



The Sidereals

ASTROLOGY COLLEGES

The Golden Barque of the Heavens

THE CAPTAIN	OOOOO
THE GULL	OOOOO
THE MAST	OOOOO
THE MESSENGER	OOOOO
THE SHIPS WHEEL	OOOOO

The Forbidding Mause of Joy

THE GUARDIANS	OOOOO
THE KEY	OOOOO
THE MASK	OOOOO
THE SORCERER	OOOOO
THE TREASURE TROVE	OOOOO

The Cerulean Lute of Harmony

THE EWER	OOOOO
THE LOVERS	OOOOO
THE MUSICIAN	OOOOO
THE PEACOCK	OOOOO
THE PILLAR	OOOOO

The Crimson Panoply of Victory

THE BANNER	OOOOO
THE GUANTLET	OOOOO
THE QUIVER	OOOOO
THE SHEILD	OOOOO
THE SPEAR	OOOOO

The Violet Bier of Sorrows

THE CORPSE	OOOOO
THE CROW	OOOOO
THE HAYWAIN	OOOOO
THE RISING SMOKE	OOOOO
THE SWORD	OOOOO

RESPLENDENT DESTINIES

<i>Destiny</i>	<i>College</i>	<i>Duration</i>	<i>Effect Dice</i>	<i>Description</i>
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PARADOX



PARADOX GAIN

EVENT:	PARADOX DICE
-Every Out of Character Act	1
-Every Month you live in a location where you've had a dozen or more known Resplendent Destinies in the last 10 years.	1
-Character wearing a Resplendent Destiny causes her anima banner to activate at the 4-7 Level... ...at the 8-10 Level or above.	1 +2
-Confusing meeting her Exalted self with someone she's had contact with while wearing a Resplendent Destiny.	1
-Confusing meeting as another Resplendent Destiny with someone she's had contact with as a Resplendent Destiny... ...and they conclude she's one Resplendent Destiny imitating another. ...and they conclude she's a supernatural being.	2 +1 +2

ARCANE FATE:

-Gain +3 Dice to all Performance, Presence, Socialize and Larceny dice pools to masquerade as another non-specific person and to explain any breaches of disguise or a Resplendent Destiny. The difficulty of these rolls is 1.

-Gain +3 dice to the Intelligence+Larceny pools on disguise and an additional +3 when imitating a Resplendent Destiny they have donned. The difficulty of these rolls is 1.

-Others are at a -3 on any rolls to spot or Remember the Sidereal or see through a donned Resplendent Destiny.

-Sidereals are at a -3 on any rolls to build relationships, trust or love with those around them.

-The roll to remember a Sidereal is Wits+Occult at a difficulty 1 with a -3 to the dice pool. The roll is made at the following intervals: 1 turn, 1 minute, 1 hour, 1 day, 1 week, 1 month, 1 season, 1 year.

-The Sidereals Acquaintances, Familiars, fellow Sidereals, most other members of the Bureau of Destiny and beings outside of fate are immune to the Arcane Fate. Mortals, Exalts, Fair Folk, Terrestrial and Celestial gods and God-Blooded all forget, unless the above rolls are made. Individuals above Essence 3 will tend to remember the Sidereal a little, but only as "an agent of destiny" or "some Sidereal".