

Exalted Reincarnated Sidereals

Introduction

Character Creation

The Sidereal gains access to separate aspects of reality, represented by the Supernatural Abilities: **Journey, Serenity, Battles, Secrets, and Endings.**

The Sidereal then gains an additional **Favored Ability** in the Supernatural Ability associated with their Caste Name.

Arcane Fate Those who gaze upon the Sidereal with Resolve less than or equal to the Sidereal's (Essence) do not recognize that a person is in front of their eyes.

Resplendent Destinies. The Sidereal may take up to (Essence) Personas, which the Loom of Fate back up as having relevant backing, allies, and backgrounds to be in a location.

Astrology. Using their Supernatural Abilities, Sidereals can weave Projects into the actual loom, causing changes to happen and befall a city or civilization according to their domain.

Formal Training. If the Sidereal has been trained in heaven, they gather the following:

- Language: Old Realm

Supernatural Abilities

Journey

[[Focuses on the concepts of **Space and Time.** Position, placement]]

Serenity

[[Focuses on **Emotion**, relations---between people, and civilizations]].

Battles

[[Focuses on Conflict. Internal, External. ---this will need to be defined better]]

Serenity

[[Focuses on Knowledge, **memory**, and what reality is.]]

Endings

[[Focuses on the changing of times, the turning of the guard. --this needs better definitions]]

Castes

Serenity

By spending a Strife Point, for the remainder of the scene Fate will conspire to bring joy, happiness, revelry, and unification of a group of people up to the size of a Village. All efforts to directly support this endeavor receive (Essence) extra dice, while any direct efforts to oppose this course of action take an (Essence)/2 (rounded up) penalty.

Strife Expression

Sidereal Fate

A Sidereal can manipulate Fate, making reality itself a tool for their aid.

The Sidereal selects one of their Favored ability, and then can **change the Target Number rolled** when that ability is used. They may either reduce the target Number up to (Essence), or increase it by up to (Essence)/2 for **all characters in the Scene.**

For example, an Essence 3 Sidereal targeting Archery could reduce all Archery Rolls to Target Number 4, or increase it to a Target Number of 9.

1's are always failures, and 10s are always double successes.

Who Becomes a Sidereal?

[[A Sidereal is there because they were Fated to be a Sidereal]]

Great Curse

Sidereals are plagued by the certainty of **Fate.** They become tangled in the webs of reality. They may rebel against what Fate says, believing that there is no way to actually mess up any plans. They may become cold and detached to prevent the whims of reality from hurt

Charms

Faultless Ceremony

Cost: 2m

Type: Simple; Week

Mins: Performance 2, Serenity 1

On completing a Project worth at least 10 PR, and that results in a grandiose ceremony—anything from a newborn’s naming to a funeral—the Celestial Bureaucracy smiles on those non-Exalted citizens who performed in the ceremony, blessing the inhabitants. Crops grow larger, harmony and peace is enjoyed, and so on for a month. Any attempts to disrupt this Fate receives -1 success on their attempts.

Perfection in Life

Cost: 5m

Type: Simple; Day

Mins: Performance 2, Serenity 2

The Sidereal performs in front of a group no larger than 100 people, rolling a (Charisma + Performance) Action Roll, while leveraging a particular Intimacy. Any audience member in concordance with that Intimacy, and with a Resolve less than what was rolled gains +1 to their Resolve for a Day.

Defense of Shining Joy

Cost: 5m, 2i

Type: Simple; Scene

Mins: Performance 3, Serenity 2

Assisting another with the glorious tempo, the Sidereal gifts + (Performance)/2 to the target’s Evasion. The Sidereal may only grant this to (Essence) targets, and may not give it to herself.

Martial Arts

Heartstring Weaver Style

Written by **Codex Empyrean**

Abilities Archery, Serenity
Weapons Bow
Armor Unarmored, Light

Accuracy is calculated off of (Archery + Serenity)

While in this style the practitioner is able to forge a simple ward for themselves or an ally by solidifying the ambient love and compassion around them.

The Practitioner bolster's their allies, choosing (**Essence**) wards as combat breaks out. The ward applies a temporary bonus to maximum **Endurance** to the target equal to the practitioner's **Essence x2**. All damage will affect the ward first.

When the ward fades, either by loss of damage or if the Practitioner decides to terminate it, the Practitioner may spend 2i as a Reflexive action to whisk the target of the ward towards themselves, so long as the ward is within Medium Range.

The Heart Skips a Beat

Cost: 3m

Type: Primary (Maneuver)

Mins: Archery 2, Serenity 1

The Archer of Joy rolls the entirety of an emotion into their shot, imparting it into the target. Perform a Ranged Attack Maneuver with (Dex. + Serenity). If it is higher than the **Resolve** of the character, force them to discard 3 + (Essence) Impulse.

Drunk on Love

Cost: 5m, 1i (+3m)

Type: Supplemental (Decisive Attack)

Mins: Archery 3, Serenity 2

The Practitioner channels the ambrosia of distilled love into a single arrow intoxicating the target. The archer makes a Decisive attack versus the target's Resolve, not DV. If the target takes at least 5 points of damage, and the Archer pays an additional (3m), the target will randomly attack any target on their next action.

Heart-A-Flutter

Cost: 5m

Type: Reflexive; Scene

Mins: Sorcery 4, Serenity 3:

The Practitioner becomes buoyed and carried by the very emotions of serenity, allowing them to jump 20 meters into the air, as well as drifting down slowly, unable to take Falling Damage.

When taking a Move action, the practitioner may do so vertically, even into thin air. However, if they end their action without firm footing, their next Round's Move Action will be consumed by them slowly drifting to the ground.

Greater Techniques

Wellspring of Compassion

Cost: 8m, 2i

Type: Simple

Mins: Archery 4, Serenity 3

An Archer of Compassion can reweave their arrows to heal rather than damage. Upon impact the arrow bursts into a shower of pink sparks. The target's wounds begin to seal and a wellspring of energy fills them.

The target regains Endurance equal to the archer's (Serenity + Essence).

Duality of Love

Cost: 7m, 2i

Type: Simple; Instant/One Scene

Mins: Archery 5, Serenity 4

The Practitioner weaves into their arrow either the pain and sorrow of love or its warmth and hope.

Sorrow

When imbuing the arrow with sorrow they deliver a devastating blow to the target's psyche. The user makes an attack, using (Dexterity + Serenity) as their roll, (Essence) as their Base Damage, and the Target's (Resolve) in place of DV. In addition to dealing Damage, the target suffers paralyzing grief for (Essence) rounds, only able to take either a Primary or Secondary Action during their turn.

Love

You create a bonding tie between the target and a concept, person, or ideal of your choice on an (Dexterity + Serenity) hit over their Resolve. Any Lesser Foes becomes an ally of that binding, whereas Greater Foes gain an intimacy towards it, and must roll their (Will + Integrity) vs (Practitioner's Serenity) to directly harm it for the remainder of the scene. If they succeed once on their roll, the Intimacy is dispelled.

Charcoal March of Spiders

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| Abilities | Sorcery, Secrets |
| Weapons | Unarmed |
| Armor | Unarmored |

While in this style, any movement action the practitioner takes is crawling across the Loom itself, rather than the physical space. This allows crawling through physical barriers, and avoiding environmental effects.

The Practitioner is considered to be **Dematerialized** during these brief moments, and cannot perceive the outside world.

The Practitioner reduces any grapple attempts made against them by -2 successes.

The Practitioner may use (Dexterity + Secrets) for their unarmed Attacks Rolls.

Unnatural Steps

Cost: 5m
Type: Supplemental (Move); Scene
Mins: Sorcery 2, Secrets 1

The Practitioner clings to the strands of Fate, not the ground beneath her feet. The practitioner may redirect to where she falls towards—be it towards a certain wall, a beam, a ceiling. This target must be part of the scene and cannot be a person.

The Practitioner must use this technique again to change or cancel this effect.

Maw of Dripping Venom

Cost: 3m
Type: Supplemental (Decisive)
Mins: Sorcery 3, Secrets 2

On an attack that deals at least 1 point of damage, the target immediately loses either 5 Peripheral Motes or 2 Impulse (Practitioner's choice).

Greater Techniques

Rain of Unseen Threads

Cost: 8m
Type: Simple; Scene
Mins: Sorcery 4, Secrets 3

The Practitioner shoots out up to (Essence) threads to unattended, unattended objects, or otherwise unclaimed scenery within Medium Range, and tears at their reality, altering some metaphysical aspect of them. Pillars become soft as clay, toppling over in an instant; water as light as air and rising to the sky.