

EXALTED

DIVINE BUREAUCRACY



Creation is a world of fantasy, where every mountain and forest has its god, where every tree and stone is watched by a divine being, where even the sun, moon, and stars are godly existences of great and terrible power. Heaven, officially named Yu-Shan, is structured into five Bureaus, comprising the Celestial Order.

You are now counted among the divine of this world. You are surely worthy of the veneration of mortals, for it is the work of you and your fellows that permit the existence that humans are familiar with. Without the Heavenly Bureaucracy, the world would simply plunge into the chaos of the Wyld. You might even be one of the greatest gods, those called the Incarnae, who watch over Creation and (supposedly) guide its future. Likewise, the elementals formed from Creation's natural energies work alongside the gods for its maintenance. However, there is drama between the two, for the gods look upon elementals as ignorant rustics, confident in their own superiority. You will also have the option of being a different form of being later on, of course.

In current times, however, there is just as much conflict between the gods themselves, for since the Usurpation and Contagion, the hierarchy of the gods declared by the Five Elemental Dragons and refined by the Incarnae has been shattered and corrupted, and its members disillusioned with the rule of the seven great gods who spend all their time playing the Games of Divinity and ignoring the state of Yu-Shan and Creation.

The current year is RY 750, a bit more than a decade before the return of the Solar Exalted and the disappearance of the Scarlet Empress. It will be a chaotic time, and old factions are beginning to implement their plans, for even with the watchful eye of the Sidereal Exalted, the future is uncertain, as the Solars are powerful enough to rewrite Destiny with every action they take. Or perhaps you will start in earlier times, and take the opportunity to right so many of the wrongs that have occurred in the history of this world. With proper knowledge, the right god in the right place can change the course of Fate.

Regardless, you shall stay in this world for 100 years, instead of the decade you no doubt are used to, for spirits are incredibly long-lived, and a decade to them is equivalent to a handful of years to any mortal. If you wish, you may stay for up to a millennia instead, truly enough to implement any plans you might have, and enough to live through nearly the entirety of known history if you begin during the Usurpation. Oh, and don't forget;

+1000cp



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Spirit Type

God -0cp

When the Primordials made Creation, they also created the gods in order to delegate the task of the proper administration of Creation's workings. Thus your kind has worked since the dawn of existence to uphold the proper natural order of things. You are one of these divine beings, possessing power greater than mortals and responsibility tied to reality itself.

Elemental -0cp

After discovering the natural elemental cycles of Creation, and with aid from Gaia and her Elemental Dragons, the Incarnae created the first Five Elementals. These great elementals performed the most basic and general maintenance of Creation while the gods took on the jobs for more specific tasks. However, when the Primordial War raged, the five elementals were shattered, and their essence scattered throughout the elemental leylines of Creation. This resulted in the birth of the Elemental species. While they had no official orders to incorporate elementals into the Celestial Order, the gods drafted them for their service. While eventually there were too many elementals to hire, your kind was perfectly content with upholding the same task the Five Elementals that came before them performed; basic and general maintenance of Creation's inner workings.

Some time later, the greatest of the elementals evolved into a lesser elemental dragon, possessed of great power, and draconic form patterned after the Five Elemental Dragons. After the first lesser elemental dragon evolved into a greater elemental dragon, one named the Kukla, they lost their mind and were sealed. This set precedent for any future greater elemental dragons that might appear, so lesser elemental dragons, almost as a rule, abandon the pursuit of spiritual evolution to enjoy the power they do possess.

It is worth noting that, unlike the gods, elementals are not immortal. If you're killed, your essence reincarnates, but not as yourself, just as the death of the first Five Elementals produced the species of elementals known today rather than simply inconvenience them.

Rank

As an important note, the spiritual abilities described here are mainly the Charms that gods and elementals of certain Ranks obtain by default. There are other versatile Charms that are possible to learn, but doing so is up to the individual god's willingness to train. Ranks grant all the spiritual abilities/Charms outlined in their description as well as those outlined in the descriptions of lesser Ranks, the latter of which tend to be more powerful due to the spirit having more raw power in general.

First +200cp Minor Servant/Messenger/Drone

Divinities of the first rank are the smallest gods and elementals one can find. Those beings this weak tend to have little variation between each other, being mainly composed of entire species instead of notable individuals. They tend to be designed for a specific and often tedious task, and while they're not unintelligent, they're usually simple-minded, and only prove themselves clever when they are barred from completing their task directly in some way. For the most part, this Rank of beings obey those of the Third Rank or higher, unless those orders contradict some they have been given previously.

Sanctums tend to be communal at this Rank, and tend to have tiny entrances and alien aesthetics.

In terms of power, gods and elementals of the First Rank tend to be comparable to noteworthy humans, if perhaps a bit tougher. Their spiritual powers let them identify a target's position in the Celestial Hierarchy, and revolve around performing their task, protecting their efforts, and fleeing back to their sanctum. It's unusual for deities of the First Rank to be comparable to even a Heroic Mortal, but they often have alien and potentially useful perspectives.

Second -0cp

Functionary/Divine Pedestrian/Dispossessed Rabble

Divinities of the second rank are the most numerous of all. From gardeners tending to the orchards of Heaven, pilots of Celestial gondolas or rickshaws, minor functionaries in the Bureaus of Yu-Shan, and even the servile staff of a Terrestrial court, these deities are often those who communicate the most with mortals and visitors to Yu-Shan. The dispossessed divinities who lost their domains for whatever reason are also of this rank

Deities have individual sanctums of their own at this rank, luxurious by the standards of most mortals of Creation. These sanctums tend to comprise a handful of rooms, and are decorated and furnished with objects made from Ambrosia.

The spiritual power of gods of the second rank, on top of those that gods of the first rank possess, allow them to create and manipulate their domain to a limited extent, “store” their actions to utilize them later, harm those they wish with spiritual power alone, and can enhance some of the skills that they are dedicated to. All their powers are influenced by their nature and domain, however, so they possess limitations and lesser powers instead of the full potential that the abilities outlined here might imply. As a note for later on, such freeform instances of these abilities are called All-Encompassing. The special powers that gods possess apart from their spiritual abilities start becoming noteworthy at this rank as well, such as the god of the Filially Impious Child knowing all secrets that a child has hidden from their parents, but forgetting them when the secret is confessed or said child grows into an adult. Abuse of these powers may risk the anger of superiors, however.

Moreover, deities begin collecting an array of noteworthy skills at this rank, usually focused on socializing and the operation of their job, but still wide enough to match any widely experienced mortal. Elementals are also somewhat more powerful, albeit of course focused exclusively in their element. Most elementals start to gain proper individual personalities at this point.

Third -100cp

Heavenly Bureaucrat/Soldier/Majordomo/Major City God

Gods of the third rank are soldiers in Yu-Shan's armies, mid-level bureaucrats, and notable members of the social circles they attend. The greatest servants are also of the Third rank, such as Majordomos and personal assistants of higher ranked gods. The Third Rank is the middle class of Yu-Shan, in a manner of speaking, sometimes not required to perform manual labor but having important responsibilities whether in Heaven or in Creation. Particularly noteworthy city gods are also of this rank. At this level of power, gods finally have relatively limited amounts of free time to pursue hobbies with, such as love affairs with peers, investing into public forms of entertainment, plot against rivals, or perhaps involving themselves with one of the various factions in Creation. Those who join conspiracies, hobby clubs, or fellowships form the low-level membership, but a rise in station within one of these groups usually heralds a promotion in one's job.

Sanctums at this rank reach the size of mansions, and the luxuries they are filled with would make even the wealthiest mortal green with envy. Soldiers tend to live in their unit's barracks, however they are given individual apartments to enjoy. Those involving themselves with a conspiracy will usually have access to the group's safehouses as well.

The power of deities of the Third Rank straddle the limits of human capability, now able to bless or curse mortals, supernaturally enforce their orders to their subordinates, are able to enter the world of dreams and communicate with their worshippers or beings related to their domain that way, force people to perform certain actions possible to fulfill in one month through a Geas, speak through mortals or objects, identify a problem affecting their domain and how to fix it by remotely communicating with their subordinates, take a long ride on the clouds of Creation to move large distances, conjure communal dreaming illusions, and succeed at any one action regardless of difficulty, able to block any attack that is not Perfect, under heavy restriction. As before, deities as a rule possess weaker and slightly more limited versions of these abilities in accordance to their domain and nature, instead of All-Encompassing forms of such.

Likewise the skills of divinities of the Third Rank make them comparable with a Heroic Mortal, although usually focused on bureaucracy and socializing. At this Rank spirits are well-learned, and usually know a language other than the three variations of Realm (Old, High, Low), depending on their domains. Elementals are on the verge of becoming Lesser Elemental Dragons, and are fully individuals in their own right.

Fourth -300cp

Officials/Officers/Ranking Bureaucrats/Lesser Elemental Dragons

At the Fourth Rank, gods start becoming truly powerful. They can be officers in Yu-Shan's armies, an important bureaucrat in one of the Bureaus, and high level members of social groups they take part in. Promotion for most deities stops at this Rank, for their superiors are both incredibly old and incredibly savvy in the intrigues of godly society and bureaucracy. Gods of this rank hold impressive titles, heavy responsibilities, and a surprising amount of free time to dedicate to conspiracies or hobbies. Gods of this Rank are able to initiate audits themselves, pulling on their contacts to speed up or slow down the processing of prayers and work orders. Of course, initiating an investigation on a superior is still a risky endeavor, but it has been done before by a few gods to rise to the Fifth Rank. The amount of free time afforded to those of this Rank leads to the opportunity to pursue long-standing feuds with peers, and gods of this level are infamous for punishing petty slights.

While deities of this rank start becoming credible threats to Exalts of middling Essence, they usually leave combat to subordinates, and utilize pawns and inferiors before dirtying their hands. There are exceptions for those deities who spend their time honing their skills in combat, but no god can reach this level of power without caution. These beings tend to form the pillars of the Celestial Bureaucracy, being important enough to handle most urgent matters but not so to be above issues which don't threaten the security of Creation as a whole. They tend to be arrogant as well, refusing to speak to Terrestrial Exalted and only speaking to Celestial Exalted if not doing so might be a bad idea.

The sanctums of gods of the Fourth Rank are massive mansions, sometimes villas in their own right, that make even the greatest palaces of Creation look inferior.

The power of gods of this level starts breaking through the limits of mortal ability, with even their weaker attributes surpassing the greatest non-Exalted human. They can see the true face of creation as with the All-Encompassing Sorcerer's Sight that some Exalted have access to, become immune to any damage originating from its domain, create a chrysalis around a target and extract or manipulate intangible concepts possessed by it, such as the capability for an emotion or how they can relate to the world, obtain sponsorship from Destiny for greater protection from dangers in return for several taboos they must obey, briefly and painfully (for the god) appear before anyone offering a prayer to them, no matter where they may be in Creation or how far away the one making the prayer is, and grant a great boon such as vastly increased attributes, skills, or even a specific Charm.

They can also possess a limited form of perfect instinct towards accomplishing a single goal related to its domain that it may decree by straining themselves, mark a target as an enemy for their subordinates to attack on sight, mark a target so that they may give orders in the god's place, and cripple, poison, or sicken a target alongside spiritually dealt damage. While most of their abilities will possess weaknesses and limits as normal, gods of this Rank may possess half a dozen All-Encompassing Charms, expanding their power even further. A god's natural power is also notably potent at this Rank, such as the Lord of Tears being able to plunge anyone who meets his gaze into suicidal depression, causing mortals to kill themselves, and even those more powerful than him being forced to feel depressed for months, and in both cases the effect can be lifted by providing the Lord of Tears with a sacrifice equivalent to the wealth of a small nation.

Gods of the Fourth Rank are more skilled than any mortal, and possess a wide variety of skills, however, for the most part those who are not dedicated to combat aren't noteworthy even by Heroic Mortal standards in such things, as the focus of most deities lies in more social pursuits. Elementals are now Lesser Elemental Dragons, having taken on a draconic yet humanoid shape. While they generally don't have All-Encompassing Charms, they have great power over their own element, and can command lesser elementals, due to the awe such lessers have of the Lesser Elemental Dragon if nothing else.

Fifth -600cp

Daimyos/Shoguns/Mandarins/Bureau Heads

Gods of the Fifth Rank are subordinate only to the Incarnae, governing entire armies and bureaucracies within Yu-Shan, although the Terrestrial Courts did not possess a god of this Rank among them until you. And while the oversight of their peers and superiors prevent them from changing the whole of the Loom of Fate as they please, the power they can bring to bear, both personal and political, is still among the greatest in Creation. Their responsibilities are similarly grand, and they possess enough free time to deal with their rivals, although not enough to make more enemies outside of Yu-Shan. At this level of influence, gods aren't part of conspiracies so much as the founders of such covert groups, with the exception of the Sidereal factions, the Bronze and Gold. Many gods have thrown in their lot with one or the other, but not even the Sidereals can force the hand of gods of the Fifth Rank.

Those of this Rank are spiritually and politically overwhelming to all but the most powerful of the Exalted, and usually possess the patience to wait for centuries to mete out punishment for a slight or to remove a threat. Those who aren't disposed of in a dead-end position might be assassinated by a spirit, God-Blooded, or even Exalt specially cultivated for the task. On the flipside, these powerful gods are usually blind to the events of Creation unless they fall under the god's purview, due to the focus they need to invest in their dealings in Yu-Shan. Additionally, due to the long timescales of events in Yu-Shan, gods of the Fifth Rank are seldom used to swift and cataclysmic change, such as the reveal of the Deathlords and the return of the Solars. Gods at this level hardly deal with their inferiors directly, unless said inferior has notable value or reports directly to them. Even Exalted are only allowed to meet them if they have proved themselves politically and militarily. There are exceptions, of course, but normally an Exalted will have to deal with the god's lieutenants.

The sanctums of gods of the Fifth Rank are the sizes of towns in their own right, with an "outdoors" area and several buildings as big as the sanctums of lesser deities. Moreover, they tend to own vacation spots scattered throughout Yu-Shan, and both their sanctums and vacation homes are filled with armies of servants ready to answer to their master's wishes.

On top of all the abilities obtained during their ascent into their current status, gods of the Fifth Rank can also create weaker copies of themselves imbued with a portion of their power, and their natural power becomes so potent that they are only a fraction below the deadliness of the abilities of the Incarnae or the gaze of the raksha warlord Balor, able to slay even the mightiest Exalt. A good example is the god of Pain being able to induce extremely intense and unavoidable pain at any being he glances at, whether localized within a particular body part or spreading it throughout their body.

Most endeavors and hobbies that a god of this level would dedicate themselves to in their free time are elevated far beyond the skill of any mortal, and even skills which the god has only passing interest in would be comparable to the greatest Heroic Mortal. A god might still have skills that would be considered amateur at best by mortals, but such things would only be due to a complete lack of interest in such subjects. Elementals, while still being Lesser Elemental Dragons, are particularly distinguished among their kin, wielding greater power than most Lesser Elemental Dragons possess, and a host of experience to back their abilities besides.

Incarnae -1200/1500cp

Incarnae/Greater Elemental Dragon

(Only Gods can purchase the second tier of this Rank)

There is another position above the gods of the Fifth Rank. Those who command the entire Celestial Order, who spearheaded the rebellion against the Primordials, and who donated their essence to the Great Maker to produce the greatest of the Exalted Host. The Incarnae, each a great and personal project for the Primordials, whose might alone can change the face of Creation. There are seven of them. The Five Maidens of Destiny, Luna, and the Unconquered Sun. And now there is one other. You.

The political power that the Incarnae possess is absolute and complete. Their orders can only be superseded by one of their fellows, and at their word the entirety of Heaven would mobilize against any threat. The respect and adoration they receive from the gods is, sadly, deteriorated from their obsession over the Games of Divinity, which reached such an extent that no Incarnae set foot outside the Jade Pleasure Dome even once during the Contagion. Perhaps you might be able to obtain more respect than your kin with the right choices. Try not to accidentally slander your kin, they might get very offended at such a thing, provided they ever actually leave the Games of Divinity for good. Your personal sanctum is the size of a major city of Creation, and placed directly somewhere in Yu-Shan. It possesses luxuries only matched by the palaces and living spaces of your fellows, and comparable security. Noting that you possess armies of personal servants ready to cater to your every wish and whim is redundant, as most of the Celestial Order has such a temperament anyway.

Your non-supernatural power can only be matched by the greatest Exalts who ever lived, and the sheer breadth of skills you possess is comparable to the depths of competence that you can reach. You are comparable to the Five Maidens or Luna on your own, and frankly the sheer power that you can obtain with your supernatural abilities and natural powers (yes, plural) are so extensive, potent, and so dependent on what your domains (again, yes, plural) and nature are, that it's an exercise in futility to outline what you are now capable of. Not only are all the Charms you know (which is probably a nearly exhaustive list of the spirit Charms that actually exist) All-Encompassing, you might know every Terrestrial and Celestial Martial Art associated with an animal, the copies you're able to make might not be reduced in abilities or raw power at all, and this is only a brief summary of a fraction of the powers that Luna possesses.

If you've spent more cp for the 1500cp version of this option, then you're a true peer to the Unconquered Sun himself. He possesses Charm versions of a lot of Solar Circle spells, even when not being capable of Solar Circle Sorcery per se, he can issue a mandate of subordination to any being of Fifth Rank power or less, possesses multiple perfect and absolute powers in his panoply that while possessing some restrictions in its use, such as not being able to suppress his own Virtues if he wishes to benefit from them, are passive and provide extensive defensive and offensive abilities, and more. Needless to say, the sheer amount of power you can customize to your preferences with this is almost nonsensical.

As an Elemental, you may choose to be a particularly powerful Greater Elemental Dragon. You don't get the sheer versatile freeform power customization afforded to gods, although you likely more than make up for it in instantly applicable elemental power. And while you don't possess nearly as much political power in the Celestial Order and must deal with those fearful of your power wanting to seal you like the Kukla was, given that you retain your mind, you're a symbol to all lesser elemental dragons and elementals in general of the potential of your kind, and are admired and nearly worshipped by them as a result.

Divine Position

The gods are divided in two depending on what their domain tends to cover. It is worth noting that since the Usurpation, divine society has been transformed into a ruthless bureaucracy, and only those who can navigate the unsavory parts of divine society are able to get far.

Terrestrial

Terrestrial Gods are those who govern specific parts of Creation, and live in the Terrestrial Sphere. They don't tend to be of particularly high rank, however there are powerful Terrestrial gods, and those who operate mainly in Creation also have the unique advantage of being able to easily interact directly with their worshippers. Since the Contagion, most Terrestrial courts simply ignore Yu-Shan's decrees, due to deeply entrenched animosity at Heaven abandoning them while Creation was invaded by the Fair Folk.

Celestial

Celestial Gods are those who govern universal aspects of Creation, and operate and live primarily in Yu-Shan itself, although there are exceptions. Due to living in Heaven, most Celestial gods believe themselves superior to the Terrestrial gods, and they do possess the advantage of Quintessence and Ambrosia, which can only exist in their raw form in Yu-Shan. Unlike in the Terrestrial Sphere, however, the system of the five Bureaus is still mostly in effect, and social status is tied to one's position within one of the Bureaus.

Divine Employment

In the Age of Sorrows, the hierarchy of the gods is shattered and corrupted, particularly in the Terrestrial Sphere. Here you determine your status within your position, whether you're subordinate to the Immaculate order or independent as a Terrestrial god, or which Bureau you work in if Celestial.

Terrestrial

Immaculate Court +200/0cp

After the formation of the Immaculate Order, the Immaculate Monks "tamed" various gods and courts on the Blessed Isle, to receive worship only on predetermined days and festivals, in exchange for not being considered blasphemous and exterminated. You have little independence and power, but at least your life is mostly stable. As a Fifth Rank god (or Incarnae), well. Who knows what the hell you're doing. You also don't get cp from this option in such a case.

Independent Court -0cp

Your court nominally obeys Yu-Shan, but in practice you're entirely independent. You will likely need to deal with drama between your court and others, however you will have staunch allies in your fellow gods. Hopefully.

Court Of Seasons -200cp

You're part of a specific court, the Court of Seasons. Your actual responsibility mostly consists of organizing and managing festivals and parties, but since the Usurpation you and your fellow gods in the Court of Seasons have utilized your position into becoming Creation-wide celebrities, among the gods at least. You will likely be welcomed in any Terrestrial court and even Yu-Shan residence for a few months before people start getting annoyed at your leeching, and indeed, save for the days of the calendar where you specifically have to work, you might find yourself wandering Creation like most of your co-workers.

By default you'll be given domain over the five days of Calibration on top of your chosen domain, but you may choose to replace one of the other gods of this court if you wish to govern an entire 28-day month instead. If you play your cards right, you'll be able to leverage your popularity into quite a lot of influence. As a final note, you're likely the only halfway competent god in this entire court, as centuries of constant partying and festivities has turned your co-workers into lazy good-for-nothings, not that anyone else thinks so due to their popularity.

Celestial

If you're an Incarnae, you're not a member of a Bureau, so much as the Incarnae with direct authority over said Bureau. For example, the Bureau of Heaven is commanded by the Unconquered Sun, and the Bureau of Destiny is handled by the Five Maidens. While the orders of the Incarnae directly ruling over their Bureaus will take priority over your own, so will the orders of other Incarnae take less priority than your own in the Bureau that you personally administer.

Bureau of Heaven **(Cannot take if Incarnae Rank)** **The Commission On Abstract Matters And Celestial Concerns**

The most powerful, diverse, and in many ways corrupt, of the Bureaus, the Bureau of Heaven is largely divided into two almost unrelated departments; the Department of Abstract Matters, which consists of gods of abstractions like memory and loss, and the Department of Celestial Concerns, responsible for the governance of Heaven.

The Bureau was split after the Primordial War, because of a division of interests in what used to be the Bureau of Divinities. Those involved in the newly established government of Heaven wanted to expand and establish the systems, regulations, and power structures they had dreamt of for eons, while those involved in abstractions were more interested in humanity and were content to expand their influence in Creation as long as they had the Bureau's protection.

While the headquarters of the Bureau is the Hall of Celestial Stability, Bureau offices are scattered throughout Yu-Shan. And while many members of the Bureau view their jobs as sinecure and avoid work as much as possible, they put on a front to outsiders that the stability of Yu-Shan depends on their "hard work", and demand appropriate respect and politeness from gods of other Bureaus.

Not only do nearly all the gods of the Bureau of Heaven claim that their work is indispensable for the working of Heaven, but their superiors expect them to be publicly beyond reproach. Basically, they are perfectionists. More powerful/higher ranked gods can get away with being eccentric, but lower ranked gods must be impeccable or suffer the consequences. Of course, the Bureau of Heaven is responsible for dispensing audits and complaints, due to being the governing body of Heaven, so their boasting does have some rooting in truth.

Bureau of Destiny
(Cannot take if Incarnae Rank)
The Most Excellent Designers Of Destiny And Sidereal Conjunctions

While the other Bureaus of Yu-Shan are concerned with “what was” and “what is”, the Bureau of Destiny has its responsibilities within the “what will be”. This Bureau is responsible for the proper continuation of Destiny and the proper running of the Loom of Fate. The Bureau is mostly locked to a structure known as the Most Perfect Lotus of Heavenly Designs, with five divisions each corresponding to the personal domain of one of the Maidens and with the Loom of Fate at its center.

The five divisions of the Bureau of Destiny handle different aspects of Creation’s fate; the Golden Barque of the Heavens handles movement, action, and travel within Creation, the Cerulean Lute of Harmony handles matters of pleasure, health, and well-being of the inhabitants of Creation, the Crimson Panoply of Victory handles all conflicts, struggles, battles, wars, and skirmishes, the Forbidding Manse of Ivory handles all the secrets of Creation, and the Violet Bier of Sorrows handles the proper endings of all things in Creation, such as the lives of mortals, institutions, ideas and ideologies, and nations.

The Sidereal Exalted are also all assigned to this Bureau, although they are divided by Conventions, structured to handle the different Directions of Creation instead, as well as a few other matters of importance, such as the Deathlords and natural disasters.

Unfortunately, the Bureau of Destiny finds its relations to the other Bureaus hampered by Yu-Shan’s fear of the Sidereals. The true cause of the Usurpation is an open secret, even if no god has managed to prove it conclusively so far. Of course, they possess great amounts of influence and favors from all over the Celestial Bureaucracy, due to the Bureau’s handling of Fate itself. But while they can pull the strings of Yu-Shan and Creation, nobody trusts the Bureau of Destiny.

Bureau of Seasons

The Celestial Monitors Of The Seasons And Weather

The Bureau of Seasons fills two roles; overseeing Creation's weather, and acting as Heaven's formal military. The gods of this Bureau are conservative, rigid, and very careful, for while they allow some variation in weather patterns from mortal prayer, they firmly follow seasonal and climatic patterns drafted up by Solars in the First Age. This resulted from severe consequences of utilizing war weather during the Contagion, and since then the administrative hierarchy of the Bureau has been the strictest in Yu-Shan.

During the First Age, the Exalted Host directly controlled this Bureau, so it is filled with unambitious and servile gods and elementals to prevent the need to keep upstart gods in line. This is why the Bureau in the modern day is so strict and conservative, since nearly every single divinity assigned to this Bureau, even the head, wants nothing more than for the Solars to be back and tell them what to do once more.

Of course, the Aerial Legion of Heaven is in this Bureau, and they share their rigidity and conservatism with the rest of the Bureau. The Shogun-Regent that leads the Aerial Legion does not want to use his power, so he waits for a worthy Solar to take command of Yu-Shan's army again, and has waited unflinchingly since the Usurpation.

Bureau of Nature

The Superintendency Of Nature Grand And Humble

The Bureau responsible for the wilderness, plants, animals, minerals, and anything not created by humanity, as well as non-meteorological phenomena such as oceans, rivers, forest, hot springs, earthquakes, volcanoes, and so on; the Bureau of Nature has been drastically reduced by several events in Creation, such as the Contagion. Many of the Bureau's gods wish to work with the Lunar Exalted to help with the maintenance of Creation's borders, although this alliance must be kept secret from censors.

The Fair Folk invasion reduced Creation by almost 40%, destroying vast amounts of lands and leaving many gods of the landscape, flora, and fauna of such places unemployed. Due to most of the destruction from the Fair Folk invasion that followed the Contagion having been inflicted in wild areas, gods who used to work in the Bureau of Nature make up the majority of the unemployed of current times. And while many gods departed from Yu-Shan to find a place in the Terrestrial Sphere, many hundreds of millions remain in Heaven, living pathetic lives in abandoned sections of Yu-Shan.

Those gods of the Bureau of Nature that remain are firmly determined to dedicate their efforts towards preventing Creation's borders from shrinking any further. This is what resulted in their willingness to work with the Lunar Exalted. Of course, most of the gods of this Bureau are willing to set aside any disdain they might have for Terrestrial deities and help them improve their situation, but the head of the Bureau, Flashing Peak, rigidly prevents those of this Bureau from working outside the bounds of traditional administration, something which gained her many enemies within her own Bureau.

Bureau of Humanity

The Divine Witnesses Of Human Works And Deeds

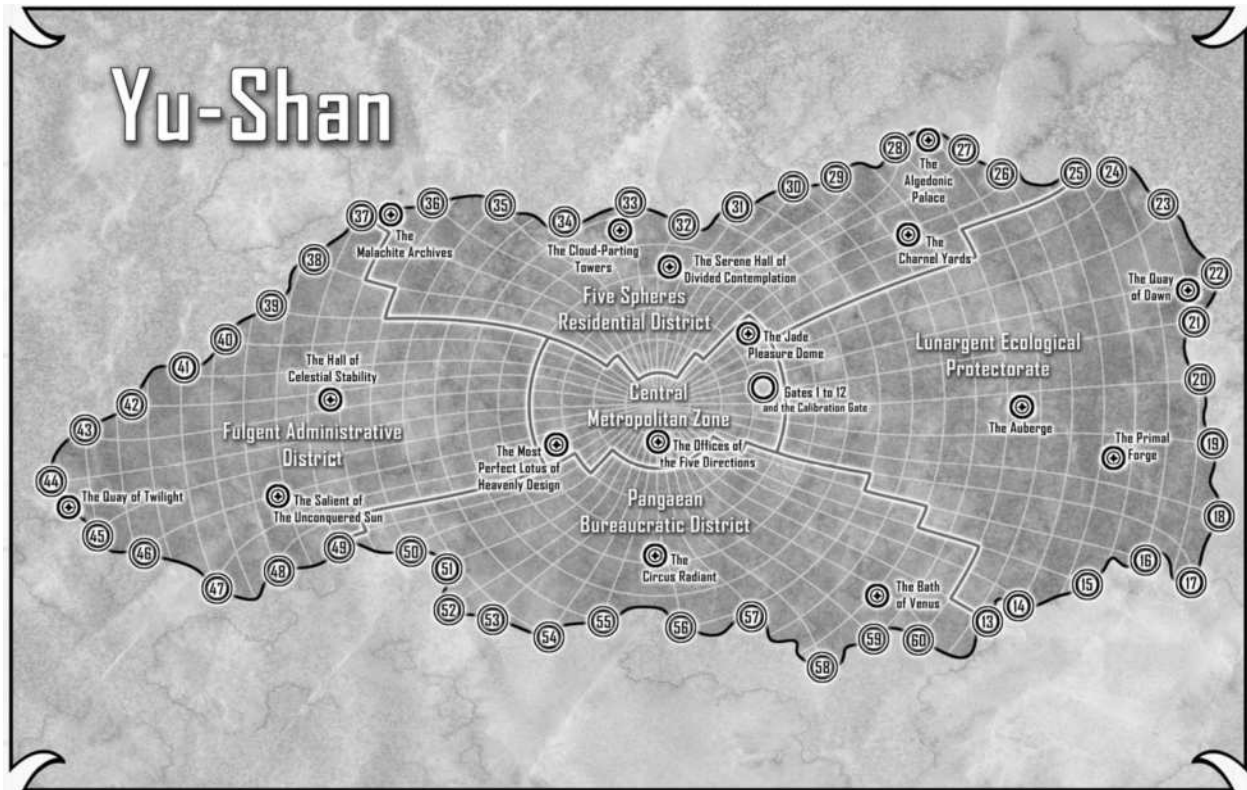
The Bureau of Humanity is in charge of supervising the gods of human things and places; the gods of nations, roads, cities, and ideas developed and used by humanity fall into the responsibility of this Bureau. It is sadly greatly reduced from the First Age, when its city gods had domain over major First Age cities and the Exalted Host created new ideas and concepts for the use of themselves and humanity regularly. Of course, the Bureau of Humanity still regulates most city gods, and possesses great influence over Creation.

Since the Usurpation, the Bureau of Heaven has drained the Bureau of Humanity of gods and domains, such as Intoxicants and Taxes, and this Bureau suffered greatly in the Contagion, due to losing influence and becoming more vulnerable to the machinations of the Bureau of Heaven.

Due to the gods of cities and villages openly ruling over their domains, the Bureau of Humanity is the most outright heretical of the Bureaus, given that divine rule over humanity goes against the Creation-Ruling Mandate. A cause of this fact is that most gods of this Bureau believe that they can rule humanity far better than humanity can rule itself, and consider themselves worthy replacements for Solar rulers. After so many centuries of ruling humanity directly, however, most gods prefer to not return to their previous servile role and wish to work alongside Solar sovereigns as equals.

Unemployed +200/0cp

Finally, you may choose to simply be an unemployed god, not due to your domain having been destroyed, but for another reason. Perhaps you have enough political influence and power to have been able to retire, or maybe you're a recently ascended mortal who hasn't been assigned a position yet. Whichever, you're unlikely to be openly respected, as social status in Yu-Shan is tied to one's position in the Bureaus. As an Incarnae yourself, you obtain no cp, and are possibly simply not particularly in charge of any one Bureau, such as Luna.



Timeline

By default, you are inserted into the most recent date, but you may choose to start earlier in the history of Creation if you wish. It is worth noting that this jump and its explanations is structured with the assumption of the default date, going back earlier in time will lead to things being different, particularly before the Usurpation and Primordial War.

Endless Toil -200cp

You may live during the rule of the Primordials, before the Celestial Bureaucracy grew corrupt and before even the rule of the Solars remade Creation and Yu-Shan. Gods are created by the Primordials to be tailored to their tasks, and their natures are as a rule aligned with their domain. The primary task of gods in this Age, aside from running Creation, was fixing any issues the Primordials may have caused on a whim. It is a calm time for a god, if perhaps tedious due to not being afforded any free time.

Primordial War +600cp

You may insert yourself at the beginning of the Primordial War, shortly before the Exalted Host ambushes a Primordial and the emergence of the first Neverborn is caused by the casualty that showed the Primordials that something was very wrong. A lot of gods died during the war, and the Three Spheres Cataclysm killed many, many more. Try not to die.

First Age -600cp

The Solars won against the Primordials, and established their own Deliberative with the direct sponsorship of the Unconquered Sun. It's only one and a half millennia since the end of the Primordial War, and you're right in the middle of the best years of the Solar Deliberative, for the Great Curse hasn't truly affected the Solars as a whole yet. This is a completely safe time period, and just by being skilled and loyal to your Solar masters you'll get plenty of promotions.

High First Age -200cp

While still a great time to be alive, you're a measly five centuries before the Usurpation, and the Solars are now fully affected by the Great Curse, having been turned into terrifying hedonists almost as a rule. It is still a relatively safe time period to be a god in, and you can still obtain promotions through merit and loyalty, but your Solar masters are a bit psychotic, and the wrong move might get you killed or worse.

Usurpation -0cp

The Sidereals have decided that enough is enough, and ambushed the Solar Exalted, wiping out most of them in the span of a single night, and forcing the survivors to flee. While a chaotic and unstable time for the divine hierarchy, if you play your cards right you will be able to influence the course of Creation's future greatly. Just be careful with the Sidereals, their political power and influence is at the greatest it has been and ever will be. Coincidentally, it is during this chaos that the unsavory parts of bureaucracies start becoming an option for ambitious gods.

Contagion +200cp

One of the greatest disasters to hit Creation since the Primordial War, the Contagion will spread through the Terrestrial Sphere in half a decade from your entry point. It will wipe out 90% of all life in Creation, and shortly after the Fair Folk will conduct the biggest Wyld invasion on existence ever, drastically worsening the catastrophe. The Incarnae's lack of intervention will be the nail in the coffin securing that Yu-Shan will be corrupted by crime forevermore, and will disillusion even the most loyal of gods to the idea that the Incarnae care about Creation.

RY 750 -0cp

This shall be your standard start date, about a decade before the Scarlet Empress of the Realm disappears, and the Solar Exalted return at last, unseen in Creation since the last Solars were hunted down in the century following the Usurpation. Many plans and schemes will come to fruition in the century to come, and nothing about the future of Creation is truly certain, even more than ever.

Locations

Here you will choose where in this wide setting you will begin. Choose one, or roll a five-sided die if you wish to leave it up to fate. Worth noting, the description assumes the start date of RY 750, so if you start in earlier times things may be wildly different.

1: Terrestrial Sphere

Ah, the mortal place. The Terrestrial Sphere is what most think of when they hear “Creation”. Marked by the five Elemental Poles and inhabited largely by mortals and lesser spirits, this is the world most similar to the one you hail from. In the center lies the Blessed Isle, with the Elemental Pole of Earth, Mt Meru, in the center of the isle itself. It is an almost paradisiacal place, full to bursting with the bounties of the natural world, from plants, beasts, and fruits to elemental energies and myriad spirits. Of course, civilization has settled here, and humans have had several thousands of years to benefit from the prosperity of the earth itself here. It is currently occupied by the Realm, an empire of Dragonblooded Exalts, and the Scarlet Empress rules the center of Creation from her throne. Until, of course, she disappears.

To the east is the next most bountiful place in Creation, marked by the Elemental Pole of Wood in the far flung east. The Threshold of the East, the half closest to the Blessed Isle, is the most inhabited by conventional civilization. Beyond that is where forests begin and never end. Civilization here is fragmented, with Nexus and Lookshy as the dominant powers of the Threshold, and Halta and Linowan dominating the northeast. Further east are the Hundred Kingdoms, a region filled with petty kingdoms at the edges of the deep forests.

To the north are colder regions, the icy winds of the Elemental Pole of Wind cooling the earth. It is populated by tribes and the Threshold has a few major city-states, such as Whitewall and Gethamane, as well as the aerial nation of the Haslanti League. The White Sea separated the more livable areas of the northern Threshold from the endless white tundras and frozen wastelands, where only the Icewalker tribes truly live.

The west of Creation is a never ending ocean, filled by the Elemental Pole of Water and dotted with islands and archipelagos. In these nautical lands can be found the undead nation of the Skullstone Archipelago, and the more conventional nations of Coral and Wavecrest. While the lack of land prevents major farming efforts, the West serves to connect the north, south, and center of Creation, as well as the Threshold of the east through the Inland Sea separating the Blessed Isle from the rest of Creation.

And finally, to the south of Creation lies lush coasts and sprawling deserts stretching to the very horizon of Creation itself, heated by the Elemental Pole of Fire. Few live here, but city-states such as Chiaroscuro, the Lap, Paragon, and Gem survive off of trade with the other Directions, not to mention An-Teng in the green coasts where the southern land meets the western ocean.

All in all, it is a varied and dangerous place, but it is the centerpiece of fate as it is where mortals and Exalted live. What adventures will you have here?

2: Yu-Shan

The Celestial City. Yu-Shan is where the celestial gods dwell, the former home of the Primordials before the divine rebellion made possible by the Exalted. It is here where the Loom of Fate that handles the stability of Creation can be found, as well as the Jade Pleasure Dome where the Incarnae play the Games of Divinity. In essence, this is a Blessed Isle-sized city, where even the poorest live lives more luxurious than mortal kings. 48 gates into the city are spaced evenly around the adamant walls that mark the edge of this sanctum, while 12 gates lead directly into a circular plaza about 20 miles southwest from the Jade Pleasure Dome. There is also the Calibration gate, which shifts locations in both Yu-Shan and Creation randomly. To facilitate travel around the city, a spiderweb network of canals stretch all over Yu-Shan, with silver flows for shorter trips and fast golden flows for making your way to other parts of the city.

The adamant wall that marks the edge of Yu-Shan are about 30 meters tall, and at the top merge with the blue Sky Dome that serves as the ceiling of the city. There are some buildings built on the Sky Dome, being controlled by some of the more powerful divisions and headquarters of the Celestial Bureaucracy, albeit those are usually hidden by Yu-Shan's weather. The wall and dome are truly indestructible, crafted by the Primordials at their zenith, and there is nothing beyond them. Yu-Shan is its own independent space, and it ends at the adamant wall and the Sky Dome.

Politically, Yu-Shan is split into five spaces. The Central Metropolitan Zone is divided into pie-sized administrative regions called Precincts, each of which begins and ends at different canals. This metropolitan zone, unlike the directional districts, is ruled jointly by the Incarnae. The Fulgent Administrative District to the West is ruled by the Unconquered Sun, on paper at least, which is widely known for its bureaucratic buildings. The Lunargent Ecological Protectorate on the East is ruled by Luna, filled with parks and wildlife refuges. The Maidens Of Destiny collectively rule the Five Spheres Residential District to the North, being largely residential as the name implies. Finally, the Primordial Gaia rules the Pangean Bureaucratic District to the South, composed largely of hilly terrain and rivers.

3: Underworld

Having come into existence with the death of some Primordials who became Neverborn, the Underworld is a dark mirror of Creation itself. At the center, where Mount Meru can be found in Creation, there is a massive city built around the Well of Oblivion. This city, Stygia, is the dwelling of the Dual Monarchs, which operate and maintain the Calendar of Setesh that keeps time flowing normally in the Underworld. A massive artifice built by former-human hands, this device hangs from the sky of the Underworld like an inverse of the Imperial Mountain. Beneath the surface of the Underworld is the Labyrinth, where the Corpse-Tombs of the Neverborn can be found, crawling with horrors twisted by the whispers of both Oblivion and the Neverborn themselves.

4: Autochthon

One of the two remaining Primordials who survived the Primordial War, Autochthon was scared of what might happen to him should he stay in Creation. Thus he grabbed many humans and fled into Elsewhere, barring himself with the Seal of Eight Divinities to ensure he would be isolated from Creation. The human population carved out a living within his World-Body, forming a strict and collectivist society that placed the needs of the many above the needs of the few, likely as a matter of survival in the harsh and almost uninhabitable environment of the Great Maker's World-Body. Different from the five elements of Creation, Autochthon implants six Elemental Poles in his body, those being Lightning, Crystal, Metal, Oil, Steam, and Smoke. The fundamentally different array of elements results in Autochthon's natural environment being completely different, as you can no doubt imagine. Still, there are eight nations of humans, supported and protected by their Alchemical Exalted, and there are many elementals and gods (called subgods by the populace) roaming Autochthonia, and Autochthon's eight Third Circle Devas each play a role in maintaining his World-Body.

Unfortunately, Autochthon is dying. It's not only that the resource of human souls is dwindling, but he is also afflicted with the Void, slowly killing Autochthon and turning him piece by piece into the Engine of Extinction. He is not yet a Neverborn, but the inhabitants have no way of curing the Blight, so they can only stall it at most. Perhaps you'll try to help Autochthon live.

5: Malfeas

How unfortunate of you to be here. Malfeas, the Demon City, Hell, this is the prison of the Yozi. Filled with hatred and spite, mortals and gods are not welcomed here, and it is filled with many horrors unimaginable to most. Many layers of urban landscape of brass and basalt are populated by demons, and the demon city is surrounded by the endless sands of Cecelyne. Other Yozi can be found as well; the acidic sea of Kimbery, the deadly silent wind of Adorjan, the silver forests of Szoreny, and many others besides. It is recommended you find your way out as quickly as possible, if you are not here as an Ambassador of Yu-Shan.

Perks

Perks for Terrestrial and Celestial gods are discounted to those in the proper position. Perks under a Spirit Type's section are discounted to those who picked that Spirit Type. 100cp discounted perks are free.

General Perks

A Spirit's Form -0cp

What is a god? A god is a naturally immaterial being, formed of Essence and held together by will. They are immortal and do not age. They don't chafe from their clothing, they don't require physical sustenance or rest, even if they may enjoy it. They don't feel discomfort in the extremes of climate; they don't sweat on a hot day and don't shiver when hit by a cold breeze, and are likewise not bothered by rain falling on their skin. Gods are immune to mundane disease, and while they may grow tired, they do not find their limbs growing heavier as they exert themselves.

Additionally, all gods are able to hear the prayers directed at them. However, these prayers are usually indistinct from each other, and thus for particularly popular gods among mortals they may have the constant melodious tone of prayer in the back of their head. Those who know how to do so can have their prayers be heard more loudly, however, able to draw on the attention of gods quicker. Finally, your spiritual existence is such that unlike mortals, your soul is not annihilated in joy when witnessing or even playing the Games of Divinity, however such is still highly addictive and transformative to do.

An elemental, unlike a god, is a naturally material being. They are born from imbalances and anomalies in Creation's dragon lines, and their forms are heavily influenced by their element. Elementals are, as mentioned before, not actually immortal, and can die like a human to violence. Lastly, elementals cannot hear prayers directed to them. Aside from these differences, elementals function similarly to gods.

Finally, the physical form that gods and elementals take are influenced by their nature and domain. The actual extent of this influence varies quite a bit, a god may base their form almost entirely on their nature or domain, or anywhere in between, or they might have an appearance that is only tangentially related to their nature and their domains. Elementals, of course, have no domains, but do possess a nature to influence their form. Unlike gods who occasionally take on inhuman forms, elementals seem to be fond of humanoid bodies.

A Spirit's Essence -0/100cp

Unlike mortals, spirits of all kinds possess a trait called their nature. While what nature consists of varies wildly between each spirit, it is always an identifying trait and shapes who and what they are to some extent. Additionally, all gods possess innate powers related to their nature, which are stronger or weaker depending on their Rank. Here you shall decide what your nature is, as long as it's not particularly restrictive. Maybe your hands are always covered in blood, or perhaps you gravitate towards a particular mode of fashion and/or a certain type of behavior. You may make it as complex or simple as you feel like. It is worth noting that elementals must pick a nature aligned with their element. They also decide what their element actually is through this perk.

If you're a god, here you may also decide whether you used to be a mortal who has been promoted into godhood, or perhaps even used to be part of the soul hierarchy of one of the Primordials that turned to the side of the gods, and later made independent from the Primordial you were born from. Or perhaps you've simply always been a god. Elementals don't get these options, as your nature as an elemental must be tied to an Element. Uniquely for elementals, however, they aren't restricted to the elements of Creation. With a surcharge of 100cp to account for the strangeness, you may be an elemental of some other element that exists elsewhere, such as Vitriol, the element of the Demon City, or one of the six elements of Autochthonia (Crystal, Lightning, Metal, Oil, Steam, or Smoke). You may also be an elemental of whatever other element you can think of, although whatever strange element you embody will be on the same level of potency and utility as all the others. It is worth noting, however, that embodying an element foreign to the realm of existence you are in (Creation, Malfestas, etc) will make any elemental ability or charm of yours be one mote more expensive. Not exactly a big difference, but worth keeping in mind.

A Spirit's Power -0/200cp

A god's main source of power is their domain. Their rank is tied to their domain, and their domain is tied to their Rank. The more important a domain is, the higher Rank you require to be able to govern it. It is worth noting that within Yu-Shan's bureaucracy, it is possible to change what your domain is, whether through transfer, demotion, or promotion. Your domain also flavors all of your spiritual abilities that aren't All-Encompassing. With this perk you will choose what your domain is. Unfortunately, elementals are effectively restricted to their own element.

It is worth noting that you have some restrictions on your domain, beyond your Rank. You must choose a domain appropriate to your Position, and your employment. Terrestrial Gods rule over concrete, specific things, while Celestial Gods rule over universal concepts. As an example, a Terrestrial God could be the god of a specific city, but a Celestial god would be the god of cities in general, or perhaps a specific kind of city. Additionally, your domain must be appropriate to your Bureau if you became a Celestial deity. You cannot be a god of volcanoes if you work in the Bureau of Destiny, for example, but you might be the god in charge of managing volcanoes important to Destiny, and if you're in the Bureau of Seasons you might be in charge of scheduling volcanic eruptions. Of course, this distinction is as thematic as it is political, which is most evident with the Bureau of Heaven reallocating a lot of deities and domains from the Bureau of Humanity by justifying the ideas the domains cover as universal instead of just used by humanity.

Additionally, your domain functions as a 1-up of sorts. If you are ever killed, provided your soul hasn't been destroyed, you shall reform as yourself as long as your domain exists. You may reform in your sanctum, or in some other location important to you if your sanctum has been destroyed. Unfortunately, elementals don't benefit from this part of the perk. If you are Fifth Rank or below, you can spend an additional 200cp for a second domain, gaining any benefits from it as you would from your first domain. This allows gods influence over a second domain of their choice, and elementals to pick a second Element of their choice.

As an Incarnae, you possess special restrictions. Instead of only one domain, you get three, but at least one of them must be a celestial body that is as visible in the sky as the sun, the moon, and the stars (feel free to make up a new celestial body or formation visible in the sky), and at least one of the domains must be an incredibly open-ended and influential concept, comparable to Fate, Change, or Perfection. Your third domain can be whatever you wish, and will serve to flavor your powers to a greater degree of detail. You might still be attributed to several dozen other domains, but these three will be the actual domains your powers will be based around. Ignore this bit as a Greater Elemental Dragon, as your domain is still restricted to your element.

Promotions -100cp

Promoting mortals to godhood is one of the ways that the Celestial Bureaucracy expands. It's not a difficult technique, but it is a significant investment of essence for most gods, so it is done rarely. For you, though, this is trivial to perform, requiring next to no essence. Simply lay your hands on the mortal's body, invest the necessary essence into them, and the technique will transform their body and soul to that of a god's. See the A Spirit's Form perk above for the basic benefits. Outside of that though, if you want them to have a domain you'll have to petition the Celestial Bureaucracy to get them a job. In future jumps you'll be able to give mortals jobs subordinate to your own domains without needing to deal with a bureaucratic process. It is worth noting that, due to having once been humans, these newly promoted divinities won't have to worry about a restrictive nature, as it will be only mildly influenced by their domain, and they'll generally retain their human nature outside of such influence. By default these mortals will be of the Second Rank, although if the target is already stronger than such a Rank they can simply be of a higher Rank, gaining any benefits associated with them such as charms and nature but not growing in overall power. If they aren't so powerful to begin with, they'll have to grow in power the hard way.

As an additional bonus, this perk will also let you transform mortals into any other kind of being that you have become or might become in the future. For example, if you were a demon in a past jump, you can turn mortals into demons with this perk. They'll be an average member of the species however, although if they're significantly stronger than that point they can benefit from that the same way as they'd benefit from Ranks.

Martial Deity -200cp

Most gods focus on bureaucracy and politicking, and mostly ignore personal skill in combat, if not war, due to Yu-Shan being relatively peaceful. There are exceptions, of course. Some gods dedicate their free time towards honing their fighting skills, and obviously there are gods whose domains include war and combat.

Now you're particularly good at such things. Even if you weren't a war god, people might confuse you for one, such is your skill, and if your domain was indeed war, you'd be equal to five of your peers within your Rank, and are likely on the higher end of power for your Rank in general. Whether you've decided to train in the usage of armor and weapons, or learnt one or several Terrestrial or even Celestial martial arts, you're no slouch in a fight, and might even be able to match up to an Exalted that isn't particularly specialized in war even when at a low Rank. If you're powerful enough, then you'd certainly serve as a worthy opponent even for mighty warrior Exalts.

Fundamental Essence -200cp

Gods and elementals respire living essence, for they are alive, which can be attuned to any of the five elements or one of the Incarnae. Ghosts respire only dead essence, the essence attuned to death and stasis that permeates the world of the dead. Living spirits in the Underworld cannot replenish their motes naturally, same as how ghosts cannot do so outside of the Underworld. But, in the end, it's all essence, isn't it? You've managed to internalize this little insight to the degree that you're not restricted by what essence is attuned to anymore. You may respire any kind of essence, as any kind of spirit, safely. While this is a minor benefit, it also means that you will be able to replenish your spiritual energy no matter where you are, to a minimum degree that is effective at filling your stores swiftly, although slower the more powerful you are due to a larger mote pool, even if you are in a location with abnormally thin ambient essence. This will also apply to any other supernatural energies after the jump ends, although it will be notably less effective unless the energy is of a spiritual sort. Unfortunately it doesn't actually let you wield such other forms of essence or energy, as you "digest" it, so to speak, into essence of the type you normally use when you respire it.

Sorcerer-God -400cp

Your innate Charms and power are great and all, but there are the wonders of sorcery available for the taking. With sorcery, even a god is able to perform great works normally beyond them. You have toiled and struggled to learn, and now have full access to the Terrestrial Circle of Sorcery, and know several useful spells. If you're Fourth Rank or above, or perhaps at the upper bounds of Third Rank power, you'll also have access to the Celestial Circle of Sorcery, allowing you much more powerful spells. In order to learn new spells you'll need to invest time, effort, and experimentation, but a determined sorcerer can do quite the wide variety of impressive feats. You can alternatively receive an equal amount of expertise in Necromancy, which is unlikely to do you any favors in Yu-Shan. Purchasing this perk twice will impart knowledge of both.

Transcendental Excellence -400cp

All beings have limits. Whether it's the lack of potential that unaugmented mortals possess or the unattainability that Solar Circle Sorcery or Sidereal Martial Arts present, while it may not be related to your sheer power you're likely to run into some subject of expertise that you are unable to utilize. Well, no more. Your limits are loosened, such that you may be able to learn the aforementioned Solar Circle Sorcery and Sidereal Martial Arts, provided you invest the necessary time and effort (and sacrifice) into them. You might even be able to learn all three Circles of Necromancy, although revealing that little fact to the Celestial Bureaucracy would be incredibly inadvisable. If you apply yourself, you might even be able to comprehend truly alien patterns of thought, if you found some way to train yourself in such a mental process. Perhaps, with enough exposure and willpower, you might be able to train to be as unfazed to the Games of Divinity as any Primordial one day. Perhaps.

Sublime Appearance -600cp

Most spirits of the higher ranks tend to look better than most mortals, but even among them there are those who are famed as enchantingly beautiful, and some are even said to be able to sway even inanimate objects. You now count yourself among such revered spirits, with a beauty (or handsomeness, or some other kind of attractiveness) able to sway all but the most cold-hearted of beings. Even then your beauty is such that one would need immense willpower or supernatural resistance to not fall in love with you the moment they see your face (or your uncovered form). Your form is such that it could instill desire in even the most temperate of monks, and your lush curves and/or hard muscle provides the great temptation of your more sensual skills, for if you were taken to bed you would not disappoint. Not even the inability to understand or process such levels of beauty could save someone, as there is a supernatural air to your appearance that transcends such limitations and allows others to enjoy the fullness of your wonderful visage regardless.

Unconquered -800cp (Discounted to Incarnae)

The Unconquered Sun was not always so. He was not always so mighty as to stand above even the other Incarnae. No, it was through the trials he underwent, each orchestrated by the Primordials fascinated in the capability of Theion's creation, that he reached the heights he possesses now. This perfect ability to improve and surmount is now yours. Just like the young Sol Incarnate, achieving victory and success over immense challenges that push you to your limits (and perhaps a little beyond) causes you to evolve in power and essence. Each increase in power is significant not merely in the scale of your might, but in your versatility as well. Unfortunately you must truly push yourself to your limits and surmount obstacles with a real chance of destroying you, so the more you grow, the more difficult it becomes to grow. Still, the Unconquered Sun reached the heights of power he did, so perhaps you can do so as well.

Divine Perks

These perks are discounted to gods and elementals of the appropriate Position.

Terrestrial Perks

Earthly Divinity -100cp

Terrestrial Gods live in the Terrestrial Sphere, the official name for what is commonly called Creation. It is the plane where mortals live, and it is filled with wild life and wildlife. You've lived in Creation for centuries, and as such are well used to the rural conditions that most Terrestrial courts live in. Additionally, while the more powerful gods still take a more aloof approach to things, you're very familiar with human worship and how to maintain a cult dedicated to you or a group you're a part of. You're also amazing at helping your worshippers through philosophical dilemmas, and can likely serve as a competent therapist if you ever wish to bother with a mortal job.

Spiritual Perspective -100cp

Gods see days the same way a mortal might see minutes, and months the way a mortal might see days. There are a variety of factors that contribute to this, from their divine form, to their longevity, and the standard of living they tend to maintain. Of course, this can get inconvenient when dealing with urgent matters, but for the most part it's a view that was encouraged by Yu-Shan's inefficient bureaucracy. Now you're able to freely switch between the long perspective of the gods, adapted for an eternity of life, and the hurried perspective of humans, more fitting for acting swiftly and adapted for a limited amount of time. Both perspectives will surely be useful when implemented properly.

Illegal Interactions -200cp

The laws of the Celestial Bureaucracy, while hardly enforced after the Usurpation, are still present and sometimes enforced by the rare official that still tries to uphold the laws of Heaven. While some gods openly flaunt the rules of Yu-Shan, it wouldn't do for you to get randomly arrested by one of the few upstanding censors, right? Thankfully, you've become very good at hiding your crimes from the eyes of the law, even supernatural law enforced by powerful gods. Even if you're doing something as illegal as ruling a whole city, you could reliably hide the fact and separate your true identity with the false identity you use for the city, much less more petty crimes such as interacting with mortals instead of merely observing them. You won't be caught out of left field and charged for your crimes at least.

Merchant Of Faces -200cp

You'd be surprised how many people wish to live different lives, to not be themselves and instead be someone they see as more successful. If you could give them such a thing, you'd have quite a bit of influence over them. Influence you can now obtain. You've gained the ability to swap two people's forms with a trivial investment of essence. This is merely an aesthetic change, not even trading their physical might and dexterity, but for any purposes their forms are changed. You can also go a bit deeper, and only change the minds of two targets, allowing only social and mental attributes as well as skills to be retained, while matters tied to the body remain with their former form. In this way can a common farmer and a powerful prince trade their lives between each other, with you as an intermediary. Unfortunately you cannot swap things like Exaltations between two targets, as such things are tied to the soul. If you're feeling wrathful, you may steal someone's identity entirely, leaving them a mindless half-dead husk, to be returned at a later date or not at all. Lastly, while of course you can target yourself with your trades of faces, you can also simply assume the form of anyone you've ever targeted with this ability, even if you haven't swapped faces with them. Perhaps you'll offer your services in exchange for favors?

Divine Behemoth -400cp

There are gods who possess great physical power, able to wrestle with massive animals, and then there's you. Your true form, whatever it might be, is comparable to that of the behemoths, those titanic war beasts able to crush cities by simply walking around. You are able to exert yourself for days without tiring, and even the Incarnae might need to utilize some of their power to enhance their bodies to match up to your sheer physical prowess. Both behemoths and now you are incredibly difficult to kill, requiring siege weaponry and artillery to even inflict notable wounds, or perhaps incredibly accurate shots directed at vital organs, if you have any. There's only one god who shares your massive size, although sadly he's not the very friendly sort.

Ethereal Transformations -400cp

While unimportant outside the Terrestrial Sphere, materialization and dematerialization are still noteworthy, if only due to how expensive such an action is. It is free of cost for a spirit to return to their natural state, but gods who wish to interact with their mortal worshippers must spend the large investment of motes towards becoming material. Fortunately, you found out some form of trick to remove this cost entirely. You may now become material or immaterial at will with no cost of spiritual energy, which is doubtlessly a large benefit, due to being able to escape to the other state in case you need respite from an attack of some sort. This won't really be relevant outside the Terrestrial Sphere itself, of course, but if you frequent Creation it'll be handy, and in future worlds you will still be able to abuse the difference between these two states.

Cycle Of Usurpation -600cp

While the gods orchestrated the Primordial War, they needed quite a few things to make it a reality. The most important of which was the aid of Autochthon, the Great Maker, who crafted the Exaltations that would be given to humans to empower them, creating the Exalted Host that actually fought and won the war. And perhaps you're thinking of staging your own usurpation of your betters? Whether or not that is the case, you'll find that you are incredibly lucky when it comes to obtaining just what you need to overthrow your superiors. Of course, the bigger the power gap is, the more preparations you will need, but you will have all the cards necessary to achieve victory regardless. Actually succeeding will be an effort that depends on you and your forces, of course.

Turning Of An Age -600cp

Sessen Douji is a mystery. His legend of apotheosis is intriguing, and for some reason the Maiden of Secrets has declared that his domain be kept hidden. The most interesting, and perhaps alarming, trait he possesses is his growth in power whenever an Age ends and another begins. One trait you now share. Whenever a turning point in history approaches, you'll find your power and Essence slowly rise, a couple of Ranks per decade, until you are equal to the Incarnae in power. This peak of power will be brief, for once the new Age of history has been set in place your power will wane back to its normal level, at the same rate. The closer you are to the power of the Incarnae, the later your power will begin to grow and the sooner your power will cease waning. All of your spiritual abilities and even your natural attributes will rise in accordance to your temporary Rank, of course.

If you're already an Incarnae or at an equivalent level of power, you will still be able to benefit from this, growing in power the equivalent of a single Rank, becoming to the Incarnae what the Incarnae are to gods of the Fifth Rank. The level of power you shall reach like this is entirely unprecedented in this world, and you might be able to shake or even shatter the pillars of Creation purely on your own power when you peak.

Celestial Perks

Heavenly Divinity -100cp

Yu-Shan is the perfect city. The very ideal of what a metropolis is and should be. Part of this is due to Quintessence and Ambrosia, which are only obtainable to those in Heaven and provide all the material wealth anyone might ever need, part of it is that it was designed by the Primordials themselves to be such. You've lived most of your life in Yu-Shan, and as such are used to the utterly egregious opulence and urban sprawl that composes Heaven. You're not going to bat an eye at even the most excessive show of material wealth, for such a thing is not impressive but expected in the Celestial court.

Talented -100cp

Gods don't usually dedicate their time to learning skills like mortals might. Why would they, when they can simply languish in luxury and decadence? There are exceptions of course, such as those gods who spend time learning Sorcery or the arts of war. You in particular have found out that you have a great amount of talent at a specific skill, whether that be utilizing melee weapons, wilderness survival, operating vehicles, or something else. When it comes to your skill, you learn far faster than most mortals or gods, advancing your expertise almost as fast as the Exalted themselves, able to reach the peak of mortal mastery in decades, and being able to go beyond far more swiftly than most beings. You can buy this perk as many times as you want, choosing a different skill each time. Will you simply keep indulging in this skill as your hobby or will you flaunt your prowess?

Spiritual Nepotism -200cp

A big factor nowadays for whether or not you're actually promoted in the Celestial Bureaucracy is whether you have powerful allies willing to facilitate your promotion. Thankfully, you have great luck in finding and befriending friendly powerful beings, who can be convinced to help you ascend the ranks of an organization that you're a part of.

Additionally, you find that you're able to get away with both sides of nepotism, both helping and being helped, even to a degree that would draw negative attention normally. Want to quickly rise to an important position in the Bureau of Seasons but don't feel like working so much? Sure, some networking later you'll be in a good position to do so. Want to make your status in your Terrestrial Court more important? You might even be able to become the personal friend of whoever leads it. Want to help that one mortal you like get in a position of power? You'll find surprisingly little grumbling. Likewise you'll be able to help those you want to rise up the ranks without as much issue as you normally might have.

Celestial Parties -200cp

One of the most regular events that occur in Yu-Shan are parties and celebrations. From the yearly Carnival of Meetings, to the monthly festivals celebrating the turning of the months, parties and celebrations are the bread and butter of Celestial life. Now, you're quite adept when it comes to them, even more than the other gods. Your expertise in organizing, managing, and scheduling parties is equal to any of the members of the Court of Seasons, and just like them you're able to be the life of any party if you feel like entertaining the people present. If you play your cards (and invitations) right, you'll be able to spread your influence far and wide, and might grow into a celebrity along the Court of Seasons gods as well, if you foster that kind of image.

Unflinching Patience -400cp

Power is tempting. It calls, seductively, to be used and abused, to be utilized to further one's own ends, and many in history have fallen arrogant due to the power they held, even the Primordials themselves. Not you, however. Your iron will would let you be in command of the greatest army in Creation for centuries and never once order its mobilization for personal reasons. You would be able to resist the temptations of the Algedonic Palace and perhaps even successfully force yourself to refuse a turn at the Games of Divinity, although both such pleasures can corrupt you if you slip for even a moment. Even the transcendental joy of the Games of Divinity would find little purchase on you, after it is finished and gone that is, and any addictions you might suffer from will be short lived at worst.

Prayersmith -400cp

There are some gods in Yu-Shan who make a living by forging the Ambrosia and Quintessence of other gods into usable forms. There are also likely those who dedicate themselves to crafting and art in general, same as how there are gods who dedicate themselves to the arts of war. You are now particularly notable among your fellow prayersmiths, able to craft wondrous Artifacts out of Ambrosia, and able to replace any exotic or unique ingredients with perhaps slightly less potent imitations of them, also crafted from Ambrosia. The only thing preventing you from making 5 dot Artifacts for anyone who pays might be the sheer amount of Ambrosia you need for such potent Artifacts, and even then if you are Fourth Rank or above this would not be an issue. Additionally, you are experienced with the forging of Chalcanth, distilled demon essence, in case you have access to disposable demons rather than Ambrosia.

As an Incarnae, your prowess is such that you can reliably craft N/A ranked Artifacts, provided you possess genuinely unique and potent ingredients that you cannot imitate with carefully shaped Ambrosia. You might even be responsible for crafting some of the best Artifacts of Heaven. Of course, whether or not you're an Incarnae, a good forge will let you make Artifacts up to par with your no doubt heady standards, but you will be able to design and direct the construction of such things.

It is worth noting that crafting Artifacts usually takes seasons, maybe years for the more powerful ones. Mundane objects don't usually take more than a month, but Artifacts aren't mundane by any stretch of the imagination. This perk also grants expertise in the construction of manses and other supernatural structures.

Pillar Of The Bureaucracy -600cp

Being skilled at navigating the unsavory side of politics is all well and good, but sometimes you need to take care of serious responsibilities, and most of the gods seem like they're just doing their jobs out of simple obligation rather than trying to fulfill their tasks. Thankfully, with you around, your superiors need not fear slackers and those who try to cheat out of their jobs. You are uncanny in sniffing out and removing uncommitted and lazy members of an organization you're a part of, and are able to whip those who remain into working diligently and completing any tasks they are assigned to, and even incompetent subordinates won't remain so for long, if only to avoid your wrath.

On the other side of things, you are adept at dealing with abusive, indifferent, or plain incapable superiors, able to not only appease their anger in case they perceive a slight to themselves that may or may not be there, but also provide satisfactory reports on the progress of you and your subordinates. Even bosses who are outright planning on removing you from your position would struggle greatly due to both your commitment to your job and your polite behavior being impeccable by even the Bureau of Heaven's heady standards. You might be just what Yu-Shan needs to bring the Celestial Order back, if you're in a highly Ranked position. Sadly, this sort of behavior will do you no favors, unless you're skilled in shady dealings and schemes as well.

Spiritual Politicking -600cp

Blackmail, conspiracy, scheming, assassinations, plain old having the authority to order people around, the Celestial Bureaucracy functions just like any other, and those experienced in the less savory side of it will get far further than those who aren't. You're matched only by the Five Maidens in how well you can navigate the bureaucracy and network with your fellows. Even as a god below the Fourth Rank you'd quickly be able to obtain promotions and impede your rivals until you start having to contend with those of the Fifth Rank, who can begin to approach your level of skill in these matters. You're almost definitely going to accrue significant amounts of political power and influence, and if you ever deign to participate in mortal politics you would completely dominate such a political stage.

As an Incarnae yourself, you would be able to out-think even the Five Maidens and Luna when it comes to bureaucracy and socializing, and even the Unconquered Sun would need to leverage his panoply of perfection to match or surpass you. Needless to say you would be absolutely terrifying in a bureaucracy at this level, even if your nature and domains had nothing to do with any of this.

Items

You may import items you already possess into items you purchase here, as long as they are similar enough. IE, a sword into a Sword Artifact, a territory item into the Slice of Heaven item, and so on.

General Items

Sanctum -0/200cp

A god's sanctum is a creation of their own soul, a space bored through immaterial reality and into Elsewhere, crafted into a living space for the god to reside and rest in. As long as you possess a sanctum, it will function as a 1-up, allowing you to reform inside it after your death, provided your soul was not permanently destroyed.

What a sanctum looks like from the inside, and what its insides even consist of, and even where the entrance into it can be placed, are all influenced by the nature and the domain of the god. The God of the Imperial City possesses a sanctum that is an opulent throne room, while the Mammoth Avatar crafted a grand open hall that functions as a mammoth graveyard. Sanctum crafted on top of demesnes act as manses, with a strength appropriate to the god's Rank. These powerful sanctums don't naturally generate a Hearthstone, but they can be engineered to do so. Gods whose sanctum resides on a demesne always count as attuned and can determine whether or not someone can attune to the demesne as well, however capping a demesne with an actual Manse rids the sanctum of this benefit.

Immaterial entrances to a god's sanctum appear as coincidental occult symbols; perhaps two trees arch over a patch of ground forming a natural doorway, perhaps a crumbling well might thrum with power, maybe even a small shrine or altar could serve as an entrance. Only those who are or can become immaterial or intangible can pass through these doorways, although those familiar with spiritual magics may be able to open the door to material beings. Of course, a god can deny passage into their sanctum to anyone who has lower Rank than them in power, and it is common to protect one's sanctum through mundane or magical means.

As Yu-Shan requires of every god, in your sanctum you will have a magical writing desk, whose drawers are always full of silk paper and ink when needed, and possesses a prayer fire attached to the upper right corner for sending reports and messages to Yu-Shan or the appropriate destination in one of the Bureaus. Additionally, even those without proper hands to write will be able to do so somehow if they utilize this desk, although the furniture's power cannot aid the illiterate. The endless filing ghettos of Heaven are filled with unread and illegible reports.

If you are a Celestial God, then like many of your peers you will be able to maintain two sanctums; one in Heaven, and one in the Terrestrial Sphere, which makes you vastly harder to kill. Likewise in future worlds you shall be able to maintain two sanctums, positioning one in whatever equivalent to Heaven there might be with none of the locals complaining to your intrusion, and one in the mortal realm, even if you're a Terrestrial God. The actual size of your sanctum is determined by your Rank, as determined earlier in this document.

Elementals cannot create nor lawfully own sanctums, and thus you will have to pay 200cp to be in possession of one. You do not get any benefits that gods get for owning a sanctum, however; to elementals, sanctums are nothing more than immaterial boltholes.

The Substance Of Prayer -0cp

All gods of Yu-Shan have a salary of Quintessence, determined by their Rank. Quintessence is the brilliant liquid form of prayers that mortals direct at no being in particular, and can be crafted into the most perfect forms of any mundane object, such as clothing or food, however such will always be fleeting and fade away in time. This is why fancy clothing made from Quintessence is usually only good for one or two parties and celebrations.

Ambrosia, on the other hand, looking like a multicolored solid in its raw form, is the form that prayers dedicated to a specific god take. They tend to form in piles in proximity to the god that receives it, and can be crafted into permanent and incredibly higher quality versions of most mundane objects, as well as the various magical materials. However, only the Ambrosia dedicated to the Unconquered Sun himself can be crafted into orichalcum. Post-jump, you won't have this restriction on the Ambrosia you receive. How much Quintessence and Ambrosia you are paid regularly depends on your Rank. The salaries of even Third Ranked gods is enough to be counted among the richer population of Creation, and those of the Fifth Rank are individually as wealthy as nations, as little as wealth matters in Heaven.

As an Incarnae, your salary would dwarf any other than your own peers. As an example, the Unconquered Sun has a tax of 10% on the Ambrosia all gods receive, which for the most part is invested back into the economy of Heaven. It is worth noting that Ambrosia and Quintessence can only exist in their raw form in Yu-Shan; they dissolve into nothing if taken out of Heaven. Post-jump you will find this limitation lifted, but as a Terrestrial God it might be troublesome to collect your wealth.

Additionally, after the jump ends, you receive a Quintessence bowl, deposited in your warehouse, sanctum, or other property you own, that collects Quintessence from the prayers of the mortals in the worlds that you go into, filling at a set rate unless there are not enough undirected prayers to fill it somehow.

Panoply -100/200/400/800cp (special discounts)

Gods are not restricted to just their innate abilities. Most gods, especially at the higher ranks, possess a Panoply, a set of Artifacts tailored for their own use. With this option, you may craft your Panoply as well, purchasing this item as many times as you may wish to equip yourself with powerful Artifacts. The prices are dependent on the strength of the Artifacts that you purchase; 100cp gets you an Artifact of 1 or 2 dots, 200cp gets you an Artifact of 3 or 4 dots, 400cp gets you an Artifact of 5 dots, and with 800cp you may gain an N/A Artifact. Artifacts purchased here will be automatically attuned at no extra essence cost, when normally one must commit motes of their essence to do so. You may also purchase Hearthstones with this item, following the same rules as above, although Hearthstones cannot be N/A 'dot'.

Artifacts vary greatly in power. 1 dot Artifacts are as minor as a collar that keeps the wearer clean in every respect no matter how much they dirty themselves, or perhaps amulets with a Hearthstone slot that might provide minor benefits to the power of a Hearthstone. Bracelets that provide notable bonuses when slotted with a Hearthstone would be Artifact 2, as well as a mask that allows the wearer to change their appearance to look like anyone they can think of and permit them complete conscious control over their expressions, on top of making it easier to misdirect others as to one's true intentions. A Hearthstone of this rating would provide their owner with significant protection from fire and heat, or perhaps allow them to hear the surface thoughts of those they focus on.

At the 3 dot rating, Artifacts and Hearthstones start becoming notably powerful. A Hearthstone that allows its owner to parry any ranged attack with ease, or slip any physical restrictions such as rope, shackles, or even grapples, are good examples of such. Artifacts at this level can be an intensely sharp dagger that is able to grievously harm immaterial spirits cut with it, or perhaps a shapeshifting nearly indestructible suit of armor that allows the wearer to take on any appearance (within their own species) they can think of, including any form of dress of protection, although the armor would not be able to increase or decrease the amount of protection it offers.

A third good example of a 3 dot Artifact would be the Ultimately Useful Tube; a stick a third of a meter thick, which may be twisted one way or the other for two different modes, that of a flute, or a snorkel that keeps out water waves and spray while modifying its own length up to two meters to maintain an ideal length to the water surface. If used as a snorkel above water, it also filters out toxins in the air to a limited degree. It can also be twisted to be a cm thick, to use as a straw to filter any poison in imbibed drink to a limited extent. Additionally, by pulling on the ends of the stick you may lengthen it to be a meter long, allowing you to use it as a blowgun, shooting sleeping darts made from essence if blown from the blue end or deadly poison darts if blown from the red end. Finally, the stick may also be lengthened to two meters in length to use as a fighting stick. The stick also always hides its own power, seeming as a mundane object when under scrutiny, although the darts it can shoot don't benefit from this. Such is the level of versatility 3 dot Artifacts are capable of.

4 dot Artifacts are even more impressive. They can be a very protective suit of armor that allows the wearer to breathe underwater, manipulate their buoyancy to rise or sink, and swim at twice their normal speed, as well as allowing the wearer to ignore water drag, to fight normally underwater, although this protection would not extend to ranged projectiles. Its visor would allow the wearer to see through water as if it were air, as well as possess two Hearthstone sockets, one on the helmet and one on the chestplate. Another example is a thick and always clean cloak that allows the wearer to teleport to anywhere that they can clearly see in their line of sight in a flash of white light, or perhaps a bow whose arrows shine red like the setting sun and always strikes true, unless the target utilizes a Perfect Defense to dodge the undodgeable, as well as allowing the wielder to supercharge the arrows with a small cost of essence to let the arrows hit immaterial targets as well as aggravate the damage dealt to those who are struck by the arrows.

A Hearthstone of this level can prevent the owner's ship from ever floundering at sea, no matter how bad the weather becomes or how incompetently the ship is handled. It wouldn't provide protection from pirates or rocks, but no weather would hinder the ship's smooth sailing. Another good example would be a Hearthstone that gives its wearer instinctive knowledge of where to set up safe shelters or campsites, which plants or animals are safe to eat, and how to recognize the onset of dangerous weather, even should the owner of the Hearthstone reside in a wholly alien environment.

5 dot Artifacts are considered true marvels to the learned of Creation. Examples of such Artifacts are the Forgotten Blade, which cuts away at memories instead of a target's flesh, as well as the Ring Of Being, a ring that prevents creatures of the Wyld, demons, gods, and even the ambient chaos of the Wyld itself from affecting the wearer with supernatural abilities. It does not block physical or social attacks, but no Charms or powers sourced from beings not of Creation itself work. A third example is the Soul Mirror sword, which can imprison within itself up to 7 souls of those killed with it, which can be consumed to greatly increase the sword's efficiency in combat for a week, or condemning one of them, along with most of their motes, to Oblivion, to fully block an attack that would've killed the wearer and heal all damage. The Soul Mirror also possesses a dreadful aura that cows the weak-minded.

Hearthstones at this level of power can grant ageless immortality that also shields from non-supernatural disease, act as a miniature sun to light up a mile's radius of land when commanded to, or even protect the owner from any Wyld effect at no extra cost, while also grievously harming any Wyld creature that comes within 5 meters of the owner. Additional possible effects also include turning into a human-sized firebird of living fire, able to fly at 300 miles per hour, and ignite objects with a touch, although any liquid would revert the transformation.

Finally, while you cannot get Hearthstones above 5 dots, there is another level of Artifacts, simply rated N/A. These Artifacts are extremely powerful, bending the rules of Creation and sometimes providing free use of Perfect effects provided a condition is or isn't met. A good example is the Sword Of The Yozis, the personal weapon of Ligier, the Green Sun and Fetich of Malfeas. It responds to his call, returning to his hand when he demands, provides him with a free Perfect Defense parry every few minutes, and allows him to fight as a one man army, letting him fight against an entire circle of the greatest Solar Exalted toe to toe.

Another example of an N/A Artifact is the Eye of Autochthon (not actually Autochthon's eye). It grants any wish that those who find it want, however they are all temporary, and great disaster will befall anyone who uses its power, such as an empire greater than the Realm in its early days vanishing overnight, or a caravan that rampaged through the Wyld bringing forced order and crystal into the landscape being turned into quartz themselves.

All Artifacts tend to share a number of traits. Firstly, they are all magical. Perhaps because of this, or some other reason, all Artifacts are eternal, and extremely difficult to break. Artifacts don't wear down, rust, or break accidentally. Some exceptions are fragile by necessity, but even these Artifacts never wear down from constant and regular use, provided they are used properly. An Artifact's power never fades and does not require maintenance, although knowing how to use it is another issue entirely.

Finally, while it may not need mentioning, Artifacts are not Charms, and so do not disrupt their use. Hearthstones, on the other hand, have to either be in contact with the owner's skin or embedded into a Hearthstone slot that they wield or wear, to benefit from their effects. Artifacts from the 3 dot rating and upwards possess one or two Hearthstone slots, and more potent Artifacts tend to possess up to five slots. It is worth noting that Hearthstones must be aligned with some element, whether that be the five elements of Creation, or the essences of powerful beings, such as the Five Maidens, Luna, the Unconquered Sun, and the Neverborn.

It is worth noting that the more powerful an Artifact is, the more people and more powerful personages will covet its possession. Particularly, Artifacts that manipulate souls or are associated with the Yozi will provoke Yu-Shan into action to bind or kill the owner of said Artifact. Likewise will Artifacts aligned with Creation and the Incarnae not be welcome in Malfeas.

For discounts, spirits of the Fourth Rank have full discounts on all Artifacts of 4 dot rating or less, and so do spirits of the Fifth Rank with the addition of having 5 dot Artifacts discounted. Incarnae have full discounts on all purchases of this item, including N/A level Artifacts. The Panoply of the Unconquered Sun is the greatest of all, including four N/A ranked Artifacts, although the other Incarnae do possess a few as well.

Loving Sword -100cp

Some people are perhaps a bit too focused on sleeping around, to the detriment of their duties. Seeing this, a certain Solar craftsman made a blade that would hopefully quell such desires. Whether you have the same blade or a replica made just for you, you've come to possess such a blade, a daiklave with its own mind which is madly in love with you. Unfortunately it cannot take on human(oid) form, but that may prove little obstacle to a god. Regardless, it is certainly a decent weapon, and won't break in your hands. Perhaps you'll promote the spirit of the daiklave to become a small god itself? You can alternatively import some item you already own here, even if it's not a sword, to grant it a mind (that happens to love you as well).

Celestial Throne -800cp (Discounted to Incarnae)

When Sol Incarnate was forged using the fires of the Empyrean Chaos and the nourishing power of the Mother of All Things, the King of the Primordials “borrowed” and refashioned one of Autochthon’s greatest inventions at the time to merge with the nascent god, resulting in the creation of the Daystar. Whatever your origins, it seems a similar anecdote lies in your birth, as just like how the Unconquered Sun has the Daystar as a companion, weapon, and ship, so do you have your own celestial superstructure aligned to your own natures. It possesses a rudimentary intelligence of its own, loyal and faithful to you above all else, but it is ultimately closer to a pet than a peer. In its normal form it is a massive structure in the form of a spiky sphere that emanates truly excessive amounts of essence, comparable to the stars of the more mundane world you come from, and the interior is large enough it would take two hours of walking to get from one end to the other. Thankfully there are many Nirvikalpa gates to facilitate movement within. The actual aesthetics of the rooms within are sci-fi by default, but you can choose some other look if you’d like.

Aside from the immense amounts of essence thrumming through it to fuel both itself and your own abilities, it is also filled with many functions and weapons. For example, you can spy on anything the light it emanates touches, and its sensors can detect threats from outside Creation before they actually enter the world. Even its normal weaponry would be enough to bring wide scale devastation to any one of the Directions of Creation, not to mention the Eschaton that emulates a supernova to destroy whole worlds and lock them in eternal punishing flames and ash. Should you meet threats powerful enough that merely smiting them from above isn’t enough, this ship can also transform into a massive mecha made of pure essence, taking on a roughly humanoid shape either based on your own appearance or with some other aesthetics you prefer. In this form it is smaller and less durable than otherwise, but massively faster and more agile, being better configured for combat than its standard form.

And of course, this ship is inextricably tied to your own essence. The controls, while egregiously complex and entirely unlabeled, are second nature for you and trivial to operate. Such is your connection to it that deliberate self-harm can allow you to lock away certain functions or weapons or even damage it outright, letting you craft keys from your own flesh that are needed to unlock the functions you may wish to lock away, such as the ship’s ability to destroy whole worlds in moments. You can also upgrade the ship as much as you’d like, the ship itself eagerly accepting any modifications you might make.

Additionally, it will also come equipped with various rooms that support you according to your own themes. For example, if you’re aligned with justice, then you’ll have a courtroom with flames that dispel the deception of the guilty and inspire courage in the innocent, as well as a prison able to keep prisoners you might normally find hard to contain indefinitely to await their trial. You may also have a forge that uses both raw energies from the Wyld as well as an infusion of power from Cytherea to aid in your crafting efforts, able to manifest whatever tools and non-unique materials you might need or want.

Lastly, you will also find a relatively minor spirit (of the Fifth Rank) that is incorruptible and loyal to you bound to the ship, able to operate it in your absence. While they aren’t as powerful as you and definitely unable to pilot the ship with as much puissance and ease as you, they’ll be able to comfortably fly the ship across the skies of Creation (or whatever other void you want it to navigate) without you having to supervise their efforts. How will you use the power of your new celestial object.

Divine Items

These items are discounted to gods and elementals of the appropriate position.

Terrestrial Items

Elemental Juniors -100cp

Elementals in the Terrestrial Sphere often form into crude mockeries of godly courts, as they know little but the social structures of their betters. While most gods just dismiss them as inconsequential, you have managed to strike up an alliance with a particular court. They will be able and willing to manipulate the weather of the region they reside in to a limited extent, such as making it rain on a normally sunny day, and will simply ask you to participate in a few of their nearly nonsensical discussions on the negligible minutiae of the weather, such as the precise speed of a breeze or whether a thunderstorm should have 4 or 5 cm of precipitation. If you're smart with your requests, you'll be able to influence the weather quite extensively.

Just be careful while you remain in this world. The Bureau of Seasons does not appreciate variations in the weather of Creation. In future worlds, you'll have a similar alliance with an elemental court within a region of your choosing.

Supernal Casino -100cp

While even the least spirits are immortal and can generally rise out of poverty with patience and persistence, mortals do not have the luxury of endless amounts of time. Understandably, this results in desperate moves such as gambling their lives away in hopes of obtaining great power or the favor of great beings. Normally you'd have to search them to see such sights, but why not gather such desperate mortals in one place for entertainment? You now own a well-known casino, staffed by minor gods, that attracts great numbers of reckless and unlucky mortals willing to do many things in exchange for even scraps of power. You can punish them and turn them into servants if you like, or perhaps grant them the power they want to see what they do with it. And hey, this is a casino, so why not make the mortals gamble to gain your favor?

Personal Cult -200cp

The Terrestrial Gods live in the same realm of existence as most mortal worshippers, and thus are in a good position to maintain cults to themselves (or their friends) personally. Likewise, you have a close relation to your worshippers, more than most gods. You have a large amount of control over your cult, particularly the traditions and rituals that shape their lives. Your cult will pray to you regularly, but will primarily communicate with you through the highest ranking priests. Of course, you possess full authority to make anyone you want into your priest, in case you like some specific mortal and want them on hand.

Your worshippers, you know, worship you, so unless you do something like command them to fight the Realm itself or something that they clearly can't do, they'll for the most part be eager and willing to do anything you tell them to do. You'll be responsible for them in the eyes of most gods, however, so if a member of your cult gets in trouble you will need to answer to their misdeeds. In future worlds you can bring your cult with you, although you cannot carry over specific worshippers without making them into Companions.

The size of your cult is generally decided by your Rank. Those of the Third Rank may have a city dedicated to them, those of the Fifth Rank can be worshipped by an entire kingdom, and Incarnae possess worshippers all over Creation. First Rank deities might not have more than a dozen dedicated worshippers, of course. If you manage to increase the size of your cult, this will remain in future jumps.

Terrestrial Court -200cp

Moving up in the world, aren't you? You're not merely a member of a Terrestrial court, you're outright the leader of one. While you are responsible for all your subordinates and must send reports to Yu-Shan (although if you're smart you can half-ass that), you have a lot of influence over a large region due to being the head honcho of a court. Your court possesses half a dozen gods one rank below you, and a dozen that are two Ranks below you. Of course, if you're an elemental the gods under you might be in despair that they're the subordinates of an elemental of all things. In future worlds, your subordinates will be replaced with new but similar ones, unless you decide to elevate some of them into Companions.

Holy City -400cp

The power of prayer is very enticing to most gods. After all, the more they are worshipped, the more powerful they become, beyond merely the income of essence they receive from prayer. But quantity of prayer is not the only possible factor; quality of prayer can serve just as well. And it seems you sought and successfully obtained a source of very potent prayer. You are now the god of a specially crafted city, possibly its ruler if you don't mind breaking the law of Yu-Shan, and this city is built from the foundations to the smallest shrine to the very layout to be a conduit and amplifier of prayer. While it does mean that the city has strictly defined limits and it is very difficult for it to grow in size while maintaining the amplification of prayer, the religion of the people living within it leads them towards worshipping you alone, making you significantly more powerful among your Rank than you otherwise would be, and netting you a comfortable income of essence. Make sure to protect it well, as it might be coveted not only by other gods, but by enemies of Creation like the Deathlords.

Aquatic Treasure -400cp

There are many ruins and forgotten devices in the depths of the western Ocean floor. From great forges and armories to sunk museums filled with strange treasure. You are now aware of a particular section of the ocean floor that is positively brimming with ancient and powerful Artifacts, possibly hundreds of them, although the most powerful they get is the 5 dot rating. Unlikely to be of much obstacle, given the sheer number of Artifacts buried under the ocean.

If you are able to make your way to this location, you'll be able to collect the Artifacts if you wish, although the location is hidden and so far unknown, so it may be best to leave it alone lest you require a great number of Artifacts for use. Should the coordinates of this location get out, you will have to contend with regular raids by others who covet this accumulation of Artifacts, perhaps even from Lunar Exalted. For your personal use, you will need to attune yourself to the Artifacts as normal, which puts a hard limit on how many you may utilize at a time dependent on your Rank and power.

Of course, this can also serve as a source of good rewards for outstanding subordinates and mortals. In future worlds you will be aware of a similarly potent pile of magical items hidden somewhere very hard to reach with normal means, although it'll be lesser in scale if you decided to safeguard too many specific Artifacts that you found particularly useful or interesting. The amount of treasure this item provides is only so large.

Aerial Reinforcements -600cp

The Aerial Legion of Heaven is one of the greatest armies of Creation, only second to the Dragon-blooded armies led by the Exalted during the Primordial War. Composed primarily of gods and machines able to take flight, they have laid unused since the Usurpation, for the Bureau of Seasons refuses to mobilize them without the direct order of a worthy Solar or the Unconquered Sun himself.

And now, you have the authority to call them to action. While the Aerial Legion resides in Heaven, it would not take more than an hour for them to reach you anywhere in Creation once you call for their aid and reinforcement, and you will be able to command them during war if you wish. If you're of the Fifth Rank or below, expect a lot of pointed questions and attention if you do this even once. Post-jump, the Aerial Legion will simply appear out of thin air to help you, and you won't need to deal with people wondering how you got this authority anymore.

Elemental Pole -600cp

Earth, Wood, Fire, Water, Air. The five Elements that form and sustain Creation define not only the fundamental makeup of the world, but also the directions; Earth is the center, Wood is the East, Fire is the South, Water is the West, and Air is the North. At the farthest edges of Creation, beyond the borders of the Wyld, right where Creation truly ends and gives way to Chaos, the Elemental Poles can be found. They are colossal sources of their respective element, being regions more than literal poles, and their environment is twisted to fit the principles of their element above all. Earth is the largest mountain, called Mount Meru. Wood is a region where space breaks down and there are only gigantic tree trunks and foliage no matter how far up or down you go. Fire imitates the landscapes of Creation but composed entirely of extremely supernaturally potent flames, and so does Water form landscapes of shifting water that never lies still. Air is a void filled with snowy driftlands, where the space below is an endless chasm with no land filled with extreme winds.

Normally, you would need to be an elemental of some puissance or have great authority to enter the Elemental Poles. Now, however, it seems that you possess a special permission to be in an Elemental Pole of your choice whenever you want for as long as you want (please don't neglect your duties). Be careful though, as you might need certain powers to survive being in said Pole, particularly for the Elemental Pole of Fire. Additionally, the elementals found in the Pole are generally friendly to you, at least as long as you don't offend them in some manner. Once this jump ends, you can also take the Elemental Pole with you, or a copy at least. It'll serve to stabilize any worlds you take it to, being found at the edges of reality in the direction it defines (or at the center for Mt Meru), and also influencing it with its own element, as the elemental essence from it spreads across the whole world you are in. If you are high enough in Rank, you may be official god or chief elemental of the Elemental pole too, allowing you to command the many elementals found within and spawned by the appropriate elemental essence. Elemental Dragon not included.

Celestial Items

Heavenly Papers -100cp

You know what can be really annoying? Needing to prove that you're a proper god of Yu-Shan and having no proper papers on hand to back up your claims. Well, you will not need to worry about this ever again, for every time you reach behind you or into the pockets of your outfit if they have such, you will be able to produce a set of papers that serve as undeniable proof that you are a god, what your domain is, and your position in the Celestial Order. In future worlds, you will be able to use these papers to justify your presence in any Heaven equivalents there might be.

Additionally, you can also produce an invitation to Yu-Shan, allowing anyone you give them to lawfully enter Heaven as a guest of honor. They will be your responsibility, of course, so you will be the one who will act as the host for the invitee. These invitations work in future worlds as well, letting those you give them to attain lawful access to Heaven.

Personal Ride -100cp

There are many ways to cross Yu-Shan, but most of them are public transport. It wouldn't do for you to get held up in such commutes, right? If you don't want to travel the silver lanes, then here you may purchase a personal transport of your own. By default it is an aerial rickshaw, essentially a large oval vehicle able to fly at about 50 miles per hour. Slower than the silver lane, but at least it's private and thus you won't have to worry about traffic. If you're Fourth Rank or above, you instead get a variant of the dragon boats that sail the golden and silver lanes crisscrossing Heaven, with the capability of flight and switch between silver and golden speeds. In silver speeds it can fly up to 100 miles per hour, and in golden speed it can fly up to about 100 miles per minute, or 6,000 miles per hour. Dizzily fast, as you can no doubt imagine.

Lion Guard -200cp

The Celestial Lions are the police of Yu-Shan, as well as the guardians of important locations or personages. They take on the forms of massive lions, as tall as three meters at the shoulder, and seem crafted from pure orichalcum from the golden sheen of their skin and fur. Their power is equal to that of the Third Rank, and in general they are firm and disciplined when it comes to completing their tasks. You are now in charge of two of these Celestial Lions, who have been assigned as your personal bodyguards. Needless to say, if you are of the Third Rank or below you will be under suspicion due to this.

You can purchase this a second time, also discounted for Celestial gods, in order to have six Celestial Lions as bodyguards instead. They will follow you to future worlds, and will protect you with their lives if necessary. Of course, if one of them does get their soul destroyed, you will be given a replacement a month later.

Slice Of Heaven -200cp

Most gods, especially at the higher Ranks, own territory in either Heaven or the Terrestrial Sphere, depending on whether they're Celestial or Terrestrial. You are no different, and with this purchase you will be able to bring along with you any such properties that you've come to own during your time in this world. Yu-Shan properties will be connected to your sanctum or warehouse, and can insert it into whatever Heaven equivalent there might be in future worlds. You have the option to put down Terrestrial territory anywhere in the worlds you go to or to connect them to your sanctum or warehouse as well. As an Incarnae, you by default are given rulership over the southern quarter of Creation, to do with as you please. Normally that quarter would belong to Gaia, but with your existence there's no need to have the Primordial take the role.

Servitors -400cp

Some of the most important and highest Ranked gods have very heavy responsibilities. Such things are, of course, too much for any single god to take care of, and after a certain Rank gods tend to be gifted an entire species of servitor spirits of the First and Second Ranks to help them with their duties. You now are in charge of a servitor race of your own. They are great in number and can reproduce to replace any casualties, and what they can actually do is tied to your domain specifically. Perhaps you command a force of psychopomps if your domain involves the souls of the dead, or maybe your servitors are hounds able to sniff any prey they hunt. It might bear repeating that, as with the Lion Guard item, you will be asked a lot of questions if you possess this while being of the Third Rank or lower.

Ancient Knowledge -400cp

Vanileth, the Shogun of Artificial Flight, went half-mad after the Usurpation, and hoarded much First Age knowledge devised by Solars related to his domain in an attempt to safeguard it. Many struggle to reach his floating mountain palace with crude flying machines of their own to obtain the mythical designs that Vanileth has in his possession, coveting the power of the flying ships that Solars crafted. Madame Marthesine of the Lost, goddess of Lost Things, has accumulated many tangible and intangible treasures lost to time and neglect in her sack, and many people are tempted into stealing from her, only to find themselves added to her collection, and few are willing to bargain for something of equal and greater value to obtain something from her.

Just like these two gods, you have in your very secure possession a large treasure trove of valuable things, whether it be intangible possessions or more concrete secrets, that you are known for. This collection of yours attracts mortals and weaker beings alike, with the temptation of obtaining even a fraction of your collection driving many to ruin their lives in the pursuit of stealing from you. Alternatively, you might be willing to trade for small chunks of your treasure, in exchange for proving their dedication to a cause or exchanging them with something of equal value. Or you may give stuff away for free, but isn't that boring?

Regardless of what your collection includes, you are the sort of being that others bargain with for great power and knowledge, or perhaps simply to regain something they no longer have, in exchange for great personal sacrifice. In future worlds legends of your treasure and your attitude towards those who attempt to steal or trade these treasures from you will be scattered throughout the world, allowing a steady stream of mortals who wish for something you possess. Of course, if your collection has somehow diminished, when the jump ends it'll grow back to its original size.

Chained Loom -600cp

Created by Autochthon for the purpose of ensuring that Creation remained as the Primordials designed it instead of succumbing to the chaos of the Wyld, the Loom of Fate is a large structure in Yu-Shan managed primarily by the Pattern Spiders that weaves the Destiny and causality of the entirety of Creation. It is through the weaving of the threads of Fate and the supervision of any anomalies in the intertwined fates that foreign invasion by Fair Folk, and after the Primordial War demons, can be detected and responded to. Normally, access to it is restricted, and only those in the Bureau of Destiny may enter it unsupervised.

You, of course, now possess complete access to it. You even have the authority to tell the Pattern Spiders to influence Fate in some manner that you wish, although if you overwork them they might subtly twist your requests as revenge. They are adept at their jobs, however, so as long as you don't demand something like completely changing the course of Destiny you'll be unlikely to overstep your good graces with the Pattern Spiders.. It'd be best if you maintained an amicable relationship with them, of course, as a willing and happy subordinate is an efficient one. In future worlds, you possess a doorway into a copy of the Loom of Fate weaved into the destiny of the world you have traveled to, inserted in your sanctum or your warehouse. You may also choose to insert the Loom Of Fate physically somewhere in the world, although this might leave it open to infiltration and danger from others.

Primordial Pleasures -600cp

The Primordials were sensual beings with alien tastes that defied the definitions of "pain" and "pleasure". They and their servants destroyed many of the seraglios and bordellos scattered throughout Yu-Shan during the Primordial War, but the Algedonic Palace still stands since those times.

If it weren't for the Games of Divinity proving a greater temptation, the Algedonic Palace might've pulled the Incarnae into carnal addiction. However, they saw its potential use and restricted access into it to their most loyal and competent administrators of the Celestial Bureaucracy, letting them experience the borders between pleasure and pain, starvation and satiation, all the alien and carnal indulgences the Primordials designed for themselves for a full night at a time. In the centuries since the Primordial War, many of the original beings that inhabited the Palace have died due to mishaps or overeager clients, who were replaced by the most beautiful of mortals and gods of love and sensuality, the former of which are granted long life to serve their jobs for longer.

The Algedonic Palace might house Fair Folk bound by ancient promises of love and sex, as well as behemoths crafted to satisfy Primordial desires. Likewise it has been furnished with First Age mechanisms to craft the perfect lover out of dreams, and dreamstones holding memories of a night together with one of the Incarnae, and some of the greatest Exalted heroes from history. The Algedonic Palace offers this and more; potions that offer the imbiber what it feels like to die and enter the Lethe, chaotic scenery of the Deep Wyld imprinted in sheets of gossamer, books filled with spells for dominating and pleasing a lover through magical means, and other, more esoteric forms of pleasure. Many rooms of the Palace are filled with illusions for setting the scenery; some clients might believe they are on a sunlit beach, while others may find themselves deep in wild woods.

You now have complete access to this building and all of the experiences offered within. Careful to not become addicted to the carnal pleasures you can indulge in within these walls. Post-jump, you will have a doorway into the Algedonic Palace installed in your sanctum or warehouse, for you to access at any time, and may also have the building inserted somewhere in the world you've gone to.

Companions

Ascension -100/200/400cp

Do you have Companions that you wish to bring to this world? Far be it for me to bar you from such a course of action. If you're willing to pay 100cp, you may import or create 2 Companions, 4 for 200cp, and a full roster of 8 for 400cp. The budget for your Companions can be either of two choices; they can obtain 1000cp, but no more, or they may be given 600cp, but open access to drawbacks. Either way, Companions may not obtain cp from the Timeline option picked earlier in this document, but you may transfer your own cp to them if you're willing to sacrifice some of your own power.

Divine Reallocation -0cp

Do you wish for some specific being from this world to follow you on your journey? Sure, there's no particular restriction on who or what you may take along, as long as you're able to convince them to leave this world behind and become your Companion, or succeed at fully breaking (or subsuming) their will. Good luck convincing the Incarnae or even most gods among the highest ranks of Yu-Shan to leave Creation for good.

Cute Subordinate -100cp

Recently, one of your subordinates (of your preferred gender) has noticed the handsomeness of your form, the puissance of your domain, and your pleasantly intriguing nature. Unfortunately, perhaps due to lack of attention, they have decided to spread their personal influence among your worshippers, other subordinates, and anything and anyone else that you might rule over. By the time you uncover the extent of their domination on everything you know it'll be such that you'll be unable to run away. Of course, you could simply accept them, in which case they'll be entirely harmless to you. If you reject them, they will start resorting to blackmail to force you to accept their love for you.

This subordinate is only one Rank below you, and the same kind of being that you are, whether god or elemental. This is slightly misleading, however, for they can be so subtle when they want to be, that not even you will be able to notice the webs of their influence spreading. Provided you're willing to take them in as your spouse, of course, they'll be entirely open to you about their agenda, and even ask you for help and support.

The Sixth Maiden -200cp

The Five Maidens of Destiny have extremely important responsibilities to the running of the Loom of Fate. However, the Games of Divinity has kept them enthralled, and unable to leave it for too long. Sadly, they couldn't trust any one god or Exalt to run the Loom for them, for it was a heavy task. Thus, they pooled their power together and created a god who was trustworthy and competent enough to delegate their task to.

Of course, the god manifests as a little girl, clutching a possibly unimportant china doll, sitting on a chair in a completely sealed room beneath the Loom of Fate. She never moves from her location, and never makes even a whisper of a sound, but the Loom itself responds to her. She has no agenda of her own, however, and is very much the frightened little girl she looks like.

How she performs her task is thus; she has been imbued with the personalities and perspective of all Five Maidens. She is able to determine what the Maidens would agree with and what they would find controversial this way, and only commands the Loom of Fate when all the Five Maidens (or their perspective, but the point is that there's no difference) agree on something. She can, of course, monitor all Sidereals and gods in the Bureau of Destiny, to be able to gather information to mull over in the first place.

You, and you alone, have access to her room. While in this world you may not take her out of it, there are heavy seals in place after all, you may be able to foster her growth into a full Incarnae, a combination of the Five Maidens in one (not that she'll be equal to the Unconquered Sun). It'll take millennia, but it will be possible. If you choose to do this, you'll obviously become her father or mother figure (or just parent figure, gods can get weird with gender), and will be very influential in the sixth personality, her true and authentic personality, when she grows up.

Whether or not you do this, she will retain the five perspectives of the Maidens in this and future jumps, letting you consult her if you're ever curious as to what the Maidens would think of something in particular. Likewise, she can monitor up to 100 people important to Fate for the purposes of information gathering, and while she can still command Destiny, her influence will be lesser if you did not purchase the Chained Loom item as well.

Chosen Of Yourself -100cp

Exigents are a rather special form of Exalted, in that they aren't empowered by any of the Incarnae or made in mass numbers of their own kin. Rather, each individual Exigent is empowered by a god of Fifth Rank or below, wielding powerful Charms based on the domains of their patron. However it came to be, you now have an Exigent of your very own. They can be whatever gender, personality, and preferences you would prefer, but whatever your choice they will be loyal to you as the one that empowered them. Of course, they may have goals of their own, but surely you would help them in return for their service?

The following list of Companions may be whatever gender you want. By default your relationship with them is that of friendship, but you can pursue something more intimate without issue if you want to do so.

An Old Friend -200cp

Having a Solar as a genuine friend meant great opportunity during the High First Age, as they could put in a good word for you and allow you to rise through the ranks of the Celestial Bureaucracy without much effort. You are one of the lucky gods with one such Solar friend, although of course if you aren't in the First Age they're probably young and not very strong. Still, they do genuinely appreciate your company, and are happy to help you with your affairs. Do keep in mind that, just like nearly all Solars, they have grand ambitions of their own, and may not always be free to help you. Regardless, this is a very powerful friend to have. Make sure your friendship isn't soured.

Shadowy Warden -100cp

While Lunars are not quite as prestigious as Solars, they are still powerful in their own right, and are useful allies as a result. This particular Lunar has claimed stewardship over an area or object of great important to your domain, and rather than sparking conflict, this has resulted in an alliance between the two of you, which grew into a genuine friendship later on (and perhaps more, Lunars are known to be promiscuous after all). While they aren't entirely free to act without abandoning what they're sworn to protect, and they don't have as much authority in Heaven as Solars do, they'll doubtless be a valuable ally to have if you can use them with care. If you're also taken the An Old Friend option above, this Lunar is their Solar Mate.

Draconic Agents -100cp

After the Usurpation, Dragonblooded are looked down on in derision by most gods, as they refuse to acknowledge Dragonblooded rule of Creation. That doesn't mean you cannot have some Dragonblooded friends, however. In fact, you've become friends with a sworn brotherhood of five Dragonblooded, one of each aspect, who have come to see you as worthy of immense respect despite what the Immaculate Order has to say about gods. They're even willing to be secret agents for you, whether you want them to join the Realm, the Immaculate Order, or some other nation or organization, serving as spies to send information about the group back to you. Maybe not as powerful as a Celestial Exalt, but Dragonblooded are Exalted nonetheless. Perhaps you'll reward them with riches and wealth.

Heavenly Networking -100cp

As overworked as the Sidereal are, they can at least still find some time to relax and unwind. Some might even take to drinking, like this Sidereal. However the two of you met, you've become drinking buddies, and the Sidereal enjoys complaining about the nonsense they have to deal with while on the job. Due to your friendship, they're willing to accept your advice and perhaps even some requests, assuming it's nothing unreasonable. While they may be confused at any other worlds you may visit with them when this jump is over, they'll likely be thankful that they're no longer swamped with work.

Tranquil As Death -200cp

Abyssals are rather new to Creation, and while that generally means an opportunity for them to make their own reputation, their powers are unfortunately a bit too tied to death for them to be accepted in most places in Creation or Heaven. Still, Creation is filled with opportunists, not idealists, so it's not impossible for an Abyssal to obtain allies. This Abyssal in particular, one particularly fond of goth styles of clothing, has latched onto you, saying that the two of you were very close in their past life. Whether this is true or not you'll find that they are staunchly loyal, and that if you can protect them from the Deathlords that they're running away from they'll even be willing to be your subordinate. Well, perhaps you'll want to reignite whatever relationship you might've had with them in their prior incarnation.

Superheavy Metal -200cp

Infernals, just like Abyssals, are a rather recent addition to Creation, and their powers are eclectic enough that they can be accepted so long as they keep their ties to the Yozi a secret. This particular Infernal, very clearly fond of a form of rock music and looking as if they stepped off a metal band poster, has decided that you were friends on first meeting you. Despite this aggressiveness they get along with you quite well, and seem to claim that the two of you had a very close relationship in their past life. Whether or not you believe them, they believe this is enough grounds for them to be your friend and perhaps help you if they can. While they are under the shackles the Yozi designed into their Exaltation, they very much want to be free, and would be rather grateful if you could help them. Maybe you'll want to develop the close relationship you used to have with their prior incarnation.

Interesting Mortal -0cp

Of course, not all noteworthy beings are divine or spirits. Mortals can be entertaining as well, as weak as they might be. This mortal in particular has obtained your attention in some way. They might be a pure mortal, or a God-Blooded, perhaps even being your child in the latter case. Regardless, they are at least a Heroic Mortal, and are weirdly prone to getting involved in bizarre adventures. One day they might be fighting a necromancer who likes to monologue a bit too much in the Far East kingdoms, the next (perhaps even literally the next day) they might get involved with an investigation on an eccentric inventor who has somehow managed to hijack some of the weaker constructs to be found in the First Age tombs in the South.

They may simply be mortal, but even if you witness them get themselves in a situation where they should not be able to survive, circumstance twists to allow them an escape, almost as if Destiny itself demanded they survive to get into nearly nonsensical adventures some other day. If you have access to the Loom of Fate, you would be able to check such a thing, but perhaps leaving it a mystery might be more entertaining? This mortal may or may not be of your preferred gender, but the one constant that surrounds them is that it is always very entertaining to watch what sort of hijinks they get up to.

Drawbacks

There is no limit to how much cp you may gain through drawbacks.

Apotheosis +0cp

This is quite the extensive world, with many factions vying for power and influence, not just in Yu-Shan but in Creation, Malfeas, and the Underworld as well. Just one person in the right place can change the history of this world quite significantly, especially when that person is Exalted. If you've been to this world before in some way, you may choose to return to it, so that you're able to appreciate the fruits of your efforts.

Mythic Legends +0cp

Oramus is the Primordial who declared what was within and what was without Creation. This might be perhaps the single most important contribution to the formation of Creation, bar maybe the Incarnae themselves. Regardless, with this option you may choose to slightly influence Oramus' Contribution. In practice, this means that you may pick and choose from the lore of any of the three (as of the time of writing this document) editions of the Exalted game, or perhaps even from fanfiction and the campaigns that you or others might've played through.

You can make everything anime if you wish, yes. Or any other style, really. As long as you're still going to Creation (mainline Creation, the Shards of the Exalted Dream have their own jumps) you're free to decide what form of Creation you go into.

Geas +0cp (Mandatory)

The Primordials were the creators of the world, but they weren't very nice about it. Every creation of theirs, save the weakest and most irrelevant, had a geas forced upon them that prevented them from harming the Primordials personally. It was thanks to this geas that the gods needed to uplift humans with Exaltations to fight the Primordial War, instead of merely waging war themselves. As a god, you're also subject to this geas. It is worth noting that the geas on the Incarnae is slightly different, allowing retaliation by lifting the geas for an hour after a Primordial or Yozi attacks you with intent to do harm. Thankfully, elementals are derived from creations of the gods themselves, so you won't have to worry about such a geas, instead having inherited a partial geas of loyalty towards the gods. In either case, while there's no known ways of removing this geas without the approval of Theion or Malfeas, perhaps you'll find a way around it with powers from beyond this setting.

Transcendent Joy +100cp

The Games of Divinity are the single most transcendentally entertaining object that the Primordials ever designed. Merely looking at them is enough to incinerate a mortal soul from sheer joy. Sadly, you've been exposed to this experience, and unlike most gods who would be able to return to normality you've become addicted. It's not enough to simply visit the Jade Pleasure Dome and spectate the Incarnae's play (which is something most gods can do, especially higher ranked ones), you will be compelled to spend a lot of your salary on dreamstones containing the memory of playing a turn in the Games of Divinity. If you have regular access to a dealer and enough salary, this won't really be a problem, plenty of gods are addicted as well, but if you don't you'll start to break down and your priorities will shift towards getting another hit. Try not to ruin your life.

Long View, Too Long Really +100cp

Gods and some elementals tend to take the long view on the passage of time. You're a particularly egregious example of such. To you, days feel like minutes, months like hours, and years like days. You'll be particularly slow to act, which might infuriate those who want you to deal with an emergency. You'll be in great danger if you take part in a war or other catastrophe, but in times of peace you'll be perfectly safe, for the most part. A possible silver lining might be that you can walk from one end of Yu-Shan to the other without it feeling like a massive waste of time?

Important Nature +100cp

Some gods have a nature that is very loose. Perhaps it's simply a particular aesthetic that they like, or maybe a behavioral pattern they feel drawn to but can resist. You're not so lucky. Your nature is restrictive on your actions. Maybe you're unable to defend your sanctum or other important locations or people with violence yourself, perhaps you can't really talk and must use sign language, or maybe your nature is as easily identifiable as hands perpetually dripping with blood. If your nature influences your behavior, it'll take breaking your mind through torment to force you to resist it, and even then you might show it occasionally. Thankfully it's still not major enough to get you into major trouble, but it can be exploited by the knowledgeable, so you should be careful anyway. Post-jump your nature will recede into what you'd normally get without drawbacks.

Ordained Power +100cp

While spirits can grow in power through the worship of others, there are still ways to train and grow your own might like normal mortals can. Unfortunately, this is no longer the case for you. Any form of improvement must come externally, through the worship of others. Want to become better at swordsmanship? Spread legends of your skill in wielding swords. Want to become more agile? Spread legends about your agility. And so on. For gods, this is already largely normal, but elementals might chafe at this limitation more. At least, being promoted in Rank will still enhance your powers and abilities like normal.

Unwanted But Valuable +200cp

Those gods too controversial or disliked to keep in Yu-Shan but too valuable to kill due to what they know or some other reason are sent to the Archipelago of Exiles. A hidden chain of islands in the Far East, it is populated by pariahs of Heavenly society who can't be executed for various reasons, and is populated by some mortal tribes for some gods to obtain worship from. You are now among one of the exiles, and you will be unable to leave the islands until the jump ends. Your chances of survival can vary wildly from "you don't really need to worry about it in the slightest" to "you poor bastard, RIP", depending on your Timeline choice. Some of the gods here are planning on pulling some strings to remove their exiled status to leave the archipelago, which you can do as well, although it'll be difficult in peaceful and stable times.

Mortal +200cp

You can forget about your Rank. You're not a divine being at all, or even a spirit. You're a Mortal, by default a human but you can be a mundane animal too if you want that for some reason. You're among the weakest beings in this world, although there's entire civilizations to live in if you're alright with simply leading an ordinary life. Likewise, all your purchases and even things from before this jump will be reduced to the level of mortals in this world, although you might comfortably be a Heroic Mortal if you have enough abilities. It is possible for mortals to be promoted to gods, although this requires divine friends in high places to achieve, due to Yu-Shan's corruption, but if you start early enough in the timeline this might not even be an option either. Thankfully, if you do obtain a promotion to godhood, then you'll be returned your powers and purchases in full. If you somehow prove yourself worthy of an Exaltation, you don't get to keep it after the jump ends. This jump is about gods and other spirits, not Exalts.

Seasonal God +200cp

The gods of the Court of Seasons can be accurately described as celebrities in godly society. This is mainly due to their role in managing and organizing festivities and celebration. This, combined with the disregard most gods have of the Bureau of Seasons, has led to a lot of gods wanting the Court of Seasons promoted into the Bureau, believing that they are more qualified than the Bureau of Season's current staff.

They are incorrect, however. The gods of the Court of Seasons are incompetent at any serious job. A trait you now unfortunately have in common with them. If you are ever assigned a genuinely important duty, your utter incompetence would quickly spell disaster, and you would even fail at minor jobs as long as they're still actually important. If this fact gets out, your future in the Celestial Order will likely be nulled, and any superiors you might have will be unlikely to trust you at best.

Audited +200cp

Audits are special investigations conducted by Celestial Lions or sometimes Sidereals to uncover any secrets an accused god might have. Due to this, it can be a useful tool to prevent rivals from acting, as they'll be forced to halt any illegitimate activities, even if they are an open secret, to prevent themselves from being incarcerated or executed.

Sadly, it seems that you're the target of a rather unfortunately regular string of audits, lasting all the way to the end of your jump. Roughly once a year, you will need to deal with official investigations on basically everything you own, and some very rigorous interrogations just in case you're hiding some secret you didn't record. If you don't actually break the laws of Yu-Shan, then of course you'll be perfectly fine, but it won't take more than a few tries for those conducting the audits to figure out even your most well-kept illegal activities.

Fanwanking Irresponsibly +400cp

The forces of the Wyld are an ancestral enemy of Creation. Even all the way back to the creation of Creation by the Primordials, Raksha were there to assail Creation constantly. Most Raksha are easily defeated, but there have been cases where they grew to become genuine dangers. You in particular will have to suffer this. Some Raksha has decided you are their nemesis and will go to great lengths to end your life, although they'll make sure that your death is grand and epic. They have found a way to match you in Rank too, so it'll be quite dangerous for you. If you're powerful enough, the Raksha may end up spurring another Balor Crusade in an attempt to end you, and if you're an Incarnae, it's likely they'll end up rivalling Laashte, the one Raksha who managed to best the Unconquered Sun. Hopefully you have allies that can help you, as this foe may be a bit too much for you alone.

Severity 5 Offense +400cp

Heaven is a bureaucracy. That means it has laws, which means it is possible to commit crimes. You're a criminal in the eyes of Yu-Shan now, congrats, although the Celestial Bureaucracy might not be aware of it yet. You're in possession of, or committed an act, that is a Severity 5 offense, the highest possible crime, in Yu-Shan law. Something such as keeping a large collection of impressive souls that should've passed on, proof that you've consorted with agents of the Yozi or Neverborn, or something of that magnitude, if the truth is ever revealed then you will not only be executed, but you'll be soulforged into a self-aware starmetal Artifact, which will cause your chain to end. Needless to say, you must keep this fact secret, or at least be strong enough to survive being among the most wanted beings of Creation, bar the Yozi themselves.

Political Concerns +400cp

A lot of high rank gods possess authority, legal or otherwise, over other, lesser ranked gods. Sometimes a god may have power over their superiors due to perhaps being the supply to a drug they are addicted to, or possessing blackmail too important to ignore. You now find yourself in this unfortunate position. Someone, whether or not they're stronger or weaker than you, has great influence over your actions in some way, such as perhaps the earlier examples or some other method of manipulation that is actually effective on you. They possess an agenda opposite to your interests, and know that you will not like being forced to work for them. If you decide to simply ignore their requests and attempt to kill them, regardless of what happens next you will suffer horribly and will regret having acted so rashly.

No Purpose (can only be taken by gods) +400cp

The domain of gods influences their status. A greater domain imparts greater power and influence, and a lesser domain makes its god proportionally weaker and less important. However, some gods suffer the experience of their domains being fully destroyed, resulting in either their transfer to another domain or expulsion from the Celestial Bureaucracy.

You are among the unlucky, and must contend with heavy mental issues sparked from your lack of purpose as a being designed around such a thing, and have to resist devolving into a cannibal divinity little less than an animal if you want to retain your sanity. It is possible to rejoin the Celestial Bureaucracy, but your efforts will have no luck, requiring great struggle for you to be recognized once again. Worse, your powers, both from this jump and others, have been reduced massively from their peak, and you will have to survive with what little power and skill you still possess. If you survive until the end of the jump, your domain and powers shall be returned to you, of course, but will you manage to hold onto your sanity until then?

Weakness +400cp

Some powerful beings in this world, particularly the Deathlords and some Second and Third Circle demons, have specific weaknesses, vulnerabilities that can function to deal greater damage to them if leveraged properly, and may even be used to destroy them spiritually even without the power of spirit-killing Charms. You better get used to running away, because now you possess one such weakness as well, and it is well known among anyone who matters.

It's unlikely you'll be immediately targeted by anyone, but if you piss off someone powerful sufficiently, they may decide to get rid of you permanently. It is of course advised that you be careful around anyone, even those that aren't so far lesser than you that you could kill them before they could react, because even those weaker than you will be able to kill you with your weakness if they are clever enough. Your weakness may be a weapon of legend wielded by a certain child, a secret so terrible it would push you into despair, or perhaps a certain material. Whatever the case, it will scythe through your defenses easily, and even Perfect Defenses wouldn't stop it.

Subversion +400cp

In this world, there are ways to command the gods, shackling their free will to force them to do one's bidding. Unfortunately, you've found yourself at the receiving end of such an ability. Whoever the person controlling you is, they do not have your best interests at heart, and the things they command you to do will eventually get you killed. You must struggle against their control and find a way to break it. Even if you somehow survive, if you aren't free of this control when the jump ends, you'll fail your chain as if you died. Rest assured that it's not impossible to break your shackles, but it will very much not be easy to do.

Blinded Peak +600cp

Since the Usurpation and Contagion, the Celestial Bureaucracy has been corrupted by crime, disillusionment, and the shadier side of politicking. While in the First Age promotions were attainable by simply being competent and loyal, in current times this is no longer the case, and those who refuse to engage with the unsavory side of the bureaucracy not only don't get far, but are kicked down. There are some exceptions, of course, but primarily due to those exceptions being high Ranked enough that people can't easily remove them. Unfortunately, just like the goddess of the Imperial Mountain, you refuse to acknowledge that there's anything wrong with the Celestial Order. Like her and her subordinates, you will stubbornly attend to your job and hobbies while ignoring the politicking that permeates Yu-Shan.

Unwise Decisions +600cp

Just like a god who recently became extremely popular due to their domain suddenly becoming greatly important across Creation, you have gone on a metaphorical rampage through society, mocking and insulting peers, subordinates, and superiors alike. You thought yourself invincible due to the peak of popularity your domain went through, and made a lot, and I mean a lot, of enemies. When the jump starts, such a peak in popularity and power will have had just receded, bringing you back to your senses and letting you realize how hard you've fucked up. No amount of damage control will be able to prevent the brunt of the retribution that will shortly be brought to bear against you. Even the few friends you might still have will only barely be able to help you. Try to survive, a lot of beings will certainly try to kill you and/or worse.

Perfection Of The Most High +600cp

Congratulations! The Perfection of Sol Incarnae has touched your soul, and perfected your Virtues. You are a paragon of Conviction, Compassion, Temperance, and Valor, truly a role model to aspire to be. Unfortunately, this world is tainted by the evil of the Shadow of All Things, and the expressions of the highest Virtues tend to be mutually exclusive in many cases. This leads to your behavior being somewhat inconsistent depending on the situation. Some would call this insanity, but surely one so virtuous wouldn't be insane? Unless you hole yourself up somewhere, like the Games of Divinity or something, you'll inevitably run into some moral dilemma that forces you to suppress one of your Virtues to act. Unfortunately, suppressing your Virtues diminishes your power significantly. It's not enough to make you powerless, but it will open holes in your defenses and attacks that you otherwise wouldn't have had, and this weakening will last for a few days even after you've stopped suppressing one of your Virtues. Hopefully you're powerful enough to vanquish your foes regardless of this diminishment.

Sealed +600cp

The Kukla lost its mind when it ascended to the status of a Greater Elemental Dragon, and was sealed to prevent it from destroying the world. Perhaps you were similarly violent, or maybe you were framed, but you have also been sealed somewhere in Creation. This seal is enough to hold you firmly, but it's not impossible to escape. All the better because this jump will not finish until you manage to escape from your seal. Depending on your purchases here and how powerful you are in general, you may have few or many options you can attempt to get out, but whatever you can do it will not be easy to escape. You won't be able to easily become more powerful within the seal either, your growth and potential being just as restricted as your mobility. The jump timer of 100 years (or longer if you choose to stay for longer) only starts once you get out of your seal. If you get sealed again for whatever reason, this also pauses the jump timer. In other words, you must spend the normal time you would stay in this jump free, and time spent sealed doesn't count.

Scenarios

The Terrestrial Court

(Cannot be Incarnae to take, must have Terrestrial Divine Employment)

The courts of the gods of the Terrestrial Sphere, while they report to Yu-Shan, are quite disorganized and essentially fend for themselves. As long as they aren't caught by one of the scant censors still upholding the law properly (which generally focus on Heaven), they can essentially do what they want, and hold their own petty wars and struggles of religious influence. The Immaculate Order in the Blessed Isle does maintain order, but only by strong-arming all the gods they can get their hands on. This is a rather sad state of affairs, is it not? Wouldn't it be better for the Terrestrial Sphere to have one ruler overseeing all the courts? Unfortunately the Celestial Bureaucracy is not officially structured in a way that allows it, but then again, very few people care about the laws of the Celestial Bureaucracy to begin with.

Your mission, then, is simple; you must be the unofficial ruler of all the gods on Creation proper. You don't need to have an official position along those lines (although being powerful and having a broad terrestrial domain would help), but you must be recognized by all the gods dwelling in Creation as someone who can command them, whether by bribery, blackmail, force, or some other method. If you rule unchallenged over the gods of the Terrestrial Sphere, then you'll have succeeded in this Scenario.

As a reward, in any future jumps you'll find that you're allowed a seat at the table of the gods, so to speak. Even if you aren't particularly strong compared to them, your opinion and advice will be valued as someone important and influential enough to matter. With enough guile, you could certainly bring great change in the way such gods treat mortals.

Elemental Glory

(Must be Elemental to take)

When the Kukla became a Greater Elemental Dragon, they lost their mind, and were sealed in their rampage. It is because of this that elementals are generally scared to pursue enlightenment and further evolution once they become a lesser elemental dragon. But what if this changed? What if the Kukla could be returned to their senses?

Thus, your mission is as straightforward as it is egregiously difficult; you must restore the sanity of the Kukla, and show to Yu-Shan that Greater Elemental Dragons can be valuable members of the Celestial Bureaucracy. If you accomplish this, then you may take the Kukla, who is likely quite grateful that you've helped them regain their sanity, along with you as a companion for free. Having already become a Greater Elemental Dragon, the Kukla can help you reach that state yourself. And if you're already a Greater Elemental Dragon in your own right, well, having the company of kin is nice, no?

Expanded Exalted Host

(Must be an Incarnae Rank God to take, and cannot replace an existing Incarnae)

The greatest conflict in the history of this world is the Primordial War. The very creators of the world fought against the Exalted Host, and lost. Most of the concepts composing Creation previously were destroyed in the Three Spheres Cataclysm, after She Who Lives In Her Name was denied surrender and incorporation into the world the Exalted would later craft. After the war was finished, the Exalted Host went on to create the most peaceful time known to history, and later decayed into inhuman hedonism due to the Great Curse that the few Primordial casualties inflicted on their killers.

Normally, if you began during this time period you could've feasibly stayed out of the main conflict, perhaps by being a minor functionary keeping things running in the background while the Exalted fought. But now you do not get that luxury. Now, you'll be right in the middle of the violent chaos.

You start before the Primordial War. Slightly before the Exaltations that would later shape the entirety of Creation were even created by Autochthon. You will be given 300 Exaltations comparable to the Sidereals and Lunars to flavor with your power, just as the Five Maidens spread the Sidereals between themselves and Luna and the Unconquered Sun formed the Lunars and Solars respectively. If you purchased the second tier of the Incarnae Rank, your Exalted will be able to match the Solars in sheer capability, if perhaps not with the same theme of personal perfection. Additionally, you will find that there is an additional magical material in Creation, one aligned to you like how Starmetal is aligned to the Five Maidens, Moonsilver to Luna, and Orichalcum to the Unconquered Sun. Artifacts crafted from your magical material are particularly potent in the hands of both you and your Chosen.

Your challenge will be thus: Train your Exalted, and lead them to war against your makers. There will be casualties, your Chosen will struggle, and sometimes it will seem as if you're fighting a hopeless battle. But your Chosen are part of the Exalted Host, and will take on a role in the armies of the Incarnae among the Solars, Lunars, and Sidereals. Your generals will command armies of Dragon-blooded, your priests will lead mortals to safety and provide emotional support to those traumatized by the war, your scholars will learn the crafting of great Artifacts, your assassins will serve as scouts and spies, and your diplomats will work to bring neutral gods into your side. These are simply the default Castes, of course, and you may decide on five castes (and their unique powers) that work on specific roles of your choice. So will your Exalted have the aid of their fellows, and they shall not have to work alone.

You personally will be the ultimate symbol of your Exalted, for their powers originate from you and are tailored to your nature and domains, if made vastly more efficient and potent than the Charms normally available to spirits. The morale of your Chosen will depend on how you treat them, and you will be a leading figure among even the greatest of them. They might possess the potential to match or even surpass you one day, but you are the origin of their blessings, and only the most insane will ever forget that.

And the Exalted Host will require the aid of your own Chosen. For while normally they would've struck the first blow and obtained the upper hand in the conflict since the start, the Primordials have somehow discovered the treachery and struck first instead. The Exalted Host has already sustained notable casualties, and the War has only just begun. Even with your aid, the Primordial War will be a far more equal affair than it would've been, thanks to the Primordials being completely willing to wage war against the traitors, and not being cowed by the sudden appearance of the Neverborn.

Should you succeed at this endeavor, your reward shall be threefold;

You will be able to bring your 300 Exaltations with you to future worlds, now with complete control over who becomes your Chosen (although you cannot attach one to yourself), while normally the Exaltations would choose hosts based on criteria you declared and had no more control over beyond what the criteria actually are. If you want the remote possibility of Exalting with one of your own Exaltations, should you become a human in future jumps, you'll have to relinquish control and leave the question of whether you fulfill the criteria you declared on the Exaltation itself. If you've grown attached to a particular Chosen of yours, you may make them a Companion for free, which will slightly reduce the total number of free Exaltations you have (until they somehow lose the Exaltation), but otherwise you get the Exaltations themselves rather than a full roster of veteran Exalted.

You will be given a replenishing supply of 100 tons of your magical material, which replenishes every 421 days. More than enough to not run out before it is replenished, even if all of your Exalted spend the year constantly crafting Artifacts. Should you wish to utilize it for greater projects, such as a grand Manse aligned to your own essence, then this will be useful.

And finally, you are allowed to take with you the southern quarter of Heaven for free. It would normally be given to Gaia, but your presence allows the Incarnae to fully rule over Yu-Shan instead of needing to hand a quarter of it to one of their Primordial allies. You will be able to structure this quarter however you wish. For example, the eastern quarter, ruled by Luna, contains a vast variety of natural parks where hunting is possible.



There is another option, of course.

Should the normal path not satisfy you, you may betray your brethren, in order to not betray your creators. What an ironic cycle of betrayal, no? You will need to hide your treachery from your fellow Incarnae, which will be a monumental achievement in its own right, and lead your Chosen against the full Exalted Host, while fighting their Incarnae yourself. It is worth noting that only the Unconquered Sun is guaranteed to fight you head on. The Five Maidens and Luna are used to more subtle manners of winning in conflicts against their peers.

Sadly, if you choose this path you will find yourself in the otherwise normal course of events of the Primordial War, with the Exalted Host successfully ambushing the White Ram, Fetich soul of The Lidless Eye That Sees, and the start of the War being signaled by the sudden transformation of said Primordial into Sacheverell. However, with your own support and Chosen, the Primordials are likely going to have greater morale to fight against such a dangerous foe as the Exalted, and just as you will be expected to fully support your Primordial masters, so will you and your Chosen be fully supported in turn. With this path, your reward for succeeding will still be threefold, if perhaps slightly different; You obtain your Exaltations and magical material supply as normal, but your third reward will not be governance over a chunk of Yu-Shan. Instead, you may choose one of your fellow Incarnae to take on as your personal slave, already mindbroken into complete obedience and subservience to you. You may choose to forgo the taming of your new slave(s), if you wish for a rebellious pet or perhaps to break them yourself. The Five Maidens count as one Incarnae for the purposes of this choice.

Notes

The Celestial Throne description is written on the assumption that you are an Incarnae.

Spiritual Ranks Essence scores:

First Rank: 2

Second Rank: 3

Third Rank: 4-5

Fourth Rank: 6-7

Fifth Rank: 8-9

Incarnae: 10

Yu-Shan, the Underworld, and the World-Bodies of the Primordials/Yozi interact weirdly with immaterial beings; There is no gap between the material and immaterial in those realms, and thus whether one is naturally either is entirely irrelevant. Only in the Terrestrial Sphere proper is the difference between the two states relevant for any practical purposes. Fanwank how this relates to specific spiritual realms in future jumps.

Essence can mean two things, your overall power/enlightenment, and the magical resource that is measured in motes. Motes are kinda like mana or ki, in that most spiritual abilities (and also all Sorcery spells, although those are vastly more expensive mote-wise) that you can obtain require you to use your motes. Even for the greatest, most willful gods, it takes about a day and a half to fully recover your reserves of essence. Weaker gods need less time to do so, as their reserves of essence will be smaller. Some gods who know a certain Charm can crystallize motes into tokens and coins, which can be used as currency.

You may replace a canon character if you wish, as long as you purchase the appropriate Rank and Spirit Type, and obtain their nature and domains instead of being able to choose them yourself.

Be careful around Solar Exalted. The amount of authority they have purely due to being Solars is frankly ridiculous.

For the purposes of the Turning Of An Age perk, the Primordial War, the Usurpation, the Contagion, and RY 750 are good examples of what would trigger it, and you'll be able to use the perk if you insert yourself into those timeline options.

It is very much not recommended to take both the Audited and Severity 5 Offense drawbacks, but if you wish to take them regardless you may do so. The 600cp drawbacks are inescapable, but you may be able to solve the other drawbacks in some way. With Weakness you can strike your weakness from all records and memory so nobody knows how to exploit your vulnerability, for example.

There's three entire goddamn books dedicated to providing the full abilities of the Five Maidens, Luna, and the Unconquered Sun, so I can't give a remotely comprehensive explanation for what they can actually do without making this document several hundred pages long. Fanwank responsibly, please, there's canonically very, very little limitations on the power of an Incarnae.

You wanna create 8 Incarnae Companions, you madman? Go ahead, inflict that on Creation, I can't stop you anyway. And as a note, if you take the scenario while some of your Companions are Incarnae, that will result in each of them getting 200 or 300 Exalted of their own the same way you do. Have fun with that.

If you want a magical material of your very own, you have to take the scenario, although you will be able to craft demesnes and manses (and by proxy, hearthstones) aligned to your own celestial essence as an Incarnae whether or not you take the scenario.

A year in Creation is 420 days long, with the five Calibration days lying outside of the year. Thus when effects last for a year and a day, usually large scale sorcery and summoning, it lasts for 426 days, not 421.

Post-Jump, gods will be able to grow in Rank by expanding their worship. It will require an entire planet's worth of worshippers, billions of people, to begin approaching the Incarnae Rank, however, and it'll still be mostly out of reach due to a variety of other factors, primarily how the Incarnae were specifically designed to be what they are rather than being gods who grew into their station. It'll still be possible, of course, but it'll take centuries, perhaps millenia, to surpass that wall. Their domain will naturally expand as they grow in Rank, to a scale more appropriate to their newfound power, and they can influence in what manner it grows. It does generally take a few decades for you to actually increase in Rank though, so long-term investments in your cults are better than short-term popularity. This is all post-jump, mind, while in this world you'll have to get promoted the old fashioned way. Elementals and lesser elemental dragons can grow in essence as normal, by "meditating" (read; performing their job of maintaining Creation) and evolving spiritually.

It's not all bad, though. There are ways for spirits to become other kinds of spirits, from demons becoming gods, to gods becoming demons. It usually requires specific and potent powers from this setting, but you'll be guaranteed to find ways to transform into any of two of the three main types of spirits, gods, demons, and elementals, in other worlds, provided you look hard enough (or are powerful enough to simply make them) You have no guarantee that you'll find a way to become a ghost however (beyond maybe killing yourself in a human alt-form or something). Transforming into another kind of spirit will shift your benefits and restrictions accordingly, and will be more difficult the more powerful you are, with Incarnae Rank spirits finding such a thing almost impossible even with their great power and capabilities.

When in doubt, fanwank responsibly.

v3.0 Changelog

- >Jump is now called Divine Bureaucracy instead of Spirits of Creation
- >Ripped out the Undead stuff to make a dedicated jump called Undead Unlife
- >New Terrestrial item: Elemental Pole (600)

v2.1 Changelog

- >Clarified Ghosts can't respire living essence
- >Elaborated what ghosts get in each Rank a bit
- >Promotions now defaults to Second Rank instead of Third Rank, and no longer allows frontloading Ranks by investing more essence, instead it allows a higher Rank if the target is already appropriately powerful
- >Fixed timeline labels
- >Buffed Sublime Appearance

v2.0 Changelog

- >Font is now Times New Roman
- >All demon stuff moved to the Descending Hierarchy jump
- >Spirit Type section is now before Rank section
- >Elementals are now free and don't get a free Rank
- >Redone Rank prices, now they're +200/0/100/300/600/1200/1500 for First/Second/Third/Fourth/Fifth/Incarnae/Conky level Incarnae respectively
- >AS IT ALL SHOULD BE Timeline option renamed to Endless Toil
- >Immaculate Court Terrestrial Employment now no longer gives cp if you're Fifth Rank or above
- >A Spirit's Essence now lets Elementals choose the Elements of Vitriol, Crystal, Lightning, Metal, Oil, Steam, Smoke, or some custom Element
- >New General Perk: Promotions (100), Unconquered (800)
- >The following general perks were moved to the Celestial Divine perkline: Talented (100), Spiritual Nepotism (200), Prayersmith (400), Pillar Of The Bureaucracy (600)
- >The following general perks were moved to the Terrestrial Divine perkline: Ethereal Transformations (200, now 400)
- >New Terrestrial Perks: Illegal Interactions (200), Merchant Of Faces (200), Cycle Of Usurpation (600)
- >New Undead Perks: Rock Bottom (100), Embrace Oblivion (200), Sorrowful Insanity (400), Pioneer of Undeath (600)
- >Undead Perks changed: Fetters To Mortality (200)
- >New General Items: Celestial Throne (800)
- >New Terrestrial Divine Items: Supernal Casino (100), Holy City (400)
- >The following general items were moved to the Terrestrial Divine itemline: Aerial Reinforcements (400, now 600), Strange Well (400, now 600)
- >Terrestrial Divine Items changed: Terrestrial Court (400, now 200), Aquatic Treasure (600, now 400)
- >New Celestial Items: Personal Ride (100)
- >The following general items were moved to the Celestial Divine itemline: Slice Of Heaven (200), Chained Loom (600), Primordial Pleasures (400, now 600)
- >Celestial Divine Items changed: Ancient Knowledge (600, now 400)
- >New Undead Items: Getting Started (100), Shadowland (200), Po (400), Calendar Of Setesh (600)

- >Panoply Item reworked, now rather than 100/200/300/400/500/1000cp it's 100/200/400/800cp, and Incarnae have full discounts on N/A Artifacts instead of just 2
- >Companions removed: Po (now a 400 Undead Item)
- >New Companions: Chosen Of Yourself (100), And Old Friend (200), Shadowy Warden (100), Draconic Agents (100), Heavenly Networking (100), Tranquil As Death (200), Superheavy Metal (200)
- >New Drawbacks: Ordained Power (100), Fanwanking Irresponsibly (400), Subversion (400), Perfection Of The Most High (600), Sealed (600)
- >Removed Drawbacks: Primordial Nature (600)
- >Changed Drawbacks: Mortal (200), Demonic Weakness (200, now just Weakness instead)
- >New Scenarios: The Terrestrial Court, Elemental Glory, Revolution Of Unlife
- >Expanded Exalted Host now simply gives 300 Exaltations
- >Geass note moved to the drawback section as a mandatory 0cp drawback for gods and elementals