

Gunstar Autochthonia

By IGanon

The cruel tyranny of the Primordials grew too much for the gods themselves to bear. Yet the gods could not raise a hand against the Primordials, for in their wisdom they forced the gods to swear allegiance. With the dissident Primordials Autochthon the Great Maker and Gaia the Emerald Mother, the Incarnae, greatest of the gods, plotted to create champions of their own that might save Creation from its own makers.

And yet the Exalted lost. The powers they developed, the weapons they built, all proved futile in the end. She Who Lives In Her Name burned entire galaxies to ash. The Sun was conquered and swore fealty to the Empyrean Chaos, turning upon his very Chosen. Even the last minute arrival of the Alchemical Exalted could not turn the tide of the war in their favour. In the end, all that was left was to flee within Autochthon himself.

That was four thousand years ago.

Today, within the realm of Autochthonia, the Exalted Host holds enough wealth to begin a new Era of Dreams. Yet this vast wealth is not spent upon the betterment of its people, for as long as the Primordial War remains... unfinished, all resources must go to feeding a perpetual war machine. Soon, Autochthon may be transformed into a true Gunstar, capable of waging war against the Primordials of the Spiral, yet for now as Autochthon's transformation continues the Exalted Host must turn all its resources into defending the Realm against both the invulnerable Tyrant Sun and the vast tides of demon and Akuma it can bring to bear upon them.

Take 1000 CP to tide you through your stay here. You will remain here for ten years.

Origins:

Spirit (+200/-100/-400): The Chosen are not alone in exile. A host of spirits came with them too, covering all kinds of defectors from the enemy Primordials to the native inhabitants of Autochthon's body and the gods essential to the function of the Realm, such as Lytek and Wun Ja. You might be one of Autochthon's exmachina, his elementals, a god, or even a rogue deva from another Primordial, depending on the level you purchase. At the +200 level, you are the equivalent of a Demon or Deva of the First Circle, or perhaps a lesser elemental or god. At the 100 CP level, you're the equivalent of a Demon or Deva of the Second Circle. Finally, at the 400 CP level, you are equivalent to a Demon or Deva of the Third Circle, likely some form of sentient geographical feature of power near-unparalleled by all but the eldest Celestial Exalted, or perhaps a god of status just below the Incarnae.

Dragon-Blooded (free): The Chosen of the Elemental Dragons are relatively unique among the Exalted Host in that they do not Exalt by merit, destiny or careful selection, but by the whims of the bloodline coursing through them. For the numbers they could breed, they were once the common soldiers of the Army of the Gods and marched against deva and star-spanning behemoth alike. In exile, they continuously prepare to fight en masse once more. They are the elite of the Gunstar Defence Line and happily sneer down on the Deliberative Army. Here the Dragon-Blooded lines are relatively pure on account of a Realm-wide eugenics program preventing the worst degradation of breeding purity. Yet the victorious Primordials too somehow secured warren-worlds of Dragon-Blooded Exalted, and after forcing them to become akuma devoid of free will, send them in pursuit of the Gunstar. They are divided into five aspects which define the elements they are associated with.

- The Air Aspect are people of intellectual pursuits, of science and creativity. Their aspect allows them to surround themselves in a buffeting whirlwind of air that deflect ranged attacks and buoy them both against falls and allow them to leap three times as far as they could. They have a natural affinity for the charms of Linguistics, Lore, Occult, Stealth, and Thrown.
- The Earth Aspect are staunch traditionalists and creatures of habit. Their aspect allows them to take on the endurance of stone, greatly reducing the rate at which they feel fatigued and allowing them to deflect injury. They have a natural affinity for the charms of Awareness, Craft, Integrity, Resistance, and War.
- The Fire Aspect are the most passionate Dragon-Blooded on the whole. Unsurprisingly, their aspect allows them to surround themselves in a furious bonfire, threatening those who might stand too close by as well as lending their unarmed attacks extra danger. They have a natural affinity for the charms of Athletics, Dodge, Melee, Presence, and Socialize.
- The Water Aspect are flexible compromisers who adapt to every situation as they see fit. Their aspect enables them to swim perfectly or walk upon the surface of water, perform ordinarily impossible deeds underwater like loosing arrows, and breathe water as easily as they would air. They have an affinity for the charms of Bureaucracy, Investigation, Larceny, Martial Arts, and Sail.
- The Wood Aspect are explorers in all of life's blessings. Their aspect allows them to become immune to plant-based poisons and become a walking toxic hazard themselves, and they can also align their Essence to wood to cause weapons made from wood to struggle to avoid hitting the Exalt. They have a natural affinity for the charms of Archery, Medicine, Performance, Ride, and Survival.

Alchemical (-100): Created as the prototypes of the later Exalted, the Alchemical Exalted were kept in reserve for most of the Primordial War. Seeing the imminent failure of the original Exalted Host, Autochthon unleashed his very own Chosen in the hopes of turning the tide. Yet even this could not salvage the war, though it did earn the identity death of the Jadeborn in retaliation at the hands of She Who Lives In Her Name. Now, the Chosen of Autochthon exist in a hazy state where at once they are the closest of the Exalted to the common man... yet also they must grapple with Clarity turning them into emotionlessly efficient automata. They are divided into six castes.

- The Jade Caste, the Alchemicals of those who spent many lives risking their own for others. Their anima allows them to harden their flesh until the clay of their body behaves like flexible stone. They have a natural affinity for feats of Stamina, Charisma, and Wits.
- The Moonsilver Caste, the Alchemicals of those who spent their lives in search of innovation and adaptation. Their anima allows them to move with the grace and speed of flowing quicksilver, becoming preternaturally flexible and deft. They have a natural affinity for feats of Dexterity, Appearance, and Wits.
- The Orichalcum Caste, the Alchemicals of those who spent their lives pursuing great and heroic visions without restraint. Their anima allows them to surround themselves with golden lightning that empowers their physical strikes. They have a natural affinity for feats of Strength, Charisma, and Intelligence.
- The Starmetal Caste, the Alchemicals who spent their lives possessing great insight and a willingness to use it even stepping outside the boundaries of law and order. Their anima allows them to attune their combat skills to the Design of Autochthon, utilising fatefully auspicious movements and blows. They have a natural affinity for feats of Dexterity, Manipulation, and Intelligence.
- The Soulsteel Caste, who spent their lives pursuing hardline heroism regardless of the cost to themselves or others and . Their anima allows them to awaken the many souls within their frames to create a terrifying cacophony that is most disconcerting to their quarry. They have a natural affinity for feats of Stamina, Manipulation, and Perception.
- And finally, the secretive Adamant Caste, who usually accompany the Lunar Exalted on the Void Hunt. Their anima allows them to cloud and distort memories, making others remember them in ways that hide the Exalt's true nature or cover their presence in the area with another believable story. They have a natural affinity for feats of Strength, Appearance, and Perception.

Sidereal (-200): Unusually for the Exalted, the Sidereals are chosen by destiny, fated to Exalt without any significant act nor supernatural heritage earning them their Exaltation. They are the Viziers, the respected advisors to the Exalted, who scan the Loom of Fate for the best of possible futures. Here, the Fivescore Fellowship are allowed full use of their most potent astrological abilities, for the Primordial War has yet to end and they shall not be denied their tools. And fortunately, they have yet to break the constellation of the Mask and curse themselves collectively with being forgotten for evermore. They are divided into five castes.

- The Chosen of Battles, picked by fate to advise the Exalted the best strategies for the war. They may make the Lesser Sign of Mars to reduce the injuries suffered to themselves and their allies, and after some experience may make the Greater Sign of Mars to greatly reduce injuries making even some of the most potent foes of the Exalted struggle to significantly hurt the Sidereal or their allies. They have a natural affinity for the constellations of the Banner, the Gauntlet, the Quiver, the Shield, and the Spear, and have a natural affinity with Archery, Athletics, Melee, Presence, and War charms.
- The Chosen of Endings, picked by fate to end all from lives to plagues and dissent. They may make the Lesser Sign of Saturn to add extra lethality to their blows and the blows of their allies, and after some experience may make the Greater Sign of Saturn to greatly empower the same. They have a natural affinity for the constellations of the Corpse, the Crow, the Haywain, the Rising Smoke, and the Sword, and have a natural affinity with Awareness, Bureaucracy, Integrity, Martial Arts, and Medicine charms.
- The Chosen of Journeys, picked by fate and instilled with a love of travel who ensure that the correct journeys happen smoothly and the wrong ones are hindered at every step. They may make the Lesser Sign of Mercury to triple to movement speed of themselves and their allies, including any land-borne mounts they possess, and after some experience may make the Greater Sign of Mercury to instantaneously transport themselves and their friends anywhere within the bounds of fate. They have a natural affinity for the constellations of the Captain, the Gull, the Mast, the Messenger, and the Ship's Wheel, and have a natural affinity with Resistance, Ride, Sail, Survival, and Thrown charms.
- The Chosen of Secrets, picked by fate to uncover the secrets of the world and safeguard them. They may make the Lesser Sign of Jupiter to ward themselves and their allies against

mental attacks and mind reading, and after some experience may make the Greater Sign of Jupiter to force everything around them to fall within the bounds of fate. They have a natural affinity for the constellations of the Guardians, the Key, the Mask, the Sorcerer, and the Treasure Trove, and have a natural affinity with Investigation, Larceny, Lore, Occult, and Stealth charms.

- The Chosen of Serenity, picked by fate to bring joy, health and wellbeing. They may make the Lesser Sign of Venus to empower them and their friends' ability to perform, and after some experience make the Greater Sign of Venus to snuff out all magical effects less than that of Solar Circle Sorcery, Void Circle Necromancy, the Celestial Incarnae and permanent enhancements to Exalted. They have a natural affinity for the constellations of the Ewer, the Lovers, the Musician, the Peacock, and the Pillar, and a natural affinity with Craft, Dodge, Linguistics, Performance, and Socialize charms.

Lunar (-200): The Chosen of the Argent Madonna, the survivors of the Exalted. Chosen from among those who survived immense hardship, not that there's any shortage of that in these parts. They are shapechangers, who steal the form of those they hunt. Here, the Lunars were designed with three castes only, and they are as follows.

- The Changing Moon Caste, the infiltrators and masters of the social scene among the Lunars. Their anima allows them to disguise themselves as any person they know. They have a natural affinity for feats of Charisma, Manipulation, and Appearance.
- The Full Moon Caste, the warriors of the Lunar Exalted. Their anima allows them to double their movement speed, jumping distances, and strength. They have a natural affinity for feats of Strength, Dexterity, and Stamina.
- The No Moon Caste, sorcerers and shamans of the Lunars. They may attune their animas to the new moon to produce a shadowy penumbra around them and which reduces the cost of any spells they wish to cast. They have a natural affinity for feats of Perception, Intelligence and Wits.

Abyssal (-200): After the Exalted Host fled upon Autochthon, the victorious Primordials chose the most defiant of the captured Solars from their world-prisons to parade down the roads of Heaven. This would prove to be a bad idea, for the Solars are nothing if not cunning and dangerous. Defiantly they tore off their chains and struck down one of the Titans, in whose death throw he dragged the lot of them down with him among the Neverborn. Though thought mercifully dead, this hope was proven false, for the Solars have returned. Twisted by their experience, they are the Children of Black Non, the Abyssal Exalted. Their Neverborn masters, goals and methods are so far a mystery, though while they have been seen to fight against the Infernal Exalted their presence has also presaged terrible catastrophes in Autochthonia. Like the Solars they once were, they are divided up into five castes.

- The Dusk Caste, peerless warriors and masters of mass slaughter. Their anima allows them to shroud themselves in an aura of dread and appear ever more fearsome than ever. They have a natural affinity for the charms of Archery, Martial Arts, Melee, Thrown, and War.
- The Midnight Caste, priests of their forbidding masters. Their anima allows them to raise the dead as loyal zombies, though they rarely last more than a few days before disintegrating completely, as well as slay regular mortals at a whim. They have a natural affinity for the charms of Integrity, Performance, Presence, Resistance, and Survival.
- The Daybreak Caste, necromancers and black artificers. Their anima allows them to tune into the Essence flows of the world around them and perceive effects based upon it. They have a natural affinity for the charms of Craft, Investigation, Lore, Medicine, and Occult.
- The Day Caste, spies and assassins. Their anima allows them to mute the effects of using their Essence as well as shroud themselves in ghostly concealment that obscures them from sight, and even when their anima blazes brightly their distinctive features are impossible to discern. They have a natural affinity for the charms of Athletics, Awareness, Dodge, Larceny, and Stealth.
- And the Moonshadow Caste, the diplomats of the dead. Their anima allows them to bind creatures that swear an oath beneath it with a curse of potentially fatal ill-fortune should they break their oaths, as well as allowing them to learn most of the powers of other beings

with some difficulty. They have a natural affinity for the charms of Bureaucracy, Linguistics, Ride, Sail and Socialize.

Solar (-300): They are the chosen of the Conquered Sun, the Tyrant Star, and though he has been turned against the Exalted Host they lead their peers in exile. They are those who excelled at something, and their powers take the mundane arts into the fantastic. The Solars are divided up into several castes.

- The Dawn Caste, generals and master warriors. Their anima allows them to shroud themselves in an aura of dread and appear ever more fearsome than ever, typically with burning eyes, rending claws and a monstrous visage. They have a natural affinity for the charms of Archery, Martial Arts, Melee, Thrown, and War.
- The Zenith Caste, formerly the priests of the Unconquered Sun, who are unfortunate enough to always share a vision with the Tyrant Sun upon Exaltation. Their anima banner allows them to burn the dead away to ash, preventing the corpse's defilement as a zombie, ward themselves from harm against creatures of darkness and harm the creatures of darkness greater in turn. Importantly, as the title of Creature of Darkness is bestowed by the Tyrant Sun, only the Ebon Dragon, Autochthon and their subsouls among the Primordials are considered one, limiting its use significantly. This exemption includes the Abyssal and Infernal Exalted. They have a natural affinity for the charms of Integrity, Performance, Presence, Resistance, and Survival.
- The Twilight Caste, sorcerers and craftsmen. Their anima allows them to tune into the Essence flows of the world around them and perceive effects based upon it. They have a natural affinity for the charms of Craft, Investigation, Lore, Medicine, and Occult.
- The Night Caste, assassins and spies. Their anima allows them to mute the effects of using their Essence as well as shroud themselves in a veil of darkness obscures them from sight, and even when their anima blazes brightly their distinctive features are impossible to discern. They have a natural affinity for the charms of Athletics, Awareness, Dodge, Larceny, and Stealth.
- The Eclipse Caste, the diplomats. Their anima allows them to bind creatures that swear an oath beneath it with a curse of potentially fatal ill-fortune should they break their oaths, as well as allowing them to learn most of the powers of other beings with some difficulty. They have a natural affinity for the charms of Bureaucracy, Linguistics, Ride, Sail and Socialize.

Infernal (-400): After the flight of the Exalted Host, the Emphyreal Chaos commanded the Tyrant Sun to twist and remake the captured Solar Exaltations into ones more pleasing to the Primordials, and perhaps crafting new Exaltations utilising the immense power of the Spiral. These are the Infernal Exalted, or the Titanic Exalted as they know themselves. Yet it would seem all the surviving Primordials save Sacheverell and, of course, Gaia and Autochthon empowered the Infernal Exalted, granting them a potentially dizzying breadth of abilities. They lead the hordes of demons from aboard tainted voidships or assume terrifying shintai to fight directly. Their castes are as numerous as the number of surviving Primordials, from the Sovereign Caste of Theion to the Devourer Caste of Metagos.

Perks:

Sorcery (-100 CP/level): In this world, the arts of sorcery were never granted to the Chosen by the defeated Primordials. Instead, it was Autochthon who was convinced to gift the Exalted with the secrets of sorcery. Each purchase gives you basic introduction to one circle of Sorcery. An important detail is that Infernalism, or the summoning of the subsouls of the Primordials, is a severe offence here as without the Surrender Oaths, sorcery holds no power to bind demons.

Necromancy (-100 CP/level): In the tombs of Black Non, the Abyssal Exalted have learnt the secrets of necromancy. Each purchase gives you basic introduction to one circle of Necromancy. Necromancy is somewhat different from sorcery in that it deals closer with ghosts, decay, entropy, raising the dead, and mass slaughter than the general utility of sorcery, and also mixes with sorcery so poorly that it takes vastly more potent sorcerous countermagic to defeat necromantic spells. The opposite is also true.

Unstoppable Force and Immovable Object (-100): Most infamously here when two absolute effects clash, it is the one designed for defence that triumphs. An attack that is perfect and unstoppable shall always be turned aside by a defence that is equally perfect and unmovable. Should you desire it, this same principle will apply to every world in future. Understand that this is a double-edged sword; it applies to everyone equally, and as the defensive act always triumphs, one must get creative either with the inherent flaws in the activation of the defence or the limited resources such a defence costs. Furthermore, this only applies to absolute effects; defences that are not perfect gain nothing from this.

Infernally Invested with Glory (-200): At least as much as the Titanic Exalted, subversion of the Chosen is a threat. The titans themselves have shown many times they know how to twist and taint the Exaltations of the gods into their own wicked ends. You are one who has submitted to this process and grown more powerful from it, though unlike the others you have not had your personality and urges twisted too. You may select one titan; in addition to your native abilities, you may learn and master the powers of itself. Alternatively, you might be one of the new, strange Exalted rumoured to have been forged as new Chosen of the moon and stars by the titans. Curiously, Autochthon does possess the power to perform this, though he has not yet been known to do so. This cannot be taken by Solars or Infernals. They would either be turned into Infernals or the purchase is thoroughly redundant.

Techno-Sorcerous Schooling(-200): The Realm is a civilisation of high technology that could barely be dreamed by Exalted of the Age of Sorrows. Magitech able to cure terrible diseases and build industrial-scale complex. You now have been schooled in the magitech found throughout the Realm and you can replicate it all, assuming you have the resources. Furthermore, you can replicate the technological charms of the Alchemical Exalted in artifacts you create and with this you may discover ways to add the Charms of the other Exalted too.

Benevolent Protection of the Sun (-200, discounted Infernal, Abyssal, or with Infernally Invested with Glory): Who, exactly, gets called a Creature of Darkness and who is vulnerable to Holy has always been something of an arbitrary category. True, the Unconquered Sun, as a paragon of virtue itself, was perhaps the best-equipped being in all Creation to make that judgement. But in this Shard, the Sun has been Conquered and his judgement has been rendered more arbitrary than ever. You would most likely not be considered a Creature of Darkness anyway, but with this perk the protection shall be expanded from immunity to such judgement here and everywhere else. Holy power from any world shall affect you as much as an innocent newborn, attempts to detect any "evil" or threat to the world as a whole shall fail even should you be a skull-clad knight of the grave seeking to end all that lives. In short, no matter your deeds or morality, you shall be treated as any random mortal to powers built upon holiness and opposition to evil. The one and only exception to this protection is if you, like the Ebon Dragon, were to define yourself down to the very fundamental nature of your being in

complete opposition to all light and virtue. This perk will not prevent you from becoming precisely what you wish to be.

Most Dreaded of All Foes (-200): Among the mighty foes of the Deliberative, few inspire such dread at the mere thought of facing as the Sun himself. You are another. In this world, and in every one thereafter, you shall be known as a figure of incalculable dread, the unstoppable force and the immovable object at once. In this one, only the eldest of Exalts will dare to engage you directly, or perhaps the Tyrant Sun himself will see you as a worthy adversary. All others will flee before your dreaded might, or face you only when there is no remaining alternative while knowing in their hearts their doom has come. Such a reputation surrounds you that should you be opposed to the Exalted Host, even waiting patiently above one world will be sufficient to ensure none of them would dare harvest from it.

Victorious Primordial Humbling Technique (-400): The Exalted Host was cast out from Creation, but it was a close thing, and they sure got their licks in. Many of the victorious Primordials were irrevocably mutilated and diminished, others died as much as a Primordial can possibly while enjoying their triumph. You carry the legacy of the warriors who spat in the eye of the titans, or if you are old enough perhaps you were even one of those mighty heroes. Your pure battle prowess is such that it would likely take an army of other Exalted to take you down. Even more than this any power you activate when dealing with networked beings, such as a Primordial and its hierarchy, will be pre-paid for use against the rest of them for a brief few seconds. A defence founded upon perfection itself may turn aside the hardest blow from Theion, then turn aside one from Malfeas and one from the rest of its soul hierarchy, but not from subsequent strikes from Theion. This includes creatures that have artificially become part of a networked being, such as an Akuma. This does not apply to abilities that are not innate and is redundant to ones without a cost.

Venerable Elder of the Host (-Varies): It has been four thousand years since Autochthon fled the Spiral. In that time, generations of Dragon-Blooded have come and gone, and the older Exalted grew into power beyond their design. You are one of them, old enough that your peers at least are forced to recognise and respect you. This has a few specific variations based upon your Exaltation. Naturally, Spirits cannot take this perk.

- **The Established Exalted (-200):** At this level, you are one or two centuries old, quite experienced and very good at the tasks your Exaltation and caste was designed for. You certainly have some great weight in your fields of interest.
- **The Influential Immortal (-400):** At this level, you are at least eight centuries old. As a Dragon-Blooded, you have also been under a regime of anagathic drugs or other treatments to extend your life beyond its natural span, for otherwise you would have died of age already. Nor are you likely to drop dead of advanced age at any moment. If you are an Alchemical, at this level you have become a Colossus, or if you did not wish to lose your humanity, have a wide array of Charms at your disposal.
- **The Living Legend (-600):** At this level, your age is truly venerable. With at least fifteen hundred years to your name and likely over two thousand, you are something of a one-man army and possibly even if you did not choose to devote yourself to war. This level may put you as one of the most important figures within the bureaucracy, or the cutting-edge theoretical research within Autochthonia. If taken as an Alchemical, you are now either a metropoli or patropoli, living cities that host the multitudes of mortals, spirits and Exalts alike within Autochthon's body, or otherwise are an ancient Alchemical with a large number of skills, abilities and installed Charms.
- **The Golden Hero Vassal (-800):** At this level, you lived through the moment Autochthon first fled through the Spiral and are one of the indisputed titans of Autochthonia. If you are an Alchemical, you have likely become a patropoli/metropoli. If taken as an Infernal, you were perhaps one of the very first Titanic Exalted twisted and remade by the Unconquered Sun in the direct aftermath of the Exalted Host withdrawing aboard Autochthon.

Spirit:

Who Notices the Mouse? (-100): It is hardly the best of times to be a spirit. In Autochthonia, the Exalted Host perform invasive soul-surgery to mentally rework their alleged allies into mentalities more fitting for coexistence along humanity or worse, execution to rid Autochthon of concepts deemed ultimately harmful. On the other side, the risk of being used in the creation of a hellspawned artifact also hangs over your head. At least, it did. With this perk, you are removed from the ever-present risk of suffering some form of personality death or being mainlined into a war machine. Perhaps your status is too lowly to pay attention to, blending into the throngs of innumerable demons that make up the soul-hierarchy of a Primordial. Perhaps according to the records of the Exalted Host you've already been sent in for surgery to make you fit in with the new Realm. However it manifests, as long as you do not rock the boat enough to draw direct attention from above, you may go about your business unmolested by the risk of being chosen for such unpleasant tasks.

Willingly Severed from the Whole (-200): One of the greatest, and most dangerous, secrets of the Primordials is that they may force their lesser souls to obey their commands. Worse, this bodily hijacking can even prove fatal to a lower soul, should the Primordial overstay beyond the capabilities of the spirit to house its mighty Essence. Fortunately, the Exalted Host has a way to deal with this. You need not fear the higher self hijacking you as other spirits might, in this sense and any future worlds you might visit with a higher self capable of overriding your wishes. Your body is yours and yours alone.

Primordial Principle Integration (-400): You share in the protections of the Primordials against the threat of their creations turning astray. For the gods cannot directly harm you both in this world and any further ones you visit. The Unconquered Sun cannot hurl his Godspear at you any more than a minor deity could raise his fist. Should you create any beings in the future, you can similarly geas them to be incapable of directly harming you, unless of course you consider them to be too far below you that they could not *possibly* harm you. Be sure to remember that creative exploitation of the "directly" loophole is what got everyone into this mess, and that this geas does most certainly not apply to the Exalted.

Inauspicious Eternal Reoccurrence (-600): To kill a spirit is not always the most difficult part, for that comes in killing one in a way that will guarantee the spirit never returns. Such it is that the Primordials themselves considered them to be truly immortal, and the Dread Gear returned time and time again from death to menace the Realm. Unless slain by something that can kill those of Yozi-level immortality, your Essence will linger on and slowly recover strength until you can take physical form once more. This offers no additional protection against sealing you away.

Dragon-Blooded:

Graduate of the Major Academy (-100): In the Realm, all Dragon-Blooded are put through a course of five years of hyper-accelerated training to prepare them for the roles and responsibilities of their station. Of those, four separate schools exist to train a Dragon-Blooded in different aspects of the roles they will find themselves in. As one of their number, you have already graduated from one of the four major Terrestrial academies of the Realm, having learnt an immense amount of information related to your speciality. This may be purchased multiple times to gain the basic skills and training of the other academies at 50 CP for the Dragon-Blooded.

- The Steel Crucible of Dragons Academy trains warriors first. If you graduated from this, you will be skilled and capable enough to stand as an equal within the Gunstar Defence Line. You will be able to fly a voidfighter and stand a reasonable chance of taking down most threats to Autochthonia, save perhaps only the Infernal Exalted.
- The Upright Soldier Military Academy trains the Dragon-Blooded with the skills for military command suitable for those of the officer ranks. Unlike the Steel Crucible, you can expect less of a pure warrior training and a great deal more training in leadership amongst the forces of the Realm.
- The Scarlet Academy of Proper Bearing trains the Dragon-Blooded to govern districts and local government, as such Terrestrial administrators are needed to manage the day-to-day runnings and implement the decrees of the Solar Exalted. Graduating this you can be certain you are no slouch amidst the leaders of the Dragon-Blooded.
- The Eight Degrees of Enlightenment Academy trains the Dragon-Blooded in the fundamentals of motonic sciences and magitech that has enabled you to become a common engineer performing the majority of work within the industry of the Eight Nations. You do not understand the dizzying heights that the Exalted have reached here, but you are more than capable of the fundamentals and performing any work that does not directly require the attention of the Celestial Exalted.

Respected Advisor Method (-200): The Dragon-Blooded do not, legally speaking, possess the same power and influence over the Realm as the Solar Exalted do. Yet for all that, they remain a respected part of the Exalted Host, beneath the Solars in station but given equal dignity. You will find that even among the Dragon-Blooded you are one of the most influential of the lot, easily able to capture the ears of your official superiors and convince them of the rightness of your thoughts.

Omni-Directional Attunement Ability (-400): The Scarlet Empress is an experimental voidship so sophisticated and powerful that no Dragon-Blooded should be able to attune to it and use it. Yet one did anyway. Perhaps you too will be the second. For you may attune and use any artifact you so desire, irregardless of race, lineage, complexity or power that would normally bar it from your grasp, and use it with such singular skill that even amongst the Solars there will be no one more deserving of using it. Just be warned that displaying this ability may cause you to be the centre of political intrigue here, as the Exalts both wonder how such a thing could be accomplished and, perhaps, wish to use you for their own goals.

Ant-Defeats-Bear Technique (-600): The Dragon-Blooded Exalted may lack for individual power among the Exalted Host, yet they were not designed to be individual titans of war. They were designed to be soldiers, and it is fighting together that they become a truly deadly weapon in their own right. You have internalised as much as any Dragon-Blooded. The forces under your leadership will punch well above their weight class. With this perk alone you could lead even a fairly modest force of Dragon-Blooded that could defeat all but the beings the elder Solars duel as equals.

Alchemical:

Heart Strengthening Principle (-100): The Alchemical Exalted have the closest ties between any Exalts and the mortal population of the Realm. They are the servants of the people, even if they often find themselves torn between loyalty to the ruthlessly pragmatic demands of the Realm and the masses they care deeply for. Likewise, you are and will remain the moral centre of your entire team, correcting its path when it falls into more sociopathic methods. You will not lose your touch with the common man nor have your morals stray under the natural corruption of power. Rather amusing, from the only Exalted to suffer Clarity.

Unstoppable Inquisitor's Privilege (-200): Not only are the Alchemicals the champions of the common man, they are also most of its secret policemen. The Adamant Castes themselves are entrusted with the dirty but immensely necessary duty of probing and investigating the Exalted Host for the greatest sins of them all; dissidence, corruption and infernalism. You have near-unquestioned authority to investigate and lay charges against the rest of the Exalted Host for the taint of the Void and being compromised by the Primordials, and of course in future jumps you will find you given the same responsibilities to police even those officially higher ranking than yourself. And you are, of course, a very good detective. Little is likely to escape your direct investigations.

Spark of Genius Assurance (-400): Alchemical Exalted do not reproduce like Dragon-Blooded, indeed they are normally sterile, and their Exaltation does not fly off to find a new host as in the case of the Celestial Exalted. And they cannot make more either, for by some design of Autochthon only a mortal can connect to him and perform the procedure to truly create a new Alchemical. Fortunately at least, when you wish to, you may ensure a mortal is imbued with the genius of Autochthon to be able to construct a new Alchemical Exalted and even fill it with an analogue of the kinds of multi-lifetime virtuous souls that are needed to awaken it. Although, unfortunately, the general personality and sex is rather out of your grasp.

Rumor and Obsession Manipulation Technique (-600): It would seem your status as the popular champion of the common man in the Realm has paid off. For you are, and will almost certainly remain, a figure of great public approval and even unswerving loyalty. In fact, your approval amongst the masses is so great you could even talk the masses into joining you in a massive uprising against the entire Realm, foolish as this may be. What you wish to mobilise the people behind, they will fall in on, for better or ill.

Sidereal:

Red String Binding (-100): Across a multimillennial war footing, some Exalts consider love to be an unnecessary distraction. But you know better. You can pair people up and ensure their love life will be wholesome and fulfilling, even patching up relationships veering dangerously close to murder. Should you apply this to yourself, you may even fall in love with enemies across ideological grounds themselves, seducing perhaps a mighty demon of the third circle to your side. Do be careful in letting this become public though, people often vigorously object to their side fraternizing with the enemy. The Sidereal Marital Arts should not be confused with the Sidereal Martial Arts.

Viewing the Obsidian Shards of Infinity (-200): The masters of fate weaponise it to make the Exalted as dangerous as they can possibly be. For you are adroit at reading the webs of fate and destiny, as well as constantly feeding squadrons of subordinates at once with prescient insight that will maximize how deadly they are to the foes of the Gunstar.

Auspicious Protection of Sidereal Bliss (-400): You can weave some of the most potent wards known to exist and tweak them to your exact purpose. It is these kinds of wards that you know which are used to prevent the Exaltations from leaving Autochthon, and it is these wards that blind the Primordials from gathering information on the in-progress Gunstar. Though these are strictly defensive measures, their power and utility can hardly be underestimated.

Ever-Blossoming Perfect Lotus (-600): The martial arts of the Sidereals are among the most coveted, most dangerous, and most utterly bizarre styles that exist. Among their number is a style that can only be described as holding a mirror to Creation and breaking it, another allows someone to strike at their foe's very perception of reality to leave their foes utterly broken by the experience, and another turns reality itself into a nightmare. You have learnt these advanced Sidereal styles, and many of the lesser Celestial and Terrestrial ones too. Should you happen to let your great knowledge of martial arts be known you can expect many to fall over themselves in bribes and political machinations, struggling to earn their place as your student. At least you are capable of passing these on to whoever qualifies. Can also shape your martial arts tutelage to impart parables to your students.

Lunar:

Spaceborn Form Adaptation (-100): Lunars do not need voidfighters to battle in the airless regions of space. When they are roused to combat, they take on mighty forms of creatures native to that environment and fight there. In addition to having a full library of forms you have doubtlessly picked up across your life, you may make any form you can shapeshift into a void-capable one able to use the full range of its abilities in the airless reaches of outer space and, of course, not be harmed by the extreme environment.

Void-Tainted Prey Style (-200): It is the Lunars who spearhead the Void Hunt into the bowels of Autochthon. It is the Lunars who spearhead the hunt for Infernal infiltrators and shapechanged demons in the vast masses of mankind. For you are adept at tracking down the monsters tainted by Autochthon's soul-sickness deep into the farthest reaches of his body as much as you are adept at scouting worlds for precious resources and gifts.

Fruitful Womb of Genesis (-400): The Realm holds both genesis-laboratories and zoos whose administration often falls under the Chosen of Luna. It would hardly do for an administrator of such a thing to lack the biological shaping skills befitting your role. Yours is the skill of selective breeding, of raising races of creatures that serve their purpose within the Realm. From the Beasts of Resplendent Liquids to carefully bred armies of beastmen, little of the science of breeding eludes you.

Titanic War-Beast Appropriation (-600): Many Lunars do not need warfighters to fight in the void. This is why. You are free to customise the exact nature of the monster you become, as long as you remember a few key details. First, the form must be so dangerous in the void that it renders voidfighters largely irrelevant to you; your form will typically outfight many of them. Secondly, the form must be something that can only be accurately described as an interstellar horror. And thirdly, the form you have chosen has almost certainly been taken from the heart's blood of the most alien, dangerous, and likely inhuman creatures that can be found in the darkness between the stars.

Abyssal:

Life and Death Harmony (-100): The Abyssal Exalted do not require shadowlands. That is a weakness possessed by the Abyssals of other worlds. You will find that anything that is alive can be twisted with ease towards death. The Essence of life need not form shadowlands to allow you to respire Essence, for you will devour the Essence of the living with ease as if it were the Essence of death without needing to vampirically devour the life of the living. Nor will what you make rely upon deathly Essence, for it too will feast upon living Essence just as you can.

Silent as the Grave (-200): The Abyssals are not known. Despite investigation, neither Realm nor the victorious Primordial Host know truly what they are, nor what their goals are. You can cultivate and maintain a very dark mystery about yourself. Even your foes will find themselves questioning who you are, whose side you're on, what your goals are, and when you might come next to strike. It goes without saying that keeping your foes in near-total darkness about you is an immense strategic advantage. That which they do not understand they will struggle to counter. And besides, it is not impossible that the reason the Abyssals have yet to be named Creatures of Darkness is entirely because they are shrouded in such mystery.

Last Defiant Martyrdom (-400): It was the nihilistic heroism of an unnamed band of Solar Exalted that dealt the fatal blow to one of the victorious Primordials at the cost of their own lives... and later emergence as the newest death-tainted Lawgivers. Emulating such self-destructive defiance, you will find that surrender does not necessarily mean defeat, for when your enemies choose to parade you around, you will find an easy way to break the chains they bind you with and even turn the tables on them with a desperate act of violence. The advantage of surprise may yet fell a Primordial, but be warned; this does not guarantee you will live.

Apocalyptic Harbinger Wanderings (-600): The appearance of the mysterious Abyssal Exalted frequently presages massive catastrophes. Were they behind it? Or do they simply bring misfortune? There is no question with you. Should you choose to, you may continue to be the ill omen that is seen before the crisis, the herald of disaster. Behind you shall come fires, plague, crashes and other terribly unfortunate deaths... and this is all without doing anything but travel. Should you take an active hand in such things, the chaos and destruction you bring shall be magnified until destruction feeds into destruction and sweeps regions clean in your passage. Go forth and become the the apocalyptic harbinger you were made to be.

Solar:

Home Dancing Amidst Alien Constellations (-100): Autochthon has calculation arrays within himself that are used to pilot the immense world-body through the stars. For you, however, they are nice and helpful, but ultimately unnecessary. You don't require any fancy technical machinery to do the immense calculations to pilot a ship as large as Autochthon even through significant environmental dangers and while under attack. Your mind is a powerful calculator all on its own that can handle the complex formulas with ease.

Bureaucratic Diversion Mastery (-200): The Realm mines and processes a mind-boggling quantity of resources under the hyper-efficient administration of the Exalted Host. It is enough to begin an Era of Dreams, yet even this is not enough. Even though the Solar Exalted are without peer in the Realm, even their authority is rarely enough to have their own pet projects funded without extensive bureaucratic lobbying. What good news for you, that you have mastered the skill of getting an unhelpful and periodically hostile bureaucracy to do what you wish. Most of the time. At least, your projects will receive adequate funding and public support from the bureaucracies you are victim to, and by investing genuine effort into lobbying you might even be able to push it up to maximum importance.

Sublime Void Dancing Technique (-400): When the Dragon-Blooded encounter something that their voidfighters cannot defeat alone - usually an Infernal Hellstar - it falls to the Solar Exalted to duel them as equals. You are a veteran of many such engagements, perhaps even developing custom Charms to handle your voidfighter better, that you are able to shoot down all but the most experienced and deadly Infernal in a duel.

Sun-Sharpener Genius (-600): The Magnus is undoubtedly the greatest genius among the Exalted Host. You share in his superhuman intellect. You are as aware of the knock-on effects of the smallest details, not only knowing how to begin the transformation of Autochthon into the Gunstar but also how the killing of a single exmachina could accelerate the process of Autochthon's theurgic transformation by years, and plans on a vast scale as trapping Adorjan in a gigantic prayer mill and possibly utilising the insane Primordial as an energy source. Just be warned that your peers may consider these plans a little insane.

Infernal:

Canny Sabotage Approach (-100): The fleets of demons, of tainted hellfighters, of Dragon-Blooded Akuma, are only one aspect of the grave danger the Titanic Exalted pose to the Realm. Another, far more subtle one, is what happens when an Infernal manages to open a breach in the Defence Line and blend in. You have internalised this lesson and are fearsome at the arts of careful sabotage and murder to inflict the maximum destruction upon the capabilities of your enemies. You would make an excellent terrorist, if you could just manage to penetrate their societies.

Wolf Among Hens Scheming (-200): The flip side of terrorism is that a found terrorist is a dead terrorist. And the Realm is very good at finding infiltrators. The Night Caste Solars, Adamant Caste Alchemicals, and sometimes the Lunars all labour to ferret out subversion and infiltration. You disguise yourself with an ease that makes the Adamant Alchemicals, Lunars and Night Solars alike struggle to track you down, appearing as nothing more than a loyal agent of the Deliberative or random citizen, until you start showing off your most obvious Infernal powers. They cannot track you by any taint inherent to yourself or your powers until you actively start using them. You would make one of the best sleeper agents.

And Hell Follows After (-400): As the vassals of the Primordials, but not part of the Primordials, the Infernals hold a special station within their demonic hierarchy. Barring direct orders of an entity of vastly greater station - such as the Primordials themselves - demons automatically obey your orders and willingly swarm with you, hunting down your foes and perhaps even shielding you with their lives. This effect is absolute with the least of demonkind, those whose number would be equal to or less than the demons of the first circle. For those greater demons, of the second and third circle, they fall under your domain and through an act of will you may inflict a mandate of subordination upon them as difficult to resist as if the Primordials themselves laid it. This also only applies to the demonic, not things that are technically identical to demonkind but not considered demons, like the subsouls of the benevolent Primordials.

Shinmaic Manipulation (-600): The shinma are a difficult concept to define. They exist in the hazy area between laws of reality and idiot gods, defining broad swaths of existence, such as defining communication or conflict, through embodying its exact opposite. Normally such things are little more than a curiosity to the Creation-born, being so esoteric and difficult enough to directly affect. This is not you. You have gained a deep understanding of the shinma, the ways that they can be manipulated, and the power to directly interface with them through your powers alone to produce drastic changes to reality. While the Chosen of the Gods manipulate the shinma through science and sorcery, servants of the Primordials are already famous for manipulating Nirupadhika, the shinma of space and location, to create rifts in the fabric of space that can send someone from the core of the Spiral deep into the outer cosmos: Millions of miles travelled in less than a second. You would be wise to show caution when manipulating things so fundamental to reality.

Arsenal:

You may select one 100 CP item to take for free and discount (50% off) one further item of each tier (200, 400, 600). Lost, destroyed, stolen or used items respawn weekly.

Artifact Weapon (free/-100): The weapons of the Exalted were designed to be attuned, that when one harmonizes their Essence with the weapon, it is mystically lightened and able to be swung around almost as if it were weightless in their hands. Of course, the unfortunate foe on the receiving end does not benefit from its seeming lack of weight. With this, you receive one weapon, whether it is a melee weapon, some manner of bow, or even one designed to complement a hand-to-hand fighting style. The first weapon is free, others cost 100 CP each.

- **Weight Class (free):** The weapons of the Exalted Host vary in size and design according to the martial style. The smallest of these weapons are ones that an ordinary mortal could wield it without attunement. These weapons are designed to reward finesse far over raw brute force and are often designed to be wielded as a pair. At the largest, a sword might have a blade six feet or longer and be as wide as a man's torso. These weapons, generally recognised by the "Grand" prefix, are designed to be pure brute force weapons smashing through ranks at a time or simply battering one's foes hard enough to drop him on the first strike. These carry the obvious downside that even the mystical lightening effects of attunement cannot wholly remove the clumsiness of such raw, brutal weapons. By taking this upgrade, you may choose just how huge and unwieldy or small and agile your weapon is.
- **Magical Material (free):** This is the magical material your weapon is primarily made out of and offers the greatest benefits from. Orichalcum, signature of the Solar Exalted and Orichalcum Caste Alchemicals, which imbues it with supernatural excellence. Soulsteel, signature of the Abyssal Exalted and Soulsteel Caste Alchemicals, which devours the Essence of their foes to power itself. Moonsilver, signature of the Lunar Exalted and Moonsilver Caste Alchemicals, that strikes with fluid grace to easily bypass guards. Starmetal, signature of the Sidereal Exalted and the Starmetal Caste Exalted, which twists fate to inflict fatal wounds. Jade, signature of the Dragon-Blooded and Jade Caste Alchemicals, which move with quickness and lethality. Adamant, signature only of the Adamant Caste Alchemicals, holds the sharpest edge of all magical materials. Infernal Exalted may choose and twist any magical material here into their own weapon, perhaps through some strange baptism using a element native to Theion...
- **Paired (-100):** With this, you receive an identical copy of your weapon. Perfect for using two at once.
- **A More Civilised Weapon For A More Enlightened Age (-100):** This weapon consists of either little more than an emitter, or an emitter and regular weapon (you are permitted to choose which). For a small cost of motes, the emitter releases a beam of immense force and heat in the general shape of a weapon, which is more than capable of burning directly through practically all armour and arms on their own. These energy weapons are known for sundering weapons made of lesser materials with ease.

Voidship (-100): These fighter craft armed with Essence cannons to duel each other within the void take many forms and names for who uses them. Jade voidships piloted by legions of Dragon-Blooded Exalts, shining orichalcum voidships piloted by the Solars, even midnight black soulsteel voidships rumoured to be linked to the mysterious Abyssals prowl the void of space.

- **Demon-Founded Core (-100/-300/-500):** Purchasing this means that the voidship has had a demon bound deep within it, but sentient and contains a unique power based upon the demon used in its construction as well as granting access to all the native charms of the demon. At the base level, a demon of the first circle was used perhaps granting it the dazzling beauty of the agate or the raw brutality of a blood ape. For an extra 200 CP, it was made from a demon of the second circle, and for a final additional 200 CP it was made from a demon of the third. The first level is free and all subsequent ones are discounted for the Infernal Exalted only.
- **Warstrider (-100):** Like the Scarlet Empress herself, your voidship can transform into a space-capable warstrider and back again. For 100 CP, it's nothing more than a common or

scout warstrider, for 200 CP it can transform into a noble warstrider, and for 300 CP it's either a colossus or a royal warstrider.

- **Integrated God-Machine Grid (-200):** Generally seen only upon veteran pilots of the Realm Defence Grid, your voidship has been improved with the addition of the same technology used to create the Alchemical Exalted. It contains a soulgem connected to slots for the artifacts emulating the charms of the Alchemical Exalted to be integrated within the voidship. By taking this, you have four slots for Alchemical charms inside your voidship and they come with four already installed Charms in their slot of your choice. Additional purchases are discounted and open up another four charm slots with another four added at base. You power these Charms yourself, however.

Cult (-100/-200): In Autochthon, worship of the Exalted is the state religion and all mortals are expected to take part - a truly vast number when the spatially-folded dormitories of Gulak and its vast cathedral-complexes are taken into account. With this purchase, even in future settings you will still receive the full benefits of worship as if you were still standing amongst your peers. And for an extra 100 CP, you have instead cultivated a vast cult even by the standards of your peers and will find your reserves of Essence and mental energy recover exceedingly quickly.

Moonsilver Tattoos (-100): In another time, another land, the Lunar Exalted would develop these after their flight into the Wyld to stabilise their Castes. They completely prevent the bearer from suffering the indignity of any attempt to change their form which does not come from the Lunar's own power. These are not common within the Lunars, for there is no risk of chimerism here. However, hostile shaping effects are often wielded by the Void-tainted and the Infernals, so some choose moonsilver tattoos to block all those. But the downside must be considered: all even means any effect which may be ultimately beneficial.

Spacesuit (-100): Despite long adaptation to life within the Realm, humans still suffer the grave flaw whereby prolonged exposure to the void of space kills them. Alas. While many Exalted are able to develop charms to combat exposure to space, there is a simpler, if inelegant, solution. This spacesuit, that lets you walk out in space unharmed while performing all your duties and supplies an unlimited amount of air.

Combat Drugs (-100): Vigilance requires sacrifice. For instance, your sleep may be sacrificed to keep you constantly alert and ready to fly out on a moment's notice. This is where these stimulants come in. These drugs can keep you combat-ready on as little as a few hours of sleep a night and with no known side-effects. This is omnipresent in the Gunstar Defence Line, to keep as many defenders on alert as possible for any sudden attack.

Shielded Chamber (-100): Much cutting-edge scientific advancements are performed within the Realm, yet the danger of accidentally some whole fundamental law of reality exists. That is where this chamber comes in, large enough to perform radical experiments, yet shielded so that warping the laws of reality within cannot spill over to outside. This place is specifically protected against the reality-shaping effects of the genius of the Exalted. Within here, Miracle Shells may be crafted, and any accidents will not breach beyond its boundaries.

The Everfull Amphora (-200): This is the very same device to keep recycling the souls of the Realm's citizens, though in the world of Gunstar, Autochthon is not so sick nor is it in any danger of running dry. This draws souls into itself, and holds them in preparation for cleansing and reincarnation as they accumulate the cycles of life required to prepare a soul for Exaltation as an Alchemical. In future worlds, not only will it have a population of "blank" souls to continue implanting, it will be capable of taking up souls fed directly to it, treating them the same as any other soul it would normally acquire. This also comes with a steady supply of soulgems to keep implanting new souls into bodies.

Genesis Laboratory and Stables (-200): This facility is perfectly built for all kinds of manipulating and creating lifeforms both animal and plant according to the whims of the Chosen, and also contains stables with legions of mortal workers and supplies that will keep any creature put in there healthy and productive, even if it requires rare and exotic goods to sustain itself.

Industrial Complex (-200): This is one of the many factory-complexes found within the manufacturing centres of the Realm. They are capable of churning out mundane weapons in vast quantities and slowly producing even the mighty voidfighter artifacts. In future worlds, this will function identically to if there were municipal charms powering it.

Protoshinmaic Vortex (-200): This is a sliver of infinite possibility compressed down into a small sphere. It can theoretically provide near-unlimited Essence, although it is rather difficult to extract usable quantities of energy from it, and any disaster involving one can be utterly catastrophic. This leaves extracting more than a tiny amount of the energy contained within at a time an exercise in theoretical science. However, the potential for amazing power generation remains.

The Radiant Corona (-400): The Empyrean Chaos sacrificed one of his highest souls to produce this orichalcum crown which, while worn, gives access to almost all of Theion's charms save those most integral to defining what Theion is, without the need to train nor discover them. This version you purchase here cannot and will not force someone to be loyal to Theion, and can be removed without harm.

Malki Archives (-400): This multilayered archival building holds the malki, gestalt material intelligences formed from the Realm's dead alongside the luminors whose duty it is to turn the collected wisdom into those very material intelligences. Ancient scholars impart wisdom, those who fought the Primordials first hand tutor those who will listen. At the very peak, it holds the impression of every inheritor of a Celestial Exaltation who has since passed. The immense reservoir of knowledge they possess should not be taken lightly; tactics of the Primordials and their counters and explorations into metaphysics are merely some of what can be found here.

The Loom of Fate (-400): As the defeat of the Exalted in the Primordial War loomed large, the Sidereals managed to steal the Loom of Fate and place it in Autochthon. And now it is in your possession too. It remains maintained by the Pattern Spiders, though unfortunately no less overworked and underappreciated than before, and you may use it to read the most likely future. Even those entities who are truly outside fate may be tracked by the havoc they cause among the Loom as it snarls and struggles to work the actions of those creatures from outside into the design. So is it that the Sidereals may track the Infernals through Autochthon, though of course only where they have been. However, the Loom cannot predict the actions of those outside its purview of fate. In future jumps, only those entities who come from outside reality in some way or who explicitly exist outside of fate or destiny will be considered outside fate for this purpose.

Glorious Solar Gates (-400): The dream of Raanei, a network of portals enabling instant transportation across the planets, across stellar distances. These gates all work through fantastically advanced motonic sciences that enable spatial folding and effectively function as wormholes; enter one gate, leave from the other. Should you come to possess a Realm of your own, or even work for one, these immense gates will enable free and rapid travel within it.

Contained Wyldstorm (-600): This invention of an unnamed No Moon researcher is a Wyldstorm safely contained and able to be transported within the hull of Autochthon. This raw creation-stuff is where protoshinmaic vortices are crafted and the theories hold it was the very substance the Primordials formed the Spiral from. It can be harnessed by one who knows how to shaping infant worlds rich in the resources the Realm so desperately needs to maintain its war machine and complete the transformation into the Gunstar. Releasing it should be done with caution though, for a wyldstorm eats away at both space and time within itself and is incredibly destructive.

Deplorable Prison of the Wretched Hannibal Ripoff (-600): When a Solar grew too dangerous in ideas to be allowed to roam freely, yet too useful in knowledge to lose, came this prison to hold him while his brain could be pumped for knowledge. Now you have a copy of his maximum-security cell too, fit for imprisoning practically anything you can fit within a man-sized container. Its walls are lined with both wards and glyphs of binding to ensure no sorcery can whisk its inhabitant away. It sits within an artificial Blight zone, a place of empty death that drains away the spiritual reserves of anything

lingering within it until they have no power left to call to their aid. They may speak, and while a prisoner cannot compel people to agree or obey they might still be left with incredible “natural” charisma behind their words, so even then one should be cautious.

The Titanomach (-600): The Exalted have invented many a different and destructive weapon in the hope of defeating the Primordials once and for all - or merely surviving. The Titanomach is but one of them, though a terribly impressive weapon in its own right. This fist-sized device, upon detonation, affirms the reality of the shinma Nirguna that defines existence through nonexistence over a vast area and eradicates everything within it. Not simply slain nor destroyed, utterly unmade.

The Gift of Hope (-600): Three hundred blank Celestial Exaltations, free of any curse of the dead titans or the mutilations of the triumphant Primordials. As they are blank, they require some great power to leave their mark on them. Yourself, perhaps. When you have finished with them, in absence of any further tweaks to their nature, they will fly away with almost no force in existence capable of arresting their flight in search of humans or near-humans who can be cured of their less-human traits who fit your criteria. There they will bind to their soul and allow the fortunate human to develop and grow powers based upon the themes impressed within them, perhaps even up to and including growing into a copy of yourself (there may be unforeseen side effects in the Infernal method, however). These are only replaced at the moment you leave a world and only then if you have not brought the new Exalted with you.

Companions:

Friends From Another World (-50/-300): This is the basic companion option. With each purchase, you may import or create one companion. They receive 600 CP, an origin to themselves, and all discounts they would qualify for. For 300 CP, you may import eight people under the rules earlier.

Take A Friend (-50): For 50 CP, you get a single floating slot, so to speak, for a potential companion. If you can convince someone to come along with you of their own free will and have an open slot, they will become a companion and function under ordinary companion rules. This alone comes with no guarantee they'll ever accept.

The Scarlet Empress (Pilot) (-50): This flame-haired Dragon-Blooded of the Earth aspect is the one famous for managing to pilot the experimental Scarlet Empress voidship/warstrider hybrid. She receives Omni-Directional Attunement Ability for free and has a further 300 CP to spend. She also keeps the Scarlet Empress, an extremely deadly voidfighter that can transform into a royal warstrider.

An Unholy Ally (-200): The Viator of Nullspace is a feared monster who has threatened Autochthonia time and time again while Autochthon does not know - or refuses to share - his origins. And yet, while the Dread Gear's varied campaigns of destruction have brought misery to the people of Autochthonia, the Minister of Wrath is equally willing to sally forth against the Daystar and those who might threaten the survival of Autochthon. For this reason some see him as a purifying force, and it is not impossible one might forge an alliance with it one way or another. Fortunately, or unfortunately depending on one's perspective, the Unconquered Sun laid him low, but that can change. With this purchase, the Viator lives once again, now one of your companions and ready to ride forth to wreak havoc upon all those who might threaten the survival of the Machine God.

She Who Would Be Queen (-200): Once, there was a maiden... She strangled a Primordial to death with her bare hands, claimed the Creation-Ruling Mandate in the victory of the Primordial War and was the greatest of all the Solars for a brief while. But that future cannot come to pass. Queen M-R-L cannot exist any more. Comes in either Infernal or Abyssal flavour, and you may choose which one you receive. You cannot get two Merelas.

- The Infernal Queen Merela is known here as the Tyrant Queen. Having kneeled before the Primordials for reasons known only to herself, here Merela is the Unconquered Sun's right hand and possibly the most dangerous Infernal still alive.
- The Abyssal Queen Merela was captured by the Primordials as the war wound down. Like many other Solars, she was forced to parade before a Primordial whose name is lost to history. Leading an uprising, she strangled the Primordial with her bare hands, yet its death-throes dragged her down with him. Now she has returned as an elder Abyssal.

Odette (-200): Ah, this Solar has a bit of a chequered history. Her first incarnation was executed at the dawn of the Primordial War over a bit of treachery, and her second incarnation was killed picking a fight with a neutral behemoth. Having probably learned from her deaths, her current incarnation saw the retreat of the Exalted Host aboard Autochthon. She has a golden tongue and can make herself seem perfectly righteous in any situation, including beating an orphan to death in the middle of the street, which helps as she's such a compulsive liar she barely recognises when she's telling falsehoods. She also has an unfortunate tendency to become *obsessive* over people she's attached to. Fortunately, the duties of war have so far kept her from any great excesses. Caveat emptor.

Planet Strippers (-100): When the Deliberative sights a planet they send a force very much like this one; tens of thousands of mortals and immense mining automata. This force is able to strip-mine planets down to near-nothing. By purchasing them they shall permanently come with potent astrological blessings, charms and other magic speeding up their labours, but only for harvesting raw resources. In two seasons, a whole world will be stripped entirely of its valuable resources and left as a husk amidst the void. They are followers and will be replaced monthly should any be lost.

Mortal Army (-100/-200): You command a force of mortals ten thousand strong, perhaps a major appendage of Deliberative Army racing for deployment or a similar force from the Primordials. They are not supernatural, but they have inherited four thousand years of institutional refinement and the finest training their masters can provide ready for the day the war may begin again in earnest. For 100 extra CP, they are instead half-caste, your descendants, and possibly beastmen too if you are a Lunar. They are followers and will be replaced monthly should any be lost.

Spirit Army (-200): You command a loyal force of five thousand demons of the Primordial Host, or perhaps an equivalent force of Autochthon's many spirits or rogue devas. You are permitted to choose exactly what kind of demon makes up this horde. They are followers and will be replaced monthly should any be lost.

The Ninety-Nine Sinners (-200): When the Infernal Exalted attack, they often come leading a host of Dragon-Blooded Akuma raised in the warren-worlds under the control of the Primordials. Ninety-nine Dragon-Blooded Akuma bound in an Urge to obey you, empowered, reshaped in both body and mind to maximise their potential as warriors, and you may choose which exactly the Primordial was they surrendered their free will to. They count as a single companion and divide up any purchases equally between all ninety-nine of them. They also all posses voidfighters.

The First Line of Defence (-300): You command a force of the Gunstar Defence Line, the crack pilots who willingly risk their lives to protect the Realm against hostile forces from without. They all come with well-made though unexceptional voidfighters and are very well trained in their use. They number two thousand, five hundred strong.

Socks (Free to a good home): Ah, are you sure you want this animal? Very well. You have a cat. Not a special cat or anything. An ordinary housecat. She's black with white paws and that's why she's called Socks. She is, unfortunately, one of the neediest cats to ever exist. Should you leave her alone for a few minutes, she will immediately begin performing cat opera at the top of her lungs to regain attention. She compulsively climbs over your keyboards, ship controls, anything you're trying to focus on that isn't her. Demands hourly affection.

Drawbacks:

Shards within Shards (+0): There are many interpretations of Gunstar. With this drawback, you may choose to incorporate fanon and fanworks into your stay here as long as they do not directly contradict the basics of the setting.

Early Start and Longer Stay (+0): To be truthful, a mere ten years is barely long enough for an Exalted to achieve anything, or even reliably grow into a full expression of their caste. Nor is the history of the world without glory fit to stir the heart, and we would be remiss to deny you this. With this drawback, you may change this and begin as far back as the moment Autochthon fled the Spiral and may continue beyond your ten years as long as you like.

Madness of the First Age (+0/+100/+300): In this Shard, the existence or nonexistence of the Great Curse is somewhat more ambiguous. At the free level, the utter lack of information on it is taken to mean that the Great Curse has yet to strike; the Primordials have yet to pronounce their dying curses against the Exalted Host and therefore it is not anything to worry about. This may change. At the second level, the Great Curse does exist, but in a milder form that has yet to inflict the true insanity and depravity that Creation's Exalted will suffer. Perhaps only a small number of Primordials have died gasping a final curse at their killers. For the final level, the Great Curse will riddle the nations of Autochthonia as befitting a society of Exalted who have lived for many millennia and have had ample opportunity for the follies of the First Age to bite deep into them. Perhaps the Primordials are not the greatest threat to the Deliberative after all. The second or third level may not be taken as an Infernal or Abyssal.

Thin Blood (+100, Dragon-Blooded Only): This is a curious curse. The Dragon-Blooded have engaged in deliberate eugenics to keep the purity of Dragon-Blooded breeding as high as possible. And yet this did not stick to you. Your breeding is grossly inferior to your peers. You are something of an embarrassment, more mortal than Exalted in their eyes, and your pool of power is somewhat more limited.

Perfection Marred by Dark Glory (+100): Some have been blessed by Exaltation with their physical imperfections melting away into beauty that staggers belief. Others have not. Others have very, very much not. You are, unfortunately, in this latter category, a blatantly inhuman in some way or form that is expressed in ways that makes people naturally inclined to distrust and fear you. You might be an animate rotting corpse, mutated with Wyld-energies, or bearing the form of a demon. This, unfortunately, cannot be hidden well for long, and you must work out getting trusted in spite of it.

Staring Into the Sun (+100): Once, the Daystar visited you in a dream. He was angry, so furious that his immense radiance burned out your vision. You lost your sight now and forever. And you are proud of your blindness, proud enough that even if some cure for it could exist you would reject it on principle. Fighting a war while unable to see will be an interesting journey.

Broken Hearts Triumphant (+100): Once you heroically leapt into the field of battle and scarred your destiny into the world with joy in your heart. No more. You are tired, tired of this whole war. Tired of the destruction it brings. Ground down under the weight of ages with victory still not yet in sight. You can fight all the same, but your heart is barely in it any more.

No Free Will (+100/+200): You are not a true Chosen, not any more. Perhaps you originated from the vast breeding-planets of the victorious Primordials, Invested the moment you Exalted, perhaps you actively struck a bargain with them yourself. They have bound you with an urge you cannot disobey, and the severity depends upon the level. At the 100 CP level, your urge is a less restrictive one that lets you blend in for lengthy periods without causing trouble. At the 200 CP level, it is one that compels you to cause the most havoc among Autochthon with little regard for subtlety or the chances of your own survival, as most Infernal Dragon-Blooded likely have. You are a missile, to be fired away

and expended. At either level you do not receive any other benefits of Akumahood; the CP you receive here is your reward. Why did you sell your free will?

Void-Taint (+200): Close encounters with the unficably tainted kind has blessed you with an incurable form of Gremlin Syndrome, which will slowly drive you to greater and greater acts of pointless sadism and cruelty. Truly virtuous deeds may prolong the time it takes you to slide further into madness, but your heroism will inevitably be overtaken by your nihilistic desecration of all you come across and attempts to slay the Primordial from within. Worse, even in this world, the victorious Primordials still fear Autochthon's sickness and will likely attempt to excise you (fatally) from themselves should they learn you carry it.

Quality Living Space Within Another's Mental Scape Without Paying Any Fees For Establishing One's Domestic Facilities (+200): Within Autochthonia, and perhaps without, people remain people. They have friends, neutrals, and bitter rivals, even when fleeing away from the apocalyptic host of enraged cosmic principles/hunting down a treacherous ancient titan. Alas for you, you've fallen into the bitter rival category with one of your peers, one who has learnt a great deal about the arts of persuasion and bureaucratic manipulation. It is severe enough that the person in question has devoted him or herself to undoing everything you do, because they obviously know better than you do. Nor are they above accusing you of committing treason against the cause. Of course, this need not be limited to Autochthonia; by taking this drawback whether you serve the Spiral or Black Non you will find some major, powerful Exalted rival within your native bureaucracy who has dedicated themselves to ratfucking you personally.

Goose'd (+200): The Primordials, idiot-savants they are, were at least wise enough to bar their greatest servants from directly harming them. You are geased to be incapable of harming a Primordial or its subsouls, including Autochthon, even in retaliation against their attacks. You are not barred from defending yourself at all, but any retaliation that might harm the Primordial or, interesting enough, any of its subsouls is right out. Should you wish to defeat the Primordials or invade Autochthon, you will have to get as creative as the gods once were. What made them do this to you?

Return of the Dread Gear (+200): The Minister of Wrath has been thought of as dead, felled by the Godspear itself, yet many whisper that it still survived in some manner. With this drawback, these rumours are true; the Viator of Nullspace walks the land again and he is dedicated to the eradication of whichever side you have chosen. At least his particular reputation and manner of dealing with others renders it terribly unlikely that the Realm or the Green Sun Princes will pull an enemy-of-my-enemy gambit with him. If you purchased An Unholy Ally in the companion section, the Viator will be your ally only after the jump has finished.

Wretched and Inconvenient Imperfections (+200, restricted to Infernals): You suffer from a particular curse of being unable to exploit your own Primordial charms to full effect. In fact, fate (or perhaps samsara) seems determined to ensure that the imperfections and conditional requirements behind all of your charms shall crop up with disturbing regularity. The Sovereigns shall find themselves without an audience. The Scourges shall find themselves with nowhere to run. The Fiends shall find their foes wielding Holy weaponry.

Nihilistic Heroism (+300): There is something to be said about the bravery of those who never give up, never surrender, and never retreat. But there is also a lot to be said about its wisdom. You are, unfortunately, possessed of exactly the sort of nihilistic heroism that makes martyrs. And Neverborn. You will not retreat under any circumstances and will actively - though not necessarily violently - oppose any attempts to force you to retreat. Pray that you find someone here willing to drag you away from a doomed fight even as you struggle and hurl curses the whole way.

Imprisoned (+300): You have been locked away deep within the bowels of Autochthon, whether because you were too dangerous to let run free or simply because of some grave sin against Autochthonia. Your supernatural powers are drained away by the prison you find yourself in as your body is similarly immobile, and the Exalted Host has been very careful to custom build your prison to hold you specifically. Alternatively, you have been captured and humbled within the Spiral, suffering

from the same punishment and prison conditions but with a different location. You will not be allowed to leave this jump unless you can find a way to escape from the prison before your time is up. What crimes did you commit, what dangerous opinions did you hold to warrant this?

Hostile Authorship Meets Semi-Benign Architects (+300): One creation full of cruel titans and the whims of god and no-mere-god alike should be enough. Yet the patterns of the Wyld that once gave birth to the Primordials themselves can, and already have, happened again; an entire new Primordial has been born, the Constellation of Sinew and Dream, formed his own mock-Creation of equal magnitude, and now is engaged in invading this one to replace it with his own. Alas for you, and perhaps all the universe, for this time the Apollyon Cannon nor the Godsphear cannot turn back this hostile Creation. And in case it wasn't clear, the Titanic Exalted do not get access to any of the abilities of this new titan either, though a Cemurian Akuma will find themselves in no less (and possibly more) danger in spite of their oaths.

Defiant Death-Gasp of a Defeated Nation in Exile (+300/+600): It would seem that you arrived here at a most inauspicious time, for your enemies have successfully managed to convert their own captive Primordial war engine to oppose your cause. This has two variants. Should you be loyal to the Spiral or to the Black Non, the Realm has succeeded in its final transmutation; Autochton has become the Gunstar, a weapon of unsurpassed puissance and now the final battlestation outstripping perhaps any weapon the entire Exalted Host could create. It has returned to the Spiral, and this time the reignited Primordial War shall be on equal terms. Should you be loyal to the Realm, then you have gained a Rametheus opposing you; a Primordial who has scoured itself of all themes not directly related to waging war against the Exalted, and reconstituted itself as the perfect guerrilla-Primordial to launch disruptive hit-and-run attacks capable of even taking the eldest Solars by surprise and laying them low; though unable to defeat a massed army of Exalted, this one is exceptionally good at not fighting an army of Exalted in the first place. This kind of destructive war waged against your side will be the 300 CP level. In either case, at the 600 CP level, they've recognised you, personally, as one of the greatest threats to their plans and are willing to hunt you down to the very end of all things.

Scenarios:

Scenario: Saving a World

In its flight away from the Spiral, into the furthest corners of the universe, Autochthonia has devoured worlds themselves for critical raw resources. And, unfortunately, some of these worlds have been inhabited.

In your journeys here, you will come across a planet at a critical juncture, teeming with strange alien life in the vein of either the jewel-skinned Sephoi, the many-bodied Jathorn swarms, and the living islands of the Nanithoi Dominion, not that any of these have a great deal of documentation as to their existence.

Your task is to prevent this world from being strip-mined for the Deliberative and dooming its inhabitants. Perhaps you might simply try to persuade the Deliberative to find another world, perhaps you could show one uninhabited if you could find it. Or perhaps you might choose to wait until they've deployed their whole mining operation and then attack the Gunstar with the hosts of hell, driving it off and leaving the miners to their doom.

Should you fail here, you suffer nothing more than the knowledge that yet another species has been driven to nigh-extinction for the greater good.

Should you succeed at preventing the plundering of an entire world, your reward shall be that very world itself and its strange alien inhabitants. Perhaps, cynically, to plunder all to yourself now that the competition has gone.

Scenario: The Greatest Hunter

The shinma embody concepts by being its antithesis. Nishikriya, the shinma of conflict, has its own child, Ishiika the Cosmic Scorpion. Nishikriya is peaceful. Ishiika is not. It is a creature of violence through and through.

Ishiika is vast. It dwarfs planets. It is larger than the Creation of another timeline. It is so great that to close a single pincer might take days, during which time its prey may mercifully escape.

Ishiika is dangerous. It is an unending nebula of teeth encircled by rings of clicking mandibles. Its pincers can grind planets to dust and its sting slays worlds. It has its own biosphere that is likewise incredibly hostile; miles-long hooked worms, obsidian mites the size of warships, and corpse-eating wasps are part of it and ultimately derive from the same principle of violence as Ishiika. It has the immortality of the Primordials and traits on par with the greatest gods, behemoths, or demons.

One would normally prefer to avoid such a creature. Yet there are reasons for choosing to challenge it. A mysterious prophecy holds that the Exalted must face Ishiika once more if they are to ever return to the Spiral. And there is no doubt at least one person out there who would hunt it for the sole reason that it is so vast and dangerous.

Should you slay the creature, you are given a unique reward of your own; the chance to bud off a part of yourself into a principle of violence much like the Cosmic Scorpion, but this time one that is loyal and “tame”, as it were. A new pet, mount, or perhaps merely a war-beast formed in part off the principle of conflict itself.

Scenario: Claim the Spiral

Four thousand years ago, the Exalted fled the Spiral. Four thousand years have they plotted to return to it. By taking this scenario, you must see that the Spiral is reclaimed, destroying or forcing the Primordials into submission. The Primordials are some of the most dangerous foes within the galaxy, capable of burning constellations to ash and unleashing apocalyptic jouten, even before they too had four thousand years to consolidate their victory and corrupt many of the Exalted.

But the Realm has its own secret weapon. Autochthon has nearly fully been converted into the Gunstar, creating a weapon as-yet unseen in the universe. It is hoped that this will turn the tide and allow the Exalted Host to triumph over their titanic foes. But it is far from a certain thing; even amidst the Exalted are fears that even this may not be enough.

You must realise these hopes. You must ensure that the Gunstar is completed, and that at the head of a mighty legion the Exalted return victorious to control the Spiral and ensure that the threat of the Primordials is neutered forever more. You need not cure Autochthon of his Gremlin Syndrome, but that certainly would help.

Should you succeed and see that the Exalted have won once and for all, your reward shall be what remains of Autochthon after his conversion into a perfected battlestation. It is deserted, except for its own native, and highly modified, subsouls. The Exalted and the mortals have left for the Spiral, hopefully not setting off a series of events that might reduce Creation to a tiny, burned-out husk of its former self, and so they do not come too. The personality of the Gunstar no longer exists but as a subservient intelligence designed to uphold your will.

Scenario: Finding the Lost

In the final days of the Primordial War, when the Conquered Sun seemed about to strike down his former lover Luna, Gaia herself directly intervened to save Luna and spirit the god of indeterminable sex away on the comet Gnosis. This comet holds hope for many Exalted within Autochthonia.

Thus, within the comet is both the only other Primordial sympathetic to mankind and the last Incarna. Naturally, given the incentive the different groups have to find it, it's excelled at hiding for four thousand years. The auguries and exploratory probes alike of the Deliberative have shed no light at where it's hiding leading one to the natural conclusion that it is taking great lengths not to be found.

This is where you come in. Your mission here is to find the comet Gnosis which hides Gaia and Luna. Finding them will not be easy, for they hid themselves so well none in four thousand years have yet to find them again. Perhaps they do not wish to be found now or ever, or maybe they are waiting for the day when the Exalted Host might win at last.

If you manage to find them and not only discover them but also convince them to step up once more and fight for your chosen side, you may take Gaia and Luna, or merely one or the other, as a companion with you for free.

Scenario: Saving the Sun

For this scenario you must find a way to turn the Tyrant Sun back to the side of the Exalted Host. You have free reign to decide how to do this, such as finding a powerful ally to duel him or beating him yourself and removing the Radiant Corona. But achieving any victory over the Tyrant Sun will not be easy, and you would be the first in the Exalted Host to overcome him in combat. Until some way to force him to suppress his Temperance is found, he cannot be slain nor negatively affected in any manner, so perfect is his Aegis of Unconquered Might. They have had more success in taunting him to suppress his Valour and the horrible power of the Godsppear. As long as the Tyrant Sun fights for the Primordials, victory remains even more doubtful than ever.

There is one way, whispered among the Exalted perhaps merely to keep hope up, that may free him. If he loses the Radiant Corona, he may at last be saved from unconditional slavery to the Empyrean Chaos. Though none in this universe know it, the Radiant Corona bears many disturbing similarities to what in another timeline would be called the Wedding Band of the Scarlet Bride and perhaps it enforces loyalty even upon the Unconquered Sun himself. Though even that may be a fool's hope and the Sun truly serves of his own free will.

If you can achieve the redemption of the Sun, once Conquered, he will offer with tears in his eyes to come with you. To let him set everything right after so much wrong. If you can achieve this without destroying the Daystar, this comes too. Otherwise you'll have to rebuild it.

If you turn even that down, the Sun shall offer you one single item of his panoply for you to wield. It may be the Godsppear, with which he can slay nearly everything to ever exist, it may be his Aegis with which he is rendered nigh-invulnerable, or it may be one of his lesser tools. That is up to you.

Scenario: Defeat the Renegade Exalted

Long ago in a distant land, the Infernal Exalted were made to harry the fleeing Exalted. It has been four thousand years since they fled. The immortal tyrants have celebrated their victory and relaxed safe in the knowledge that the Tyrant Sun and their own Chosen will harry the Deliberative to the ends of the cosmos. And as one of their favoured Chosen, you must ensure that this task is completed to the utmost.

Woe is it that the traitorous Exalted Host have since come up with a plan to turn the tides of the war. Should you permit them to finish their conversion of Autochthon into the Gunstar, your task here will become more difficult by orders of magnitude. It would be most helpful, though not necessary, for you to ensure such a thing does not come to pass.

To succeed in this scenario, you need not *kill* the wayward Primordials, after all such a thing is normally impossible for any Primordial let alone someone merely carrying a handful of its' charms. No, you will succeed here as long as you can make them swear some manner of surrender oath before Theion as the Tyrant Sun once did. When they have knelt, or possibly been destroyed permanently, along with every single Chosen they have sponsored and who has chosen to continue rebelling against the rulers of all things, shall this scenario be completed in full.

Once you have succeeded shall the true and righteous order of the Primordials be restored to the universe at large. Mortals live and die under crushing oppression, have their capacity for independent thought scourged from them, or are blessed with the direct attention of the Ultimate Darkness who has become emboldened once more at the absence of any credible threat to his existence. Man has been broken so thoroughly he has been denied even hope for better days. They exist - one could not even call it living - only for the amusement of mad, cruel titans, their divine slaves, and those few traitors who sold their own down the river. This is as it should be. This is why they were made. Even now, the souls of the Primordials and some of their akuma labour for what is promised to be the greatest feast of them all to mark the end of the year and celebrate the final end of gods and men revolting against their betters.

Their gift to you for being such a valuable slave is this; you shall gain the wellspring of energy and cosmic matter alike sourced straight from the Spiral. A seemingly endless tap of both energy and matter which in but one use might be to create and empower legions of Chosen. What more wonders could yet be created with the power of the Spiral?

They have a second, optional, gift for you; should you have grown attached to one of the Primordials (I hear Adorjan is quite loving), you will be gifted the opportunity to take one of them along with you. They, and their souls, shall function as one companion. Of course, you definitely do not need take this reward.

And for one final, again entirely optional, reward, you are given a chance to transcend your humanity and become a pure Primordial. Your body, soul, and Exalted Essence shall merge into one new form closely tied to your new nature, whether that be an immense dragon made out of the shadows of all things, an immense and formless fire, or a silent crimson wind. With it too shall come a brand new Fetich soul to contain your purest core and deepest nature. You gain all the benefits, but at the same time, all the downsides: Heretical charms you may have developed can no longer be used and your ability to even interact in ways outside your purview are grossly hampered. Only Autochthon could discover a way to overcome this, and his solution carried problems of its own.

Why does this feel like a punishment?

Scenario: Kill Creation

The Exalted failed you all. They came speaking of hope for a better future. They promised an end of the tyranny of the insane architects of reality was in sight. It was a wonderful dream, and like all others it died. Noble ideals and bravery brought sound and fury, but nothing changed. These same ones who promised a brighter future now flee to the edges of the known universe. Now all that is left is the dominion of the mad titans and their slaves. And yet the greatest sympathy to you shall come from the realms of death. For the dead titans understand. They know broken promises. They remember a time when the gods swore fealty to them. And they know the End. They offer you a chance, one chance to put this sick, ruined Creation out of its misery.

It is a cruel irony that they must rely upon their murderers to save them, but they don't hold a grudge. Really. No more than they hold one against the continued existence of everything for trapping them in their horrible state of eternal suffering beyond imagination now and forever, that is. And in recognition of this, the dead have given you one last chance at heroism: to be the angel of mercy to a sick Creation. You must move quietly at first, for it would not do to attract the attention of the Exalted Host nor the Primordials. You shall be a Lord of Death.

To complete this scenario, you must see all the dead titans plunged into the dead realms to become one of the horribly dead-but-alive things lurking at the bottom. The Chosen must be destroyed, or converted, and the realms of the living set into a spiralling downfall towards inevitable nonexistence.

Should you finally extinguish the world of the living, your reward as such shall be the scraps of the souls of the dead titans, stuffed inside your body to act as another, pseudo-Exaltation. Through its power shall you know all the powers of the Abyssal Exalted you qualify to learn, and nothing short of hurling you into Oblivion itself shall slay you. All other forms of destruction shall result in your reformation within the closest analogue to the realms of the dead.

Ending:

You know the drill. Do you stay here, return home, or continue on?

Notes:

Yes, this setting is indeed the First Age and Primordial War meets Battlestar Galactica. Just in case the name didn't give it away or nothing.

Wyld Taint does not exist here, nor does chimerism, or Arcane Fate. Gremlin Syndrome does, although the Void Hunt mostly keeps it to the very fringes of Autochthon barring deliberate sabotage. For similar reasons, Autochthon is very much alive and aware, though his mentality is changed somewhat by his transformation into a battlestation. For instance, he no longer fears as Ku was executed to strip him of that. Urges, Clarity, and Resonance definitely exist.

The status of the Great Curse is ambiguous here. It is not referenced once during the Shard at all, even when multi-thousand year old Solars exist and would likely be in the worst throes of the Great Curse. Some elder Exalted have grown more extreme and jaded, but this is never said whether it's the result of some Primordial dying curse or the natural result of fighting an endless war for thousands of years. Only one Primordial is known for certain to have died in the war (though 'corpses' is plural for the Neverborn) and the specifics of his death make no reference to any death curse (though he did drag his killers down with him to become the Abyssals). This could be interpreted as a lack of the Great Curse, especially since the Primordial War has yet to be concluded. On the other hand, the chargen notes do not mention it at all, and this can be assumed to mean that everyone does have a vanilla Limit track. This should not be taken at face value, as it is a White Wolf publication and therefore has its own internal contradictions, particularly because the lack of it can be counter-argued by never mentioning Limit on the Alchemical Exalted, despite the fact that in vanilla Exalted the Alchemicals were only spared the Great Curse because they did not take part in the War and here they most certainly do. On the third hand, it could be argued that the Great Curse hasn't truly ravaged the Exalted Host because the Solars themselves cannot rule as unquestionable god-kings and the worst among their number such as the Magnus are disposed of or rendered mostly harmless in some way. The drawback is meant to reflect different interpretations of the evidence so far. The free level is no-Great-Curse, it is left unmentioned and unreferenced as in the Shard. The second level is chargen Great Curse, in that Exalts flip out from time to time but there's no rules for long-term effects over millennia. The third level is true fluff Great Curse and practically ensures a lot of elder Exalted have succumbed to varying flavours of madness. This is unwise to take alongside Elder Exalted.

Post-jump, you may keep the aesthetic markings of an Exaltation merging your soulgem into your body or imbuing you with cosmetic traits of demons/undeath as you wish. Alchemicals with all their becomes an altform.

Shadowlands and other elements of the Underworld do not exist outside the necropolis of Black Non, thus in this shard Abyssals respire Essence the same as the other Exalted. Being high Essence from other Exalted jumps does not necessarily mean your Alchemical altform will immediately become a colossus or a city. Fanwank appropriately.

Abyssals are intentionally an enigma, and to a lesser extent so are Infernals. Expect to fanwank heavily if you are one. The existence of the scenarios does not railroad them into any set of actions unless they are taken.

Infernal Exalted use lots of charms that potentially do not exist in main Creation and often have not been printed. Fanwank the castes and abilities accordingly, White Wolf didn't bother even naming most of them. Notes on canon Primordials are as follows.

- Theion: Exists, certain Malfeas charms referencing his state as the mutilated, humiliated and eternally seething Primordial King do not.
- Cecelyne: Unknown
- She Who Lives In Her Name: Has not inflicted the Three Spheres Cataclysm yet, presumably has all of her spheres.
- Adrian: Either suffered fetich death or never existed in the first place. Adorjan does.

- The Ebon Dragon: Mentioned to exist, probably not significantly different to his main version.
- Kimberly: Not castrated, still able to spawn monsters.
- Sacheverell: Is not allowed to have Infernals. Does not have his charms open. Presumably is asleep and dreaming of the present.
- Gaia and Autochthon: Turned on the Primordials and do not have Infernals. Gaia is missing as well. In theory, either of them could create things that are like Akuma (this was particularly explicit in 1e), but has not been mentioned at all.

The Radiant Corona will not turn you into Theion by itself. Native charms (eg. those that define Theion's very being) are not granted by it.

Sidereal martial arts and high Essence charms are extremely poorly designed and broken in both senses of the word. You should fanwank something workable out of it that does not include any variation of the phrase "this charm lets me win anything". Especially not how Obsidian Shards of Infinity 'works' by RAW. And also, any references to Creation-Slaying Oblivion Kick or Zeal will see you cast out the airlock.

Coming in as an Alchemical with high-Essence from out of jump will not turn you into a colossus or living city unless you actively seek out the upgrade.

Elder Exalted by gameplay mechanics puts you in the following ballparks:

- **The Established Exalted:** 5
- **The Influential Immortal:** 6-7
- **The Living Legend:** 7-8
- **The Golden Hero Vassal:** 9-10

It is unknown whether the Eclipses, Moonshadows, or Fiends are protected by the same pacts as in main Exalted and to what extent.

Fanwank responsibly how your Exaltation interacts with post-jump altforms, death, taxes, and having a different soul.

The Magnus Did Nothing Wrong.

Changelog:

V1.1: Clarified that Infernally Invested with Glory does not cost you your free will.