

Exalted Reincarnated Infernals

Introduction

Character Creation

The Infernals gain access to the domains of the realm of Malfeas, named for the Yozi they fall under: **Malfeas**, **Cecelyne**, **She Who Lives In Her Name**, **Adorjan**, and **Ebon Dragon**.

There are more Yozi that may choose an Exalt, which may expand this Supernatural Ability List.

The Infernal then gains an additional **Favored Ability** in the Supernatural Ability associated with their patron Yozi.

Green Sun Prince The Infernal, by their nature, is respected and commands the denizens of Malfeas. So long as their (Essence) rating is higher than the demon's, the Infernal may command a loose Demon to do something as though they had it as an Ally.

However, this cannot directly interfere with orders, directions, or other restrictions placed on the Demon by entities with an Essence Rating higher than the Infernals, nor can it cause a summoned Demon to go against their Summons bindings.

Infernal Sorcerers summoning do not need to make deals with Summoned Demons with (Essence) less than them, and can simply command them to do their bidding.

Cursed Riches Once a Story, the Infernal may use up to 20 RES of Malfean resources to supplement their Projects. However, these cursed goods cause the Infernal to roll **one additional complication roll**.

[[May use them as Resources, but also cause problems]]

Supernatural Abilities

Malfeas

[[Focuses on the concepts of **Raw Power**, **Domination**]]

Cecelyne

[[Focuses on **Hypocrisy** and **Desire**]].

She Who Lives In Her Name

[[Focuses on **Cold**, **Unfeeling Logic** and **Utilitarianism**]]

Adorjan

[[Focuses on **Freedom from all Bindings**]]

Ebon Dragon

[[Focuses on **Opposition** and **Retribution**--the ultimate **Nemesis** (In the classical sense)]]

Castes

Cecelyne

The Endless Desert spreads. By Spending a Strife Point, the Malefactor can take over a Lesser God's domain for a day, such as a river, a field, or even a burgeoning village god.

The domain becomes filled and descreted with the endless desert, where the Malefactor reigns. They hear all the prayers that would have been made to that God.

In this blighted zone, all Summons of Demons may be made, regardless of the time of day. As well, it becomes an entry point into the Endless Desert, allowing those that desire to, or are hapless enough to fall prey to the desert, to start the five days journey into Malfeas.

Strife Expression

Infernal Spite

The Infernal intimately knows failure, and feels its Spite close to their heart.

Spend a Strife Point, and choose a Favored Ability, and then one of the Nine Attributes. Immediately gain a number of **Spite** equal to their chosen Ability's rating.

For the remainder of the scene, the Infernal may decrease any character's number of successes equal to the number of **Spite** expended, so long as they are using the targeted Attribute.

If the targeted character is ever forced to have negative successes, they immediately **Botch** their roll.

The Infernal may regain their **Spite** by sacrificing their own successes made when they use their chosen Favored Ability, at a rate of 1 success per 1 gained **Spite**.

Great Curse

Infernals are **Influenced by their Coadjugator**, the demon who merged with the mortal to form the Infernal. They are often plagued by **inhuman**, **alien** desires and actions.

Charms

Cecelyne

Impending Doom

Cost: 2m

Type: Free Action; Scene

Mins: Cecelyne 1

The Infernal may make an **Influence Emotion** action without being the source of the Influence. The target will ascribe this emotion to the closest thing that they can rationalize. If Panic were to be placed into them, they might become convinced that their ally is about to betray them.

Induced Paranoia

Cost: 5m

Type: Simple; Scene

Mins: Cecelyne 2

The Infernal spikes their words with seeds of doubt, paranoia, and fear, and then impales it into the mind of a target.

Roll (Charisma + Cecelyne) against the Target's Resolve. On a success, select a particular subject or concept that is to be barred. The Target gains an immediate Intimacy of Secrecy towards this concept and will attempt nearly anything to not talk about it, no matter how banal or benign the concept actually is.

Often, the Infernal may use this false Intimacy to leverage out actual secrets and information the Target may know.

Inopportune Desire

Cost: 4m

Type: Simple

Mins: Cecelyne 3

The Infernal leverages a target's Intimacy, and rolls (Insight + Cecelyne) against the target's Resolve. If successful, the target will express this Intimacy in an uncontrolled, expressive manner—either immediately, or with a specific trigger the Infernal states.

Knowing the Desolate Heart

Cost: 5m

Type: Simple

Mins: Cecelyne 4

The Infernal may make a **Discover Intimacy** action against a target to find out the target's current, most pressing Desire that they cannot currently achieve. Unlike most Discover Intimacy rolls, the target does not need to be actively displaying any signs of this current Desire.

Conflicting Desire

Cost: 6m

Type: Simple

Mins: Cecelyne 4

The Infernal leverages an Intimacy of a character, rolling (Insight + Cecelyne) vs the target's Resolve. If successful, they force the character to simultaneously take an equal and opposite Intimacy for the remainder of the scene. The target will attempt to

rationalize this new Intimacy as best they can—if they are one who reveres the Immaculate Order, they might rationalize that their new hate for the Order is specifically about its high devotion cost in their lives, for example.

Greater Charms

The Curse of Truth

Cost: 8m

Type: Simple; Scene

Mins: Cecelyne 4

On a successful (Insight + Composure) roll against the target's Guile, they become cursed and unable to utter anything but the truth for the remainder of the scene.

As You Wish

Cost: 10m

Type: Simple

Mins: Cecelyne 5

Upon observing a genuine, unambiguous desire or wish, the Infernal may intercede as a benefactor—at a price. The character will gain what they desire, but the Infernal will collect a favor in return. The favor does not need to be specified at this time.

In the moment this Charm is activated, the character and the Infernal become joined through the mind's eyes, and all illusions and influences of reality fall to the side. Full understanding of the arrangement is immediately understood, as is the very real doom that would befall them if they refused to complete the favor. The character is given a choice to accept or reject the deal. On their decision, the inner eye fades, and all that remains is the knowledge of their decision.

The granted wish may take the form of a dot rating of an Attribute, Ability, or Merit that is either mundane or within the purview of the Infernal and the Endless Desert. Wealth, mortal followers, spies, even mutation of the sand creatures may be granted—but something like the blessing of a Yu-Shan god cannot.

When granting the wish, the Infernal may choose to be as direct and obvious as they want—ranging from a gradual change over the scene with no discernible source, to a blazing fire of green anima.

When the Infernal comes to collect the favor, the target will instantly know they must perform it or experience the Dooms of the Endless Desert. The Infernal cannot command the target to do anything that is literally impossible for the target to do, and the target cannot be bound to the task for more than one month.

A character cannot be the beneficiary of this charm more than once a year.

Player characters, including the Infernal themselves, are restricted to only gaining 20 Resources from this Charm, and not on anything that costs xp such as Attributes or Abilities.