess power far in excess of any mortal. Your lifespan will stretch into the centuries and you will naturally respire the power of essence. While you learn and develop your skills much easier than a mortal may, you still run into the physical limits of excellence the same as mortals do. However you can channel this essence to push yourself beyond your limits and perform feats far in advance of what a mortal could achieve. As well as this, you can mold your essence in order to perform feats such as supernatural martial arts and sorcery should you so choose. There are five elemental aspects from which all exalt, and thanks to the terms of our agreement you can choose freely which to possess.

Fire-

The aspect of those whose passion drives them. Fire aspects are often driven by their emotions and their heart, inflaming their peers to drive further onwards with their boundless enthusiasm. Fire aspects are usually more proactive than other aspects and have a natural affinity for energetic pursuits such as athleticism and combat. Those chosen of Hesiesh often have a tinge of red to their skin, which can deepen with age, along with other manifestations of their aspect such as burning hot skin or exhaling smoke and ash.

Water-

Those bearing the aspect of water can be the most mercurial of the dragonblooded host, shifting their ideals and opinions rapidly upon encountering new information. Their constant trend towards change allows them an unparalleled flexibility when it comes to finding new angles to solve problems and realise their goals. Many notable martial artists and investigators have benefited from this natural flexibility to give them better insights into their fields. The chosen of Daana'd can be identified due to their incomparable grace and fluidity of their motions, those of good breeding or advanced age may possess a blue-green tint to their skin or perhaps bear the crisp scent of the open seas.

Air-

Terrestrials who receive the blessings of Air are often renowned as some of the most creative and insightful individuals in the current age. Well known as researchers and sorcerers where their creativity helps to drive innovation and progress. Air aspects are often idealists and great thinkers, using their mental capacity to kickstart projects in bold new directions. Those chosen of Mela often possess pale or blue coloured skin, and those who grow closer to their element may find themselves constantly surrounded by a light breeze or possess icy cold skin.

Wood-

Those chosen of the wood aspect often seek experience or personal growth, intimately aware that it is of the nature of all things to die, so living life to the fullest is the only way to do so. These dragonblood are often the first to try new experiences and seek to broaden their horizons, and so many can be found among the ranks of treasure seekers, explorers, and sailors. Chosen of Sextes Jylis often possess green skin and some have been known to possess the scent of freshly harvested fruit. Those that advance in age or are possessed of impressive breeding may have their skin take on a texture like tree bark or find flowers sprouting in their hair.

Earth-

Those of the aspect of earth are usually the most stoic and traditional of all of the dragonblood, placing great emphasis on the ceremony and ritual of old. They understand that the time tested methods are often the most effective and that stability often leads to success. These exalts are well known for enduring, valuing long term friendships and ancient artifacts over brief associations and experimental technology. Earth aspects have a reputation as being reliable and steadfast in the face of adversity, much to their credit. As the children of Pasiap grow older, they commonly find their skin hardening and darkening until it resembles the stone itself, and those with a stronger connection to the element smelling faintly of turned soil or sand.

Location

“As the god of roads, it is my responsibility to start you on your journey here. To do this, we must first decide upon the location you will start in. Creation is a vast place, so it may take a lot of time to travel between the major cities. Because of this you may have to prepare for a long stay in wherever you end up. It is not easy to place you into the world, complete with a history should you have chosen a background, so please forgive a bit of randomness.”

Roll 1d8 to find your location, or pay 100cp to choose.

1- The Imperial City

Possibly one of the greatest cities still to remain in the age of sorrows, the Imperial City is the capital city of the Realm and has enjoyed eight centuries of constant development by the dragonbloods that reside there. With a population of around 2 million, it is one of the largest and most prosperous cities in existence, acting as a hub for politics and high society thanks to its long standing institutions. If you have taken the Dynast origin, you may select this location for free.

2- Lookshy

The only city able to rival the imperial city, Lookshy is the seat of power for the seventh legion, a potent force of dragonblooded soldiers who maintain their independence apart from the scarlet dynasty. While nowhere near the population available to the Realm, roughly half a million citizens, the large stockpiles of first age weaponry and a unified military culture have ensured it stands apart from any outside attempts to control it. Unlike most other places, lots of the old first age infrastructure such as rail systems and agricultural equipment is still operational, meaning while the city is small the quality of life for even the lowest peasants is far in advance of those living elsewhere. If you have taken the Lookshy background you may select this location for free.

3- Chiaroscuro

The greatest port city in the south, Chiaroscuro is known to travellers as the city of glass. This is due to the fact that in the first age, this city housed 20 million people in a city constructed solely out of magically crafted glass. Unfortunately most of these structures have been toppled since the fall of the first age, and the once majestic towers remain as rubble littering the streets of the city. Even in its ruined state however it still possesses considerable resource thanks to the several structures which remain standing, the myriad uses for the glass shards commonplace in the city, and the freedom of trade which helps to fuel commerce. The city is ruled by the Tri-Khan, a cunning man who has played the regional powers against each other, and the Realm, to maintain a shaky independence from outside control.

4- Thorns

One of the Realms client states in the east, Thorns is a highly populated trading city and often serves as a hub before goods from the scavenger lands move onto the blessed isle. However unbeknownst to everyone save perhaps the maiden of secrets herself, such a city is a ticking bomb in disguise. For in three years time the city will be destroyed through the efforts of Mask of Winters, the first Deathlord to make a public appearance in creation, and then converted into a shadowland where life cannot thrive.

5- Cherak

A northern city state, and one of the most prosperous thanks to its coastal nature, Cherak is an example of a success story in the otherwise relatively inhospitable northern climate. There are few large settlements in the north if only because the climate makes agriculture a difficult task without advanced infrastructure that most simply do not possess. Without either coastal trade links, some form of supernatural support, or first age artifice these big cities are almost impossible to establish. As a member of the Threshold, Cherak are more lax with their laws and so intoxicants and drugs usually heavily restricted in the Realm are commonplace here. This city is often used as a gateway into the north by travellers thanks to its development and ease of access.

6- Nexus

The single most populated city currently within Creation, Nexus has consistently earned the descriptor of 'wretched hive of scum and villainy' over the years. It is the biggest hub of trade in the world, while the Imperial City may be close to its value of trade, it is completely dwarfed by the volume of trade each day in the streets of Nexus. Every single day thousands of silver coins change hands, again and again, while traders of every stripe seek to earn their fortunes. The 'government' of the city consists of a small council of elders who understand their city enough to operate under a *laissez faire* system. As a result there is no real legal structure, but a set of unwritten social expectations that keep some semblance of order in the streets. Those with the Outcaste background may begin here at no cost.

7- Rathess

The lost former capital of creation, now a set of crumbling ruins overgrown with vegetation. Originally populated by the Dragon Kings, reptilian creatures who ruled Creation under the Primordials, such a city is full of abandoned pyramids and destroyed houses. Despite being surrounded by jungle, such a city is known amongst scholars and treasure hunters as a potential goldmine of ancient wonders and artifacts. That is, if such individuals can survive the humid environment, traps, and the dragon kings still remaining in the city. There are many dangers and hazards in this city, but there also exists the potential for great reward should explorers be lucky. The greatest of these is the scavenger god Han-Tha, The Ghoul King and his servants who seek to consume all those who enter their city.

8- Your fate is a little easier to manage than we expected. So you can choose any of the other locations without it causing us much extra difficulty.

Backgrounds

"While we could just throw you into our world free of constraints and ties, doing so is rather unusual for us to say the least. Therefore it behooves us to offer you some alternatives, a certain amount of history and experience in this world complete with the memories of life up to when you begin your adventure."

Drop-In

While it is unorthodox for us to consider, we can just throw you into Creation as you are, with little more than what you purchase from us here and your exaltation. You would have no resources, allies, or connections from this place; but you would also have no ties or obligations to affect your decisions.

Dynast

The Scarlet Dynasty is one of the largest powers in the known world, and controls the entirety of the Blessed Isle, along with lots of the surrounding areas. We can if you so desire make you a scion of one of the ten great dragonblooded houses, commanders of vast political, military, and economic clout. You may choose freely from the houses, and as one of them you will be able to tap into a vast support network to help further your goals, as long as you also help to further the goals of the house.

Lookshy

Alternatively we could place you as a member of one of the five gentes of Lookshy. A more isolated city in the scavenger lands to the east, but one capable of resisting the influence of the scarlet dynasty. This is mainly due to the vast stockpiles of first age technology used to maintain a mutually assured destruction relationship with the realm to ensure its independence. As a highly militarized state, you would be able to enjoy the significant infrastructure and respect from the city, at the expectation of military service should it be requested of you. They are a proud and resilient people, who unlike dynasts have earned the trust of not just their own citizens, but those among the rest of the scavenger lands also.

Outcaste

Or should you not wish to ally yourself with one of the powers of this world, yet still have your origins here; we could instead make you born of the outcaste cities. Such cities exist outside of the control of the realm or Lookshy and so often differ wildly in culture and custom. Some of the more major settlements, often on the ruins of first age cities or those possessing significant resources, may be able to exert influence over the other empires and cities in this world, but most will simply exist isolated from all but their neighbours. The only consistent link to all of these places is the Guild, an organization of traders who seek only profit and move goods from one place to another in order to buy low and sell high.

Perks

Another figure steps forward, seemingly made of light and bearing the mein of a well dressed statesman. He introduces himself as Lytek, the god of Exaltation himself.

"Hello esteemed traveller. I believe you are familiar with these kinds of boons, am I right? We are not used to handing out skills in the fashion you are accustomed to, so it has fallen to me to help bestow upon you some extra skills. The maintenance of the celestial exaltations was the closest purview available to Heaven, so it is my responsibility to help guide you through this process. We can offer you some skills in areas related to your role as a Dragonblood to help guide you through this world, although they will cost you.

Of course, the cheapest perk that coincides with your background we can give to you free of charge. The rest however will cost you, although we can offer some leeway in the form of a half price discount on any matching your background, as they are much easier to account for in the workings of fate. "

Drop-In

100- Talented. In this world it is rare to find a true jack of all trades. While there is often some level of versatility, especially among the exalted, it is far more common to see individuals with fairly specific talents. This perk gives you an incredible amount of skill, easily enough to rival a seasoned expert, in one specific field. Don't expect it to cover vast areas of knowledge, or otherwise give a ludicrous step up in competence, you will still have a lot of room to grow further.

200- Inner Self. One of the foremost perils of this realm is the Wyld and its corrupting nature. Only the Lunar Exalted have found a long-term solution to its maddening touch. All others who spend time in its depths usually experience mutations, madness, or even death at the hands of the fair folk. While the exalted in general can resist this force much better than mortals, even they will be affected given enough time. Those with sufficient willpower can resist this for far longer however, finding that short-term visits result in few to no interference from the wyld's energies. You will find your sense of self

and willpower highly boosted with this perk, allowing you to resist mutation and insanity far better than your peers.

400- Understanding the Perfected Lotus. One area which all beings in this world share, from mortals to gods to exalted, is that of the journey along the perfected lotus. No matter what they are, every being can reach power beyond their station through the study of martial arts. Mortals can grasp its roots giving them access to the terrestrial styles of martial combat, a level of power otherwise barred to them. The most interesting level is that of the dragonblooded however. The model of the perfected lotus means that with enough time and refinement, they can reach higher than their intended level of skill, and into the bulb of the perfected lotus. This is the realm of celestial level combat and it offers extreme power towards those who spend time to understand it. This option gives you an unparalleled skill in shaping and manipulating your own essence. This means that learning these supernatural forms of martial arts comes easily to you and understanding them fully can be accomplished in far faster time periods than your peers. Although do be aware that learning these enlightened styles is an arduous process, even with this perk. It takes regular experts many years to learn a full style, and until you have finished learning it you will find great difficulty if you decide to try learning a different style as the dragonblooded were never meant to reach this tier of power.

600- Too Damned Useful. Oftentimes when dealing with individuals with extraordinary abilities, when somebody has outlived their usefulness or pose a threat, they are eliminated. This goes doubly so for the cutthroat world of dragonblooded politics. However sometimes, through charisma, usefulness, or sheer dumb luck, some individuals never seem to raise the ire of those in high stations. This means that your efforts will likely not be considered threatening by those with power, unless unarguably so, and you will find efforts to integrate yourself with these powerful individuals much more successful than those of the rest of the world, regardless your station.

Dynast

100- Educated. All young dynasts of the great houses, exalted or not, find themselves equipped with the finest education money can buy. Even the poorer families will often save to put promising heirs through this system, giving you some idea as to the effectiveness and prestige of these institutions. There are several options to choose from as there are many potential routes for a dragonblood to take to life: The house of bells, The heptagram, The spiral academy, and the cloister of wisdom. The house of bells represents one of the finest military institutions in creation, with many of the most famous generals and commanders of the dragonblood legions originating from its educations. The next education providers, while also useful for a dynast interested in combat, are much more spiritual in nature. The cloister of wisdom is where the monks of the immaculate order are trained. Here new students learn from ancient scripture and focus on training their bodies. This training can often culminate in opportunities to start learn devastating martial arts, unavailable anywhere else. The other two schools are much less combat focussed, yet still instrumental in the functioning of the realm. The spiral academy teaches the bureaucrats and civil servants of the realm, and often forgotten but crucial element of the running of any large scale government. Although its graduates do often leave with more off-the-books knowledge as well such as money making schemes and connections useful for leverage in their later life. Finally the last school available is the Heptagram. Located on an island off the northern coast of the blessed isle, it specializes in the teaching of sorcery and occult theories. Most who graduate this place will find themselves with a solid framework of historical reference and sorcerous learnings unrivaled by any other institution across creation.

200- Blood of the Covenant. No matter how the ever shifting alliances and feuds affect dynastic society, when their back is against the wall they will fight as one. This is the true strength of the Terrestrial Exalted, the ability to pool their efforts as a cohesive unit. Part of this is being able to account for the strengths and abilities of each member of a group, another is to sync your own efforts to work in tandem with your allies. This perk gives you the ability to work with others effectively even if you have had little experience in doing so, along with helping others to do the same.

400- Intrigue of the Realm. The plots and scheming of the scarlet dynasty would put machiavelli to shame. Anybody active in the politics of the realm lives on a knife's edge, a single slip-up could give significant ammunition to one's enemies after all. Therefore those that do survive this cauldron of intrigue can consider themselves true experts in politics, remaining untouchable to most while simultaneously ensuring their interests are furthered. Without this perk, it would likely take years of hard won experience and failed plots to reach such a skillful level.

600- Legendary Breeding. Among the dragonblooded in the modern age, one of the most important facets of each exalt is the strength of the bloodline. Since the blessing of the dragons is passed from parent to child, those who have stronger blood are considered to have somewhat higher status, although this is usually fairly minor and only plays a role in arranging marriages. Legendary breeding however, is something far more potent. Having blood purity of such an unprecedented level, rivaling that of the dragonblood from the first age themselves, is practically unheard of in the modern era. Few, if any, possess it making the possessors have near mythic statuses. In terms of benefits your connection to your element is far closer than your peers, meaning that you have far more power to fuel your abilities. As well as this, any offspring you have are far more likely to also exalt, as the sheer power of your blessing can empower even mortal-sired children. In this world, anybody with such a level of blood purity may find themselves quickly involved in high society and politics, although in future jumps you will find that you possess a royal bearing, finding it easy to convince others of your inborn nobility. However because of the unprecedented nature of this perk, and the attention it would bring, you must take the Interesting drawback for no points.

Lookshy

100- Basic training. Just because they lack the scale of the blessed isle, do not think for a moment that Lookshy would skimp on the education of their most precious resource. Every dragonblood born here has received intensive training to ensure that they can fit in with their peers. Although given Lookshy's military slant, this education is often slanted towards combat, even the sorcerers and craftsmen know how to fight in the seventh legion. On top of learning that could rival that of the house of bells, all dragonblood here are trained to be proficient in two charms that are considered too vital not to possess. The Wind-Carried Words Technique allows its users to whisper messages to specified recipients who may be miles away, while the Elemental Bolt Attack summons an essence based strike against opponents even if fully disarmed.

200- Chain of Command. Any large organization will soon find itself in disarray without a clear and effective chain of command. This goes doubly for a military force. However sometimes orders will not mesh with what needs to be done for the greater good, and so the weight of an institution can foil its efforts to succeed. However you seem to occupy a unique space in any system you decide to join, as the chains of leadership seem less rigid when regarding yourself. Your superiors will be more likely to tolerate unusual or deviant behaviour, as long as you can bring results. As a bonus your quick thinking is such that you can often find ways to interpret orders somewhat loosely, and your charisma helps to explain your way out of any issues such a course of action may result in within an organization.

400- Artificer. Arguably the key reason Lookshy remains such a powerful independent nation is due to the vast stockpile of first age technology it maintains from the ruins of Deheleshien, the ruined city Lookshy was founded on. Therefore one of the key priorities of the general staff is to ensure that these artifacts are serviced and cared for properly. Because most of the skills required were lost in the usurpation, many weapons are considered one use only and as such only used in the most extreme situations. Those that can be repaired however are instrumental in maintaining the military presence of this singular city. This means that there has to be dragonblooded, skilled in artifice, dedicated to maintaining these tools; with the specialized skills and rare knowledge required to do so. By taking this perk, you would possess the knowledge about how to repair and maintain the complex artifacts owned by Lookshy. As well as this thanks to ages of study and practice you will have an instinctive understanding of how these wonders operate, meaning attempting to fix more advanced artifacts and creating your own will be much easier in the future.

600- Heaven-sent warrior. In a culture valuing military service beyond all else, you embody the paragon of the professional soldier. Even against fellow dragonblooded your abilities as a soldier are beyond reproach, the raw skill of the sword and bow putting most specialists to shame. But it is not just in the direct tools of death you remain proficient in, as your mind is similarly boosted allowing for an unparalleled expertise in strategizing. Even off the battlefield your peerless arete shines through as soldiers you personally train will find their skills improving at a far faster rate than could ever be expected otherwise, and their loyalty to you almost assured barring extreme negligence.

Outcaste

100- Hardened Traveler. In this world, for the average traveler the risks are great. Wyld incursions, encounters with first-circle demons, run-ins with exalts, and even the natural fauna can prove lethal. Therefore the experienced wanderers will often cultivate a fantastic ability to survive even against significant odds. Those that do not pick up on these skills usually do not become experienced wanderers in the first place. Therefore this perk takes the form of a significant amount of information on most of the relatively common threats that can be encountered in creation, along with how to survive in more perilous environments. With this, nothing you encounter when travelling should significantly blindside you, although this no guarantee against unique situations you may find yourself in.

200- Impartiality. Creation is not always a haven of tolerance and understanding. Especially in the threshold areas, with towns and villages so far apart, many different traditions and social expectations can form. It is the sign of a skilled wanderer who is able to thrive in such diverse environments, and the sign of a master is one who can express themselves as they are in such alien communities. With this, nobody will hold any sort of preconceived idea or expectation of you, forming these opinions solely on your actions. As a bonus many of your current habits and actions, within reason, can be explained away as your status as a foreigner, although do not expect this to last forever.

400- Factor of the Guild. The Guild is one of the largest and most significant organizations ever to exist, spanning across all directions seeking the singular goal of profit. Therefore they give their highest accolades to those which can produce the greatest results. This perk offers you the skills of a Guild Factor; the most impressive being an incredibly perceptive nature, able to cut through the drivel and lies of omission most will try to sway you with. On top of this, a calculating mind which can instantly work out the risks, potential profits, and difficulties of any business venture. These two tools are indispensable to making money, and you have them perfected.

600- The White Veil Society. In Creation, there is no such thing as the white veil society. There is absolutely no such group dedicated to achieving their aims through sabotage, intrigue, and

assassination. There is no martial art style, designed to practicing unseen murder with special magics and delayed poisons. There is absolutely no trail of murders and blackmail dedicated to maintaining the secrecy of a shadowy organization. This perk absolutely does not make you a member of this secretive society with all the skills, knowledge, and resources that would entail because, of course, it does not exist. Upon moving on to further jumps there will absolutely not be similar secret societies that will definitely not aid you in your endeavours.

General Perks

300- The Emerald Circle - It is within the grasp of all in creation, mortals and exalts alike, to grasp the understandings of sorcery. It has been scribed into the fundamental pillars of existence long ago that all may be able to find their path to sorcery. However this journey is not easy, and often only the smartest and most dedicated will find their way to enlightenment. The dragonbloods find this mastery easier than mortals to come by, although it still represents an impressive feat. With this perk, you will be initiated into the first circle of sorcery, and able to cast its spells. While accessible to those without this perk given time, this also grants you a significant occult knowledge base to draw upon; allowing you a great advantage over your peers with regards to the study of your sorcerous abilities. Should you have graduated from the heptagram, chosen through the educated perk, you may have a 50% discount on this perk as many of its graduates leave initiated in the terrestrial circle of sorcery.

200/400- Exalted Beauty - The exalted host are known for their ability to achieve perfection to a level almost unattainable by mortals, why should their looks not also apply. History records few, if any, truly hideous exalts. By taking this perk, you ensure that your good looks are a true wonder to behold. Envious stares and jealousy will be commonplace with an appearance as perfect as yours. Should you choose to purchase this perk for 400cp instead, this appearance will be the stuff of actual legends. Your impeccable appearance could be the cause of numerous wars, and even your most die hard opponents will still have to begrudgingly admit that you look damn good.

50- Thaumaturgy - While sorcery still remains the most potent avenue for mortals to achieve power through their own efforts, it takes many years of study and research before it can bear fruit within the emerald circle. The amount of mortals who have the time, dedication, and resources to become initiated in the world of magic are very few in number. Yet there are other avenues to power available to the masses to avoid these issues. Thaumaturgy represents the field of study for the rituals and alchemies of the mortals in creation. Often employed by fortune tellers, shaman, and hermits; these are the most basic of magics but still possess great use to practitioners. Cheap to perform and relatively easy to learn, these rituals can perform basic feats such as blessings, reading fortunes, brewing tonics and potions, and aiding the sick. This perk gives you a comprehensive knowledge of many different rituals, and the ability to effortlessly teach them to even the most dimwitted student.

Items

After Lytek has displayed the skills and power he can offer, the next god steps forward. A wizened old scribe, with the ink stained, heavily calloused hands of a master inventor. His eyes however betray the fiery passion he holds for his work.

"My name is Ixlos, and I am the god of innovation. It is my responsibility to take account of all the artifacts produced in this world, as well as contributing a few myself. Over the years I have seen many wondrous feats of engineering that would boggle the mind of any who were to study them, possibly even yourself. However sometimes I have seen artifacts so unique and interesting I just had to take them for myself. While I am loathe to part with them, I suppose I can offer up part of my collection for the right price."

After Ixlos introduces himself, Ruvia moves again to step forwards and speak. "Given the resources and stockpiles of the dragonblood today it is very easy for us to provide you with all manner of spectacular artifacts, as almost all terrestrials carry at least a weapon or an heirloom on them. A few artifacts for yourself would not be out of the question. Therefore we have put aside a small stipend for you to spend on items only. If you are a Dynast or a Lookshian, you may take +400cp for free. Those who are of the Outcaste may take +200cp, while Drop-in's may choose a single item to receive half price as a special consideration. The lack of a history here does come with some disadvantages after all. Oh and do not worry yourself about your companions, any of them you choose to import may receive half of the stipend you would based on their backgrounds although if they are a drop-in they will receive no extra consideration. "

200

"These are some of the minor relics which I possess. Many of them were fairly widespread back in the first age, and so I have a few copies of them in my archives. The others which represent more unique artifice I am not particularly attached to, and I can let go at a reasonable cost. Feel free to browse them as you wish as even these minor relics are still potent tools, and fairly powerful in their own right."

Sunrise Coffee

Sunrise Coffee is one of the few relics of Solar engineering still regularly used by Dynastic society. Despite efforts to ban the substance due to its holy nature it has simply proven too popular among users, so it is begrudgingly tolerated by the Immaculates. This takes the form of a magically enhanced coffee plant, easily identifiable thanks to the gold dusting that its leaves and fruit appear to bear. Thanks to careful artifice the plant grows strongly and consistently in many environment, as well as considerably quicker than would otherwise be expected. It's popularity stems from the rather potent brew made by preparing the seeds of the plant; reducing the drinkers fatigue, improving reaction times and concentration, reducing stress, and even boosting health. The more contentious part of this is that in order to ensure the plant's growth, the farmer must utter a prayer to the unconquered sun upon planting, thus ensuring the fruits retain his blessing. However the benefits and relative simplicity of farming, only requiring a basic grounding in geomancy to cultivate, has maintained the popularity of this drink all the way into the second age. By purchasing this item, you will obtain a large sack of processed beans that replenishes itself once a week, as well as a container full of seeds in order to cultivate the plant for yourself.

The Emerald Notepad

The origins of this artifact are a mystery to those aware of its exploits. It was first recorded several years ago in the possession of one of the Grass Spiders, a notorious group of outcaste assassins operating in the scavenger lands. This book was used for several unusual and inventive hits before they made the mistake of taking a contract on a visiting Dynast. Within two months the assassin lay dead at the hands of the dead woman's sworn brotherhood, and the artifact has since fallen through several hands until finding its way into your possession. The artifact appears as a pocket size notebook, wrapped in a rich leather cover. It's true allure however comes from the pages, instead of being made of paper they consist of extremely thin strips of jade. When someone skilled in the art of origami takes a sheet and folds it into a construct, the magic of this book flows through the user and animates it. While these creations function without instruction, they will act based on the intentions of the user as far as their form allows. For example, folding a sheet into a tank might have it possess the ability to patrol an area

and shoot blasts of fiery essence at intruders, a rose could be a pleasant smelling and valuable token of affection, and a songbird could be used to gather information from afar.

Windtamer's Boomerang

For most of his life, Cynis Mond was seen as somewhat of an embarrassment to his house. His obsession with air bore little fruit for too long, earning him a distanced relationship from his peers. However towards the end of his years, he awed the scarlet dynasty itself with incredible wonders and theories only possible through centuries of study; these accomplishments earned him the respect and praise of all who knew him, along with the title of Windtamer. This boomerang is one of those wonders and represents the pinnacle of Windtamer's understanding over his element. Made out of blue jade, this boomerang is as light as a feather and strikes true when thrown with the slightest skill. Its true ability however, occurs whenever it is spun during a throw. Rather than return to the user it picks up more and more speed until it forms a hurricane around the unfortunate victim, rending them to shreds with razor sharp winds.

Dragon's Cigars

Somewhat of a rarity in this age due to the extreme cost, Dragon's Cigars still remain popular among the incredibly rich dynasts as a way to show their peers just how wealthy they are. They were initially produced in the first age for high ranking dragon-blood officers to enjoy but during the shogunate and second age they have been passed over as a waste of effort and rare resources. These are made from a specially grown tobacco plant, able to thrive only in rare places where the geomantic energies of fire and wood collide and merge together. Once grown harvesting is an especially challenging process, the difficulty of the task all but necessitating several dragon-bloods to oversee the process to ensure a worthwhile yield. Once harvested, the tobacco must be cured for a full month under magically purified air essence before it can be rolled into a proper cigar. However despite all of the work and infrastructure required to produce just one of these cigars, most consumers would not argue with the end result. A cigar of the highest possible quality, smoking just one of these is an uplifting experience. These are well known for both the complete lack of side effects as well as the distinctive rich cloud of smoke and embers produced. What is less well known is that with the slight spark of essence from the smoker, this cloud can be ignited into a rather surprising fireball; the rarity and lethality indicating why this ability is relatively unknown. By purchasing this item you will find you own a small jade case, containing eight of these cigars, and enchanted to keep them in perfect condition. Every fourth day you may note that the case automatically restores itself.

Jade Spectacles

First designed as a tool for skilled mortal craftsmen to help aid with essence based workings during the first age, these once commonplace glasses have increased in value dramatically following the rise of the scarlet dynasty. This item takes the form of a jade frame containing lenses coated in a translucent orichalcum film. This has bestowed these spectacles with the ability to perceive essence in the world without the need for charms or other abilities. This also has the convenient effect of allowing the user to interact with spirits and other entities when they choose not to materialize into a physical form. Since the second age lacks the crafting infrastructure to fulfill all its wants, few copies of these items are made each year; ensuring that whenever they do become available they always reach a high price.

Bonds of the Covenant

Among the Exalted, the Dragonblooded are most skilled with their ability to combine their efforts and use teamwork to their advantage. As they were crafted to serve as the army of the Exalted host, their innate capabilities reflect this. Even in the Second Age with the Terrestrials professing stewardship over creation, they still hold a vast capability for acting in groups. Whereas it was fairly common to see Celestial Exalted working solo, many Dragonbloods work in groups called sworn brotherhoods. Traditionally consisting of five members, one of each aspect, these groups would be bound by a sorcerous spell to further amplify their capabilities of working together. While five is traditional, there are no real rules to the composition of these groups, within reason. When bound in this manner, these brotherhoods have several key characteristics; its members seem to possess a sixth sense for the location of their bond-mates, each member becomes much more competent when helping the others, and it becomes extremely difficult to willingly bring harm to people bound in this manner. Due to the intimate nature of such magical binding between individuals, it becomes impossible to be part of two groups simultaneously and only a dedicated mental effort can shatter such a powerful enchantment. This artifact consists of a long strip of jade woven fabric, with stylized dragons sewn into the design. When wrapped around the hands of willing individuals and having a surge of essence passed through it, a sworn brotherhood will be formed. Unusually however, if this process is attempted again with the same willing group the bonds can be revoked, although none of them will be able to forge similar brotherhoods for a year and a day after revoking it. Such removal of sworn brotherhoods is almost unheard of and represents the unique capabilities of this artifact.

400

Aha, now these are from my special collection. Each one a peerless piece of unique innovation with each bearing a history as long and varied as any exalt. Truly I was unwilling to even consider letting some of them go, but after some convincing I managed to cut down my collection to just a few pieces I could part with. Although please don't mistake my words, each one is an incredibly potent tool that could very much shape the outcome of your future here if applied well."

Balescream

One of the older artifacts we have available to us. This particular invention dates back to the very beginning of the first age itself. Deep in the frozen northlands, there was a massive serpent creature, a relic from the primordial domination over creation. It's roars capable of shattering mountains, and its titanic bulk able to crush all those who attempted to slay the beast. It was only due to the intervention of a full circle of primordial war solar veterans that finally managed to end its life, although not without losses of their own. Once its corpse lay broken on the snow, the twilight took its mangled body to fashion a wondrous artifact from its remains. After years of toil forging the scales and sinews of the mighty beast with blue jade and orichalcum, using the storms fury to aid the manufacture, and finally quenched in demon blood to realise its fullest potential. Balescream is the guitar forged from this leviathan, with the vocal cords it used to roar at the very heavens instead made to string this instrument. The body of this instrument finish an electric blue, and its strings occasionally crackling with barely contained lightning, this machine was made to be played loud. In even the most inept musicians hands, such a fantastic instrument can be used to accomplish wonders of musical accomplishment; and when channeled with essence it is capable of summoning the titanic fury of the unchained storm upon its enemies.

Elemental Siphon

The dragonblooded host are unique among the exalted in that they possess a singularly powerful anima when their essence is manifested. Where a solar or a lunar may shine with the brilliant light of their patron when roused, only a dragonblood can use this to deadly effect. During the first age these artifacts were created to harness the latent power dwelling within the elements, focusing them to even greater potency. Taking the form of an ornate jewel, usually set in a warriors gorget or a simple jade necklace, this device can significantly boost the power of any elemental attack its user might unleash. However when its wearer concentrates their energy deliberately into it they will find themselves able to discharge a powerful energy blast, capable of giving any assailant second thoughts, if they survive at all. Despite these potent benefits wearers must take note that this amplification also affects their flaring anima, meaning care must be taken when using essence as rousing their anima may cause untold destruction.

The Obol Blade

The terrestrial exaltation is a powerful thing, empowering man to incredible heights thanks to its power. However this strength can be used in any way once obtained, both for good and for bad. The tool cannot be responsible for the way it is wielded. As a result this next item is not an honourable tool, it is simply an instrument of death. While a sword or rifle may have many uses, from intimidation, deterrence, and sport; this is only used to kill. This can have its origins traced back to the shogunate, where an assassin found employ at the right hand of a powerful general and thanks to this backing had such an artifact commissioned. In truth, such information can only be sourced thanks to the personal diary of the craftsman involved as since then its users have remained a complete mystery. This artifact takes the form of a small money pouch, secured with a thin jade string and full of coins. The coins are ordinary legal tender, the artifact is instead the pouch used to contain them. When attuned, its bearer at a thought can cause the coins to join together end to end to create a sword or dagger. Ordinarily this would not be expected to be effective, but the magic further extends to ensure that such a line of coinage can cut through steel like butter. The perfect tool for an assassin for as long as they remain successful, such a tool will likely never be suspected.

Dragon's Ink

Occasionally among the dragonblooded of the Nexus, it becomes fashionable to tattoo jade directly onto the body. Given the astronomical cost these function as an incredible status symbol, especially amongst the guild. While much rarer on the Blessed Isle and Lookshy due to their more utilitarian outlook on resources, some still bear them despite the incredible personal cost. When implemented by skilled artisans, these designs are normally intended to grow and shift with the recipient. The reason they are so popular outside of the more mercurial fashion trends of the dragonblood is that they help to ground a terrestrials anima when it flares. Should the bearer so wish, they can contain the powerful energies normally present when they spend essence. Along with reducing the visible aspect of their anima these ensure that even when it does flare outwards, it will never cause harm to their surroundings unless they wish too. However the most obscure kind are those that possess a life of their own. Appearing as a stylised dragon somewhere on the body, this artifact contains a rudimentary intelligence that allows it to move freely along your body. Along with the benefits of grounding your anima, the jade in the tattoo

can be pooled along the body, allowing for unarmed strikes to strike with more force and strength than possible before.

The Jade Panoply

Aha, possibly the most visible relics I have in my collection. This is a warstrider, a fifteen foot armored war machine. This came into my possession during the shogunate, its previous owner thought three-of-a-kind was enough to beat our resident god of gambling. While it may not be on the same tier as the royal warstriders built during the first age it still remains a machine capable of terrible destruction. It is rather unique, as warstriders go, as it has a couple of features that are not commonplace among other designs; especially for one built in the shogunate. First of all it is remarkably robust, its jade plating has been manufactured with utmost care and as a result is capable of shrugging off even the most powerful attacks with ease. Secondly, its creator may have been slightly eccentric, as it has built in repair systems far more advanced than the norm. Rather than have to be followed by a team of engineers and sorcerers to maintain its delicate systems, this model is far more independent and needs only occasional tune-ups assuming there is no extensive combat damage. The, erm, eccentricity comes from the methods in which this system works. When set to repair, the warstrider disgorges a swarm of jade mechanical spiders which crawl around the works and perform maintenance. While these features make it stand out from the norm, it still possesses a standard set of essence cannons and hands capable of crushing both steel and flesh with incredible ease. While normal warstriders may be uncomfortable and poorly controlled, this version has had clear work to ensure that wearers are kept cool and well ventilated, as well as starmetal circuitry to ensure a lightning fast response time.

The Trident of Bluehaven

One of the more obscure relics I have on offer, as its origins are shrouded in mystery. It was only obtained recently after a daring raid by several House Peleps scions. It is a relic of the infamous Lintha Pirates, a group of warriors descended from the ancient Lintha civilization, the chosen of the Primordial Kimberly. Their capital, Bluehaven, is a huge flotilla of ships commonly cited as one of the biggest hubs of pirate activity in the known world. Yet despite this, and constant efforts by the imperial navy, its true location thanks to its mobility has never been ascertained. As such a nexus of plunder and stolen wealth, it is no surprise that such an artifact could have originated from this place. Taking the form of a large trident, crafted out of a single piece of black jade and polished carefully for years on end to a matt lustre. Such a tool is a flowing and smooth weapon, able to keep up with more standard weapons easily. On top of this potency as a melee weapon, or thrown depending on the user, it possesses two more abilities that make it stand apart from a regular trident. Firstly is that its bearer can unerringly sense any pirate entities within a 20 mile radius, meaning that ambushes or attacks will not come unexpectedly. Secondly, when the wielder chooses to activate its true power, they can summon forth a salvo of spectral cannonballs onto their foes, able to wreck ships and people with equal ease; making its bearer death incarnate on both land and sea.

Dragon Cutter

Towards the later years of the Shogunate, the child of an influential daimyo came of age and required a weapon with which to carve his path in life. Yet every weapon in the arsenal of his father suited him ill. Not one was fit for a man such as him to blaze a fiery trail through creation with, therefore it was decided to forge a new weapon that would stoke the embers of his passions. Only one craftsman, hailing from the south, took it upon himself to satisfy the request and in doing so created the Dragon Cutter. Forged of the purest red jade in a shrine found deep in the southern deserts, such a weapon was perfect for the child of Hesiesh and his later exploits brought fortune and renown both to the mighty warrior wielding the blade, and the skilled craftsman who brought such a marvel into existence. Consisting of a rich red blade, the most interesting part of its design is the core of orichalcum winding through it's center. With a healthy supply of the wielders essence, this core resonates with the red jade body to produce magical firedust into the air around the blade. With just the slightest magical charge, the user can cause the firedust to ignite in spectacular fashion. Yet despite this potent ability the blade was lost during the great contagion, at least until now that is.

600

"Unfortunately, there is also this set to offer as well. Although I wish otherwise, it seems I must also provide you my collection of artifacts most suited for a terrestrial such as yourself. They all came from a single set made by five master craftsmen in the first age and to this day remain some of the finest examples of equipment ever produced, even rivalling the creations of the celestial exalted. If you do decide to take them, please treat them well."

The first age truly was a time of wondrous artifice, with marvels and feats never seen before or since. While this was spearheaded by the peerless arete of the Solars, the efforts of the other exalted brought life to their ambitions the same as their solar masters. At the height of the age five dragonblooded craftsmen, each one a paragon of the art, gathered in the blessed city of Meru. Their goal, to create an artifact to best honor the patrons that provided them with their enlightenment. After years of constant toil, the finished products were hailed as true masterpieces. For each piece when they were finally completed, the blessings of the elemental dragons themselves were bestowed upon them and therefore were duly considered unparalleled pinnacles of terrestrial artifice. Sadly however, their story ended during the usurpation, when their wielders each perished, although there have been rumours of their continued legacy given that these artifacts were never recovered and occasionally throughout the years, accounts have appeared detailing brave terrestrial heroes bearing one of these potent tools.

Hesiesh's Roar

The first craftsman was a stereotypical fire aspect, loud, dynamic, and with a fiery temper. When he set about his task he first retreated to the heart of a volcano, spending many months hammering jade and obsidian in its molten core. Yet despite this his efforts were in vain, as each item he tried to produce was not worthy to be his masterpiece. Each of the wonders he crafted, while priceless to most others, were simply insufficient to meet his demanding criteria. Finally in desperation, he took his most brilliant creation with him on a pilgrimage through the deserts of the south, towards the elemental pole of fire itself. Enduring significant hardships and trials, he finally made his way to the giant pillar of flame which made up the purest nexus of flame essence in creation. His creation raised in his hands, he pushed through the impossible flames, nearly succumbing to the incredible power of his patron, and offered up everything towards finally creating his masterpiece. He returned, burned and injured, to Meru some time later bearing aloft an artifact truly worthy of his skill at the forge, Hesiesh's Roar. This weapon takes the form of a large shoulder mounted cannon, with a stylized dragon as the barrel. When charged with essence, it can produce intense beams of considerable destruction, magnifying the energy used to charge a shot several times over. Out of the five artifacts, it has the most well known reputation being used extensively in the shogunate, and if stories holds true was used to destroy a fair folk behemoth in a single legendary shot at the cost of its user's life during the great contagion.

Aegis of Pasiap

The second craftsman was a venerable earth aspect, and the one bearing the most humility out of the five. He knew his own skills would not meet his herculean task alone, so he set off on a pilgrimage to Mount Meru. Here he descended to the underground to meet with the jadeborn, chosen of the primordial Autochthon, and aided them with many tasks and feats until their master craftsmen agreed to work with him to create his masterpiece. He cut down swathes of darkbroods, retrieved countless arcane regents, and his improvements towards infrastructure are still believed to stand to this day just to earn their respect. Finally, under the hands of the chosen of the god of craftsmen and an earth aspect who had dedicated his life to building, together they created a truly wondrous set of armour. In order to sanctify it, the second craftsman made the six hundred mile ascent of Mount Meru until he presented his work at the highest summit of creation, and it was seen to be good. The Aegis of Pasiap is a large set of armour, ornate but not bulky. When in motion the wearer appears like a boulder, an unstoppable force bearing down on its foes. Outside of defending against almost all mundane attacks, this armour is specifically designed to make good use of its wearers momentum. When moving its wearer gets faster and faster, and their attacks become harder and harder to dodge as their momentum makes their body as unstoppable as an oncoming rockslide. Alternatively its wearer can steel themselves, and no force so far found can force them to move. Such a move can be incredibly dangerous, but has often been a grim necessity. This technique was made well known during the usurpation when its bearer heroically perished stopping the charge of an otherwise thought unstoppable twilight-crafted monstrosity.

Blade of Daana'd

The third craftsman was one of two lives. On one hand she was known as one of the finest dragonblood craftsmen alive; and the other she was feared in her role as 'The Blizzard', one of the most feared assassins in the first age. Given the influence of the Solar Deliberative and its agents at this time, maintaining this reputation was no small feat. In fact one of the reasons contributing to her success was that she had helped to design many of the more mass produced artifact, ensuring that she knew exactly how they would operate and how they could be broken. Upon undertaking the task of forging an artifact to represent her aspect, she did not know how best to proceed. The aspect of water has many

outlets and creating an artifact to represent it fully was not an easy feat. To resolve this, she forsook her status and took to the seas as a nameless deckhand. She worked for several years in anonymity learning and experiencing her element to its fullest. It was only tutelage received from a wizened old hermit on a long forgotten island that truly sparked her inspiration. She went from each direction of the ocean, seeking its treasures to forge into the purest manifestation of the element. A black pearl, ice from the first glacier, obsidian from underwater lava flows, and the purest water from the elemental pole itself. All these she took and braved the deepest part of the ocean, despite the crushing pressure and darkness to work at manifesting her vision. Yet her craft was still not finished, on the cusp of completion yet lacking something integral. She understood that there was one last step to finishing her masterpiece, sacrifice. Upon understanding this she took her knife, honed through a lifetime of use as an assassin, and broke it against her tools and renouncing the life of a hired killer. With this action, she crafted the Blade of Daana'd. Such a weapon takes the form of a small bottle of water, constantly in motion. When its user attunes to it they find they can manipulate it freely, coalescing it into a solid shape or liquid at will. It naturally seeks to flow into a blade shape, the perfect length and weight for any wielder. Despite being made out of water, it bares a razor sharp edge and can stand up against any other weapon. The fact it is made of water leads to a rather unique fighting style, where once its user is familiar they can alter the density of it at will; allowing for enemy blades to flow through it allowing for the wielders momentum to carry them behind an opponent's guard for the final strike. Thanks to the power of essence influencing its properties, it can also be stored as perspiration on the skin for situations where it cannot be stored in a regular container. While its creator renounced the path of the assassin, it still remains a very effective tool of assassination as well as regular combat.

The Boots of Mela

The fourth craftsman was a wizened old air aspect. With a lifetime of attunement to his element, he sought to refine this awareness into an artifact which would reflect the speed and flexibility of the wind. To do this, he marched northwards, through the icy winds and sub-zero temperatures until he arrived at the heart of the elemental pole of air. Here he gathered fragments of power, crystallized shards of wind, careful to act quickly before the bitter cold could finish him off for good. The end result however, truly represented his quick-thinking and flexibility in the face of such impossible conditions. He returned to Meru first, two years later, bearing a pair of boots forged from the wind itself. While being one of the most comfortable footwear options available in all environments, this is not its true power. When worn it allows the user to move as the wind does, along with improving the wearer's speed. Whomever wears these boots do not need to move their legs in order to travel, these shoes allow them to move in any direction at the same rate as if they were actively using their legs to walk. This means these boots wearers can fly in the air unassisted, along with the capabilities to flash-step during combat if their running speed is high enough. This feature was well documented during the usurpation, where its wearer was able to perform breathtaking feats of martial arts while darting around their solar foes like lightning.

The Quills of Sextes Jylis

The fifth craftsman was by far the most mysterious out of the five. A wood aspect with unrivaled attunement to their element. Out of the five they were considered to be the most in tune with their patron dragon, with little else known about them as they were constantly shrouded in a swirling cloak made from shimmering green leaves. Yet despite this the others were truly shocked with what they returned with. A set of acupuncture needles, each made from a quill plucked from the body of the elemental dragon of wood itself, Sextes Jylis. Such a gift was an incredibly rare boon, and as such provided an immensely potent artifact. Each needle, when used, practically glows with energy harvested from the purest incarnation of the aspect of wood itself, and therefore is perfect to use for altering the body. With these, and the appropriate understanding of acupuncture, a user can induce many different kinds of changes onto the recipient's body. From physical mutations such as gills or wings to more subtle changes like an improved immune system or a better memory. As they have been seeped in the essence of the elemental pole of wood, they are also potent tools for more malicious purposes such as giving diseases or other damaging ailments. At its pinnacle, although never fully realised by any user since its creation, such tools could even be used to awaken the essence of mortals.

The Dragons Cradle

In areas where there are powerful intersections of the essence of creation, places of magical potency can be found. The concentration of essence twists and warps the surrounding area into a Demense. However cunning architects and sorcerers can tap into this power, and construct structures on these ley lines to harness the power towards their own ends. These structures are known as Manses, and they are valuable resources to those that hold them. Thanks to the approval of your benefactor, we have been authorized to construct a place of power which can be attached to your warehouse, whatever that is. This manse will take the form of a luscious two story manor, with the in-depth specifications up to you, with its elemental affinity matching yours. However what we can guarantee is a fully stocked library where you will likely find all manner of useful tomes, one of the most advanced workshops we can create to ensure you have somewhere to ply your crafts, a full set of bound servants to maintain the property, and a considerable allotment space. From the inherent power present in the manse you will find it much easier to grasp the secrets of essence, as it is a font of gaian magics; as well as any children you may have here bearing the dragon's blood will find it far more likely to exalt in the future, thanks to the potent elemental essence empowering all of its residents. Oh and one final feature we should add, is that it also generates a Hearthstone. This jewel, roughly the size of a chicken's egg, can either aid in your ability to recover essence through proximity or be used to power any magitech you may possess. Should you take it into the world and plant it in the ground, within one hour your manse will sprout from the ground fully formed. Although while you can retrieve the hearthstone afterwards be aware this can only be done once every ten years.

Companions

Eventually, once Ixlos finally finishes his ramblings on his precious artifacts, Ruvia returns to you with another matter to discuss.

“Before I send you into Creation proper, I believe there is the matter of your companions. At the request of your benefactor, we need to offer you some capacity to bring your friends with you. As much as I am sure Parad will be stewing over the decision, we shall accommodate you as best we can. ”

For 100cp you may import one companion with you, providing them with a background, aspect, and 400cp to spend. For every 50cp extra you spend you may import another using this same formula. Or you may spend 300cp to import a full set of 8 companions each with the 400cp to use.

There are some alternate options we can provide you if you wish. We are creating you a life and history from whole cloth, should we seek to create more at the same time it will be a lot less taxing on us.

Should you spend 200cp we can provide you with a sifu of your own. A fledgling dragonblood, even with their innate skills, is still inexperienced with essence and charms. This option will ensure you have an experienced mentor to help guide you and ensure that you can access your full potential, should you prove yourself to them they may even attempt to teach you the intricacies of one of the five celestial dragon styles; the pinnacle of martial arts available to a terrestrial.

Alternatively what is a dragonblood without their sworn brotherhood. If you wish instead for 200cp we can fashion you a group of four peers to join you in your adventures. They are loyal to you, as far as friends will be loyal to each other, and will support you within reason. Each has their own unique specialties and preferences, so you should find that they all excel in different situations. They will share your background and possess some potent equipment, but otherwise receive no cp of their own.

Drawbacks

As the rest of the gods filter away, their obligations fulfilled, and Ruvia busy preparing to send you into creation, another man enters. Dressed in a fine set of robes, he sits next to you. Immediately the first thing you notice about him is his body, instead of skin he seems to be made up of a swirling mass of space full of stars and galaxies. He begins speaking quickly with a pleasant tone to his voice.

"Ah, so you are the traveller I have heard so much about. I've gathered you are the reason Parad has been in such a foul mood lately. All the better really, he does deserve to be taken down a peg or two; his arrogance ever since the usurpation has been impossible to deal with. Oh my apologies, I have not introduced myself yet have I? My name is Plentimon of the Dice, the god of gambling and I have a proposal for you. You have gained some rather considerable boons from my fellow gods as payment for a debt, yes? Well what would you say if I could get you some additional benefits. If you are willing to gamble your future, put obstacles in your path to victory, I am sure I could call in some favours and provide you with some extra power. Please, have a look at what I can do for you; although even as someone with my resources I don't think I could obtain more than +600cp worth of benefits so choose wisely.

(+100)- Arrogance - With power, prestige, and wealth all at their fingertips, it can be easy for the terrestrial exalted to dismiss those they deem lower than them. And with the immaculate order proclaiming their great spiritual advancement and superiority, it is often an attitude expected of dynasts. For 10 years you will share in this rather hefty arrogance in your own abilities and the might of your kingdom, regardless how unstable its foundation may be.

(+100)- Interesting - Through this option, your existence in this world will not be a subtle one. Your existence will be made aware to several of the major powers such as dynastic society, Lookshy, the Empress, the Immaculate Order, or the Guild depending on your origin. This may be a result of extremely potent breeding, some heroic feat at an early age, or an unprecedented contribution to the sorcerous arts. Either way while your existence as a jumper will not be revealed, your name will not easily be forgotten by this world.

(+100)- A Boon - Either through an expensive education at the heptagram, the cost of citizenship in Lookshy, or an emergency loan from the Guild, you owe a significant individual a favour. This can be called in any time and you are honour bound to accept its terms. The bearer of this privilege will be somebody related to your origin, so such a request will likely be linked to their goals, and the favour itself will probably be a specific task and not a broad decision to keep you in chains. The scale of this request will relate to your perceived capability of handling it, so the more subtle you are with your abilities, the easier your task will be.

(+100)- Poor Standing. - In most societies familial status is usually of high import, as the bonds of blood are often the strongest. However for the dragonbloods, this is far, far more impactful. Family ties are some of the most potent alliances that will ever be formed outside of the sworn brotherhoods employed by the realm and Lookshy. The power of the family directly influences the opportunities and social influence of its children. This means that a dragonblood born into a family in poor standing, even though they may wield more power than most mortals could dream, will still be limited compared to their peers. While you can prove yourself with time and effort, expect no favours anytime soon.

(+100)- House Iselsi. Requires Dynast background and Poor Standing drawback. If you are truly glutton for punishment, I will not stand in the way. You can instead elect to be a member of the broken and scattered House Iselsi. A few hundred years ago a failed assassination attempt on the Empress by some young dynasts forced her to make an example of the house. Many of its elders were imprisoned or killed, its property confiscated, and reputation in tatters. Currently the former great house resides in the palace sublime, the home to the leader of the immaculate order. However it is not as destroyed as everyone else thinks as many of its members went underground as spies for the Empress under new identities, although they struggle to aid their house enough to stop its slow collapse into obscurity. While completely cut off from the formal politics and intrigue of the realm, it understands thanks to its information network that the only thing that could reverse their fortunes is some grand act of heroism. The sort of act a person such as yourself would be well posed to accomplish.

(+200)- Political Enemy. It is impossible to move through life without making some enemies, the ripples in your wake leaving rivals as well as allies. However you can choose to make a start on that early. With this drawback there will be a rival dragonblood out there with considerable influence dedicated to making your life hell the only way they can, through politics and high society. At least if you knew who they were you would be able to work towards stopping them, but they cover their tracks well. It will take time to uncover their identity, and the longer you wait the more you risk losing.

(+200)- Found Egg. Unfortunately not all dragonblooded in a family can be considered equal. While natural born scions of a house can consider themselves starting from an even playing field, this is not the only way dragonbloods can enter the family. The process of adoption also exists, and is often used by houses to bolster their strength. Should a dragonblood be found off in the threshold, usually by the wyld hunt, or borne in the blessed isle to a commoner family; they will have attempts made to adopt them into a family. This unfortunately means that they will often lack the skills and experience a dragonblood normally obtains through growing up amongst a great house or gentes. While rapid education, and a terrestrials impressive mental faculties, ensures that they will not embarrass themselves; everyone is fully aware that they are not the same as a terrestrial born into the role. While Lookshy is more pragmatic than the Realm in terms of how they treat adopted terrestrials, it will still be unavoidable to encounter difficulties when working within the framework of dragonblooded society with the deck stacked against you so.

(+300)- Scorned by the Dragons. If you truly wish for more power, I am sure it can be arranged. After all, Parad was remarkable tetchy when your lady decided to call in her favour. If you choose to forgo the blessing of the dragons, and renounce the terrestrial exaltation, we can certainly arrange for this to be the case. In the case of your origin being a Dynast or Lookshian, you will simply be a child of promising breeding who was unlucky. It won't be the first, or last, time the dragons pass over a scion of a powerful family. While you still will have the education and experiences of a young dynast, your opportunities will be far more limited without the spark of exaltation. Most others in such a situation would resign themselves to such a fate, the only use to their house being a potential tool in a political marriage; although someone of your nature I imagine will be less constrained than a regular patrician.

(+300)- Chosen of the Sun. After the usurpation not all of the solar shards were safely locked away, some still remained in creation performing their work. Along with the ever present threat of the Lunars, this caused the Wyld Hunt to be formed. Most of the time, any solar or lunar appearing in the blessed isle or in dragonblood controlled areas of the Threshold will be swiftly executed by these groups of wandering monks and soldiers. However sometimes these exceptional individuals survive, either through geography, stealth, or raw combat ability. In most cases they will turn to hate the terrestrial exalted who proclaim them as anathema, resulting in the formation of extraordinarily powerful enemies should they be able to form a power base. As a result of this drawback, one of these newly enlightened solars has survived their first few weeks and have decided you to be the target of their vengeance. They are well hidden, and if you wait too long you will experience first hand the power which won the war against the primordials.

(+400)- Renounced. I suppose if you really want to gamble, I don't mind raising the bets. If you volunteer to give up all that you have brought with you, reject your perks and your warehouse, I would happily provide some extra funds to you. While you can keep your companions and your default form, everything else would be forfeit for the next ten years. Also I should probably warn you, this world works a lot differently to the ones you may be used to. Any knowledge you have of the material sciences I imagine will be near to impossible to implement with what we have here, at least not without a lot of experimentation.

(+600)- The Reclamation. Ah, there is also this matter. As much as I did not want to offer this, I have no choice. Marilaq A'lam, our demon ambassador from Malfeas, bet me a great deal in a game of chance for this favour and well, I am the god of gambling after all. Should you take this offer, this would empower the forces of the Yozi's to speed up their plans towards the reclamation, working together despite significant personal animosity. Creation would be shaped and twisted into a form more like the demon city, allowing the uncountable hordes of demons to break free from their jail and wage war against creation and the gods. Life would quickly grind to a halt as the Yozi's would war against the very heavens to reclaim their lost kingdom. Please I cannot stress this enough, for the love of the highest of holies, do not unleash such destruction upon us.

Notes

- Ban on custom essence 6+ charms, this extends to podded companions and those whom are celestial tier are capped at essence 5.
- Perfect effect charms are not literally omnipotent and powerful magic/conceptual abilities from other settings could plausibly overpower or match it. (Thank you Anon)
- Appearance changes due to the exaltation post-jump are optional.
- The personality attributes listed for aspects are not going to significantly change you, they are just inclinations and commonalities of the different aspects. There are always exceptions and you will still remain you.
- Without the perk, martial arts enlightenment usually takes a year or two of dedicated (24/7) effort for most dragon blood although YMMV.
- The great curse is not as strong when affect dragonbloods, it only really amplifies the personality traits listed for the aspects. It is not a significant thing and is removed post jump anyway
- Celestial sorcery is borderline impossible to be initiated in fully, you might be able to master one or two spells at a stretch after years of continued efforts or with one of a kind artifacts. No shortcuts here.
- Sidereal martial arts are not possible to learn for dragonbloods, Ragara Myrrun can eat a dick for all I care.
- You can't pod the incarna/Yozi's/Neverborn/Autochthon, although if you can convince them you may be able to companion regular gods.
- Becoming an Akuma willingly is grounds for automatic chain failure
- The Emerald Notebook is magical but can't make really advanced tech. Be reasonable.
- The Poor Standing drawback stops you from being a member of a great house if you are a dynast, unless House Iselsi is taken, or one of the five major gentes if Lookshian.