THE MANUAL OF EXALTED POWER

NOCTURNALS



EXALTED

Blood and Fire


It's time to go.
But you literally just got here!
GrAUPh?


We are the lucky ones.
We are the lucky ones.
We are the lucky ones.
...We are the lucky ones.
We are the lucky ones.

What Is This Document?

Originally, I did not explain this document when I first put it online. The community it was placed into was already aware of its intent. However, it has dawned on me that this document may be shared in places where people are unaware of its intent. As such, I'll explain it here.

This is a fan supplement for Exalted: Blood and Fire. Exalted: Blood and Fire is a fan game that ports Exalted by White Wolf from the Storyteller Engine to Cortex Prime. Exalted is a heroic, bronze era roleplaying game where divinely empowered heroes fight epic battles.

Exalted: Blood and Fire is by Jeremy Puckett. It had three editions. It is my preferred hack for Exalted. You see, the storyteller engine is not my favorite engine, especially when it comes to Exalted. As Cortex Prime was the engine behind my favorite superhero game ever, Marvel Heroic Roleplaying, and those same mechanics translate well to epic fantasy, this port really scratches my itch when I want to play this setting. As a matter of fact, the first edition of this hack was mainly a MHR hack.

This supplement is for the 3.1 Edition. It can be found here:
https://www.patreon.com/user/creators?u=4510970

Mirror here:
https://mega.nz/file/EhsiXAYD#gGqUF1yY0uL-P-wPp0Aq5V_L7MQBj0ZpcRJrXAmeP94

This supplement is an attempt to convert the Nocturnals. The Nocturnals are a fan created Exalted type that are based around chaos, probability, and possibilities. For more information on Nocturnals, the original fan supplement for Exalted 2nd edition can be found here:
https://mega.nz/file/YhMziQII#vGhxKdxRpiOMnjcevsD2njvdXnYjfiuW61K9fw9Ihh0

If you'd like to learn more about Exalted, consider purchasing it. To help in your search, I'll link the Wikipedia article.

https://en.m.wikipedia.org/wiki/Exalted

After all, the name is a bit generic and doesn't always play well with search engines.

Without further ado, I hope you enjoy!

Nocturnal Exalted

Overview

The Nocturnal Exalted are the chosen of the forgotten god, Nox. Nocturnals, like their patron, have been lost to time. Nox betrayed the Incarnae at the start of the Primordial War due to his contradictory nature. The god of infinite possibility was stripped of his will and placed within the Loom as punishment by the other Incarnae. Nocturnals were deemed untrustworthy due to their patron's betrayal. The chosen of Nox were massacred by the Sidereal Exalted in an ambush. Recently, a surviving Nocturnal that fled into the future has orchestrated the Chosen of Nox's return, with the aid of a mysterious figure's instructions. Now, the world is full of younger Nocturnals.

Nocturnal Exalted are the most disorganized and resource starved of all Exalted. There were no First Age Nocturnal Exalted and, as such, no ruins to plunder for First Age relics. No organizations exist to train the new Nocturnals. No religions or governments support the Nocturnal Exalted. Those who exalt under Nox need to make their own way in the world.

Fluctuations And Walking The Kalpa

Nox's original station during the time of Primordials was to explore alternatives to the Five Maidens' plans. The chosen inherit that power. Nocturnals can make alternate manvantaras, also known as timelines or realities, manifest in an area for a short-while. Eventually, the original timeline will reassert itself. However, the Nocturnal can preserve relics and even versions of people from the alternate manvantaras to aid in their own goals. Furthermore, Nocturnals are the only exalted to travel the kalpa, the multiverse, to venture to other stable manvantaras that reside within the kalpa.

Nocturnals cannot take these actions unnoticed, however. Any use of Fluctuations, the term for when a Nocturnal alters reality, or when a Nocturnal walks the Kalpa, travels to another stable reality, leaves a mess in the loom of fate that is noticed by the Sidereals. While the sheer scope of the Loom makes it unlikely that every instance will be discovered, especially in the moment of occurrence, Sidereal will eventually notice a pattern to the tangled strings of fate.

Who Is Chosen?

The Chosen of Nox are varied. Nox's exaltation cannot be as picky as other Exalted. Nox's vision is limited within the Loom itself. His eyes can only see those who failed to fulfill their destiny due to outside influence. When the Five Madien's plan for an individual is altered, usually by an Exalted or other powerful being such as a Yozi or Neverborn, then Nox's eyes can

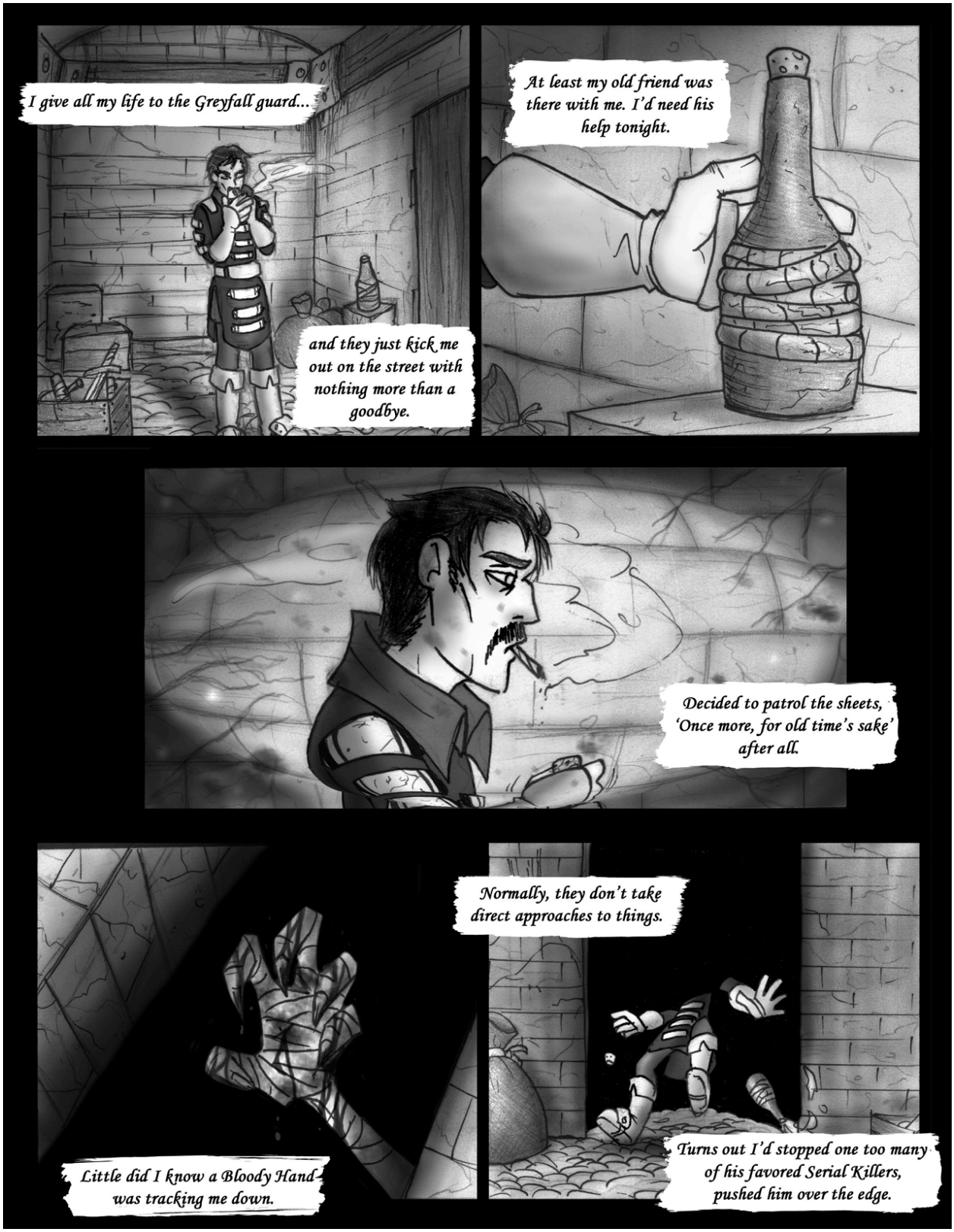
see them. The Chosen then receive the Second Breathe, filled with a sudden awareness of what could have been and what would have been.

A Chosen of Nox could be a bandit who was destined to unite the bandit clans into a mighty coalition that was slain by the whims of Lunar to an old, infirmed man who would have lived a prosperous life as a merchant if an exalt's battle did not destroy their store. When their predestined lives were altered, their threads were fed to Nox to correct them. In that instance, Nox uses the opportunity to bestow his exaltation. With it, he leaves a plea for his Chosen to storm Yu-Shan and free him from the Loom.

The Curse of Subservience

There are those who mistake the "hyper awareness" of the Nocturnals for a disease of the mind, believing it a form of the Great Curse. Nocturnals acquire knowledge of multiple worlds throughout their lives. Keeping track of multiple timelines can lead to distressing moments for unaware third-parties. Furthermore, The Nocturnal exaltations were not in this timeline when the Great Curse was inflicted. As such, Nocturnals are one of the few exalts not afflicted by the Great Curse. However, they instead suffer from the Curse of Subservience.

As a precaution, the creator of exaltations, Autochthon, placed a curse on the Nocturnals after Nox's betrayal. To ensure that they could not free Nox from his prison, the Curse of Subservience corrodes their free will over time. Eventually, the Nocturnal would be beholden to any request of a Celestial Exalted or their creators, the Incarnae. Only Nox, freed, could break the curse. It's worth noting that Terrestrial Exalted, the Dragon-Blooded, do not benefit from the Curse of Subservience and the two groups can act on equal ground with one another.


I give all my life to the Greyfall guard...
and they just kick me out on the street with nothing more than a goodbye.
At least my old friend was there with me. I'd need his help tonight.
Decided to patrol the sheets, 'Once more, for old time's sake' after all.
Normally, they don't take direct approaches to things.
Little did I know a Bloody Hand was tracking me down.
Turns out I'd stopped one too many of his favored Serial Killers, pushed him over the edge.


I awoke in a room...
little more than my light penetrating the darkness.
Not much a mortal can do against a god, especially when tied up.
Joke's on him; he actually saved me.
Turns out Fate had a knife aimed at my heart, and his little stunt broke my Destiny.
Apparently, some God called "Nox" likes when this happens.
But I'm not going to argue with someone who gives me one more day to live.

Making A Nocturnal

Nocturnals are a celestial exalt, but one of the few whose exaltation is not a corrupted Solar exaltation. Nocturnals have the **Anima Flare** Limit, like most Exalted, as well as their **Caste SFX.**

The **Nova Caste** are beholden to a great vision of what could be. While they have all the hallmarks of a great leader, they serve their grand design: leadership is a means to an end. They are the visionaries of the Nocturnals, the Vanguards.

The **Comet Caste** are made of those with heroic desires. Often, they were heroes who fate denied their victory. The armigers focus on never failing their cohorts again, denying even fate in their acts of heroism.

The **Aurora Caste** desire to make a better world for others. They dream of wealth and fame, but not necessarily for themselves. Through diplomacy, the ambassadors attempt to topple oppressive regimes, right wrongs, or abolish inequality.

The **Empyrean Caste** are the closest to Nox in their mindset. A contradiction, their goal is to ensure order while maintaining personal freedoms. They are the Barristers, who speak quick and think quicker. Often viewed as anarchists, they attempt to free the world from Fate without leaving utter ruin.

The **Nebula Caste** is born from those who love mystery. Nebula focus on espionage, specifically counter espionage. They probe the enemies' mind and stop them from forming memories. They excel at infiltration, moving through harsh lands, bending laws, forging documents, and altering the memories of anyone they meet.

The **Singularity Caste** does not exist within the current Mantavara, but the potential for it does exist. Players cannot take the Singularity Caste without GM permission, only Nocturnal NPCs from another Mantavara may have the **Singularity Caste SFX** freely. The Singularity Caste focuses on beauty and wisdom. Wherever they go, they have a captivating presence that draws others in.

Essence Die: d10
Nocturnal Bonus: Nocturals receive the **Fluctuations SFX** (see Causing Fluctuations) and **Kalpa Walker SFX** (see Walking the Kalpa). Nocturnals also receive a d10 Transmutation and a d10 Teleport power for free, but have the **Tangled Loom** Limit in the corresponding powerset with no benefit. The Nocturnal must still take one other Limit to the power set and can take an additional Limit for an additional d8, as normal. They can alter the **Tangled Loom** Limit by spending their power d8s to purchase the respective powers normally (ie "step down X power" when not causing a Fluctuation or traveling to another Mantavara if you spend one d8 or remove the power from the Limit altogether if you spend 2d8).
SFX: *Fluctuations.* You can create a "Fluctuation Asset" using Transmutation. The Fluctuation Asset represents the altered timeline you instilled on an area. The Fluctuation Asset steps down once per scene. You may spend 1 Mote to preserve an item or person from the Fluctuation as a d8 Anachronism asset.
SFX: *Kalpa Walker.* You can travel to other Mantavaras using Teleport, bringing along anyone willing to come with you in the immediate area.You may spend 1 Mote to bring an item or willing person from the other Mantavara back to your own Mantavara as a d8 Anachronism asset.
Limit: *Tangled Loom.* You can only use Transmutation and Teleport in a dice pool when you are either causing a Fluctuation (Transmutation) or traveling to another Mantavara (Teleport).

Causing Fluctuations

Nocturnals have the ability to explore the other possible realities that the Maidens have rejected. The action is known as Causing Fluctuations. Fluctuations are limited to a local area, usually the size of a town. On the more extreme end, one could affect an entire city. It is possible that an elder Nocturnal may affect a larger area, but there are almost no elder Nocturnals in existence. The larger the Fluctuation, the more of the Loom is tangled. Thus, the larger the Fluctuation, the more likely the Sidereals will notice.

A minor Fluctuation could be as minor as replacing one's lover with one who did not love them. That Fluctuation could take a long time to discover and correct. A major Fluctuation could be replacing a decrepit town with a luxurious city. On the extreme end, one could even replace a fallen nation with a version of itself that never left its golden age.

The important thing to remember is that Fluctuations are still based in reality. Nox is a god of infinite possibilities, not the god of the impossible. For a Fluctuation to work, it must have been a possibility. Nocturnals cannot make rivers fly or gravity reverse, but they could explore a reality where a city that has fallen into destitution instead successfully replaced their failing mining industry with a service economy and avoided economic collapse.

Those who see a Fluctuation occur without being affected -- such as a Sidereal, who are immune to the illusion of a Fluctuation -- would see the world around them slowly vanish and be replaced with the new world. Make no mistake, however. The Fluctuation is real for as long as it lasts. The people, items, etc. are real and outsiders interacting with the Fluctuation can suffer lasting consequences, such as the Nocturnal Exalted themselves. However, the people, items, etc. born from the Fluctuation are not the same as their equivalents, if any, in the current Mantavara. As such, damage done to them does not affect their counterparts in the current timeline.

Fluctuations are temporary. The asset that represents the Fluctuation steps down at the end of every scene. This represents the original timeline reasserting itself. When the asset would lower below a d4, the Fluctuation vanishes immediately and everyone affected by the Fluctuation returns to where they would have been had the Fluctuation not occurred.

Nocturnal Exalted can use their power to preserve entities, such as items and people, from a Fluctuation into the real world. Doing so creates a duplicate of that entity that is out of place in the Maiden's timeline. These entities are Anachronisms and are represented as signature assets of the Nocturnal who preserved them. A Nocturnal can only preserve one Anachronism at a time. When a Nocturnal preserves a new Anachronism, the prior Anachronism returns to their Mantavara. If a Nocturnal wished to regain the Anachronism, the Nocturnal would need to return to the same Fluctuation.

Sidereals can dispel a Fluctuation and destroy Anachronisms by creating a complication that exceeds the relevant asset's value. When this occurs, the Anachronisms fades away, revealing to even mortal onlookers that it was never "real."

Walking The Kalpa

There is a hypothetical multiverse known as the Kalpa. A myriad of Mantavara exist outside the current one used in Exalted. Nocturnals can walk the Kalpa and enter other Mantavaras. This action is known as Walking The Kalpa. Nocturnals can take as many willing individuals with them when they walk the Kalpa. However, bringing people from the other Mantavara back to the Nocturnal's native Mantavara is more difficult. There are a potentially infinite number of Mantavaras in the Kalpa. *Shards Of The Exalted Dream* detailed a small selection of alternative Mantavaras. We will summarize them here using their official descriptions from the book:

- **Gunstar Autochthonia** tells the harrowing tale of the Exalted, who are forced to flee their world in a starship forged from the bones of the Machine God.
- **Heaven's Reach** is a detailed exploration of the Central Galactic Empire of Heaven's Son, His Divine Lunar Presence.
- **Burn Legend** is a fusion of the lore of Exalted and the mystical martial arts of modern day storytelling.
- **Exalted: The Modern Age** transforms Creation into a world far more similar to our own… yet looks can be deceiving.

There are many more potential Mantavara that could exist, outside the few official Mantavara that were detailed in *Shards Of The Exalted Dream.* Some other possibilities are:

- **The World Without Exalted** is a world where the Incarnae never rebelled against the Primordials. As such, the rule of Primordials has continued unabated.
- **The Great Compromise** is a world where the Primordial War ended in a peaceful stalemate. The two sides could not agree to share Yu-Shan or the Blessed Isle so they were given to their servants, instead. The Incarnae were given the Northern and Eastern regions. The Primordials kept the West and Southern regions. The Blessed Isle and Yu-shan are considered neutral ground, belonging to the Exalted and lesser gods, respectively.
- **The Eternal Nocturne** is a world where Nox aided the Primordials without being discovered. The Incarne were defeated and stripped of their will. Autochthon was imprisoned within Creation's underground, becoming this world's Malfeas equivalent. For his loyalty, Nox and his chosen were made the rulers of Creation. The other exalts do their best to fight a guerilla war against Nox and his Nocturnal overlords.
- **The Endless Golden Age** is a world where the Yozi's Great Curse did not take root. The First Age has never ended and the world continues in its splendor under the watch of the Solars and their Incarnae masters.
- **The Golden Path** is a world where the Golden Path Sidereals defeated the Bronze Path Sidereals. The Dragon-Blooded did not purge the world of Solars, but the Great Curse still holds its terrible sway. The Solars grow crueler and more monstrous while the Sidereals try their best to cure their ill.
- **The Shogunate** is a world where the Scarlet Empress died after using the Imperial Manse. No Empire was formed and the world has fallen into disorder as the many shogunates battle in endless war for land.
- **The Last Days Of The Empress** is a world where the Scarlet Empress did not disappear. She continued to reign and has successfully kept the revived Solars at the edge of her domain. However, she is reaching the end of her lifespan and age has begun to show its mark. Sharks are in the water and the world is on the precipice of discord.
- **The Third Age** is a world where a war between the Yozi, Deathlords, Incarne, Gods, and the numerous Exalted types marked the end of the Second Age.The Final War of Heaven and Earth resulted in mutual destruction for all celestial beings. Now, mankind does its best to use science and magic to keep the Wyld from devouring what's left of Creation while also trying their best to keep Creation running without gods.
- **Exalted Vs The World Of Darkness** by Holden Shearer, a former Exalted dev. This Mantavara shows a world where Creation was reborn as the World of Darkness, the setting for games like Vampire: The Masquerade, and the Exalted have just begun to return to this new world. An alternative version using the lore from the Chronicles of Darkness is expected in 2021.

Mantavara can also serve as a way to incorporate other media into your campaign. Exalted draws from many sources. For a long time, it was common to direct people to Exalted to play many of their favorite anime, cartoons, comics, etc. Partially, this trend was due to Exalted being one of the only “high powered” tabletop roleplaying games that didn’t focus on American Superheroes. Exalted was also one of a handful of anime inspired roleplaying game and it was one of the better ones at the time.

It’s worth noting that *Shards Of the Exalted Dream* took this approach as well. Their alternate settings were all based on other properties: **Gunstar Autochthonia** was based on *Battlestar Galactica,* **Heaven’s Reach** was heavily inspired by *Star Wars,* **Burn Legend** was based on *Street Fighter* (White Wolf were actually the creators of the official TTRPG for *Street Fighter*), and **Exalted: The Modern Age** was heavily inspired by White Wolf’s own *World Of Darkness* series. There is no shame in taking this approach. **Burn Legend** is of particular note as this official alternate setting does reference any hallmarks of Exalted, lacking even the titular Exalted. As such, some Mantavara can vary drastically and be completely different worlds. After all, the chaos before the universe could have resulted in ANY world, ultimately.

Series like *Avatar: The Last Airbender*, *Bleach*, *Dragonball*, *One Piece*, *HunterxHunter*, *RWBY*, and other properties with a focus on mystical, martial arts action could fit as a Mantavara with extreme departures from the prime Mantavara. Some may prefer to avoid this approach, of course, as it can cheapen the Exalted experience. Others, however, like Exalted when it's over-the-top and nonsensical. Crossovers, especially ones that involved hopping universes, are always over-the-top.

Of course, all of the above Mantavara are all major departures from the main Mantavara of Exalted. Most Mantavara have more minor changes. Perhaps Lookshy is not independent in one Mantavara and this has helped the Realm maintain control of the Savage Lands. Perhaps it was not the Scarlet Empress who activated the Imperial Manse but one of her companions and now someone new sits on the throne. Perhaps the Yozi failed to capture any of the Solar exaltations when the Solars were free so Infernals don’t exist.

Some Mantavara are based on more minor and localized changes than even the above. The Kalpa is the well of infinite possibilities. Sometimes our decisions and actions change the entire world, a single life, or barely anything at all.

Nocturnal Caste SFX:

- **SFX:** *Nebula Caste.* Spend 1 Mote to reroll a failed dice pool and step up the effect die of the new roll. While your anima banner is visible, you can use complications against yourself and allies as if they were assets.
- **SFX:** *Comet Caste.* Spend 1 Mote to reroll a failed dice pool and step up the effect die of the new roll. While your anima banner is visible, you may redirect any attack from its target to yourself and step down the attack's effect die.
- **SFX:** *Aurora Caste.* Spend 1 Mote to reroll a failed dice pool and step up the effect die of the new roll. While your anima banner is visible, you may add your Essence to anyone's dice pool.
- **SFX:** *Empereyan Caste.* Spend 1 Mote to reroll a failed dice pool and step up the effect die of the new roll. While your anima banner is visible, you can make small, localized Fluctuations with a value equal to your Essence without needing to roll. Each new Fluctuation made this way replaces the prior.
- **SFX:** *Nebula Caste.* Spend 1 Mote to reroll a failed dice pool and step up the effect die of the new roll. While your anima banner is visible, once per character per scene, you can alter the memories of anyone around you to believe the events of a different Mantavara are true: the target gets a minor intimacy related to the new set of memories. Define it. The minor intimacy lasts until the end of the scene.
- **SFX:** *Singularity Cate.* Spend 1 Mote to reroll a failed dice pool and step up the effect die of the new roll. While your anima banner is visible, when anyone first looks upon you in a scene, they get a major intimacy with you based around memories of a shared event between you and them from a different Mantavara. Define it. The major intimacy remains until the end of the scene.

The Curse Of Subservience

The Curse of Subservience is unique in how it functions. The more a Nocturnal defies the Celestial Exalted, the more it grows. However, if they comply, the Curse weakens. This is known as gaining and losing **Subservience.** When a Nocturnal directly defies an order given by a celestial exalted, they gain Limit. However, if they comply, they reduce their Limit. When they suffer their Limit Beak, the Nocturnal loses all free will for a time, blindly following the orders of whoever orders them until the Curse is satisfied. **Editor's Note:** Don't be creepy about this.

Example Nocturnal: Huangdi



Concept: Huangdi knew his father, but wished he didn't. His mother was a peasant in the Savage Lands. One day, she caught the eye of a Dragon-Blood of the Wyld Hunt. Nine months later, Haungdi and his sister were born. His father, however, was afraid of news getting around that he sired an Outcaste and weakened his blood. His mother died keeping Huangdi and his sister hidden. The boy spent the rest of his childhood an orphan on the streets.

Huangdi did his best to provide for his sister, but the world was harsh and towns ignored his plight. He scrounged on the edge of civilization for decades. When his life was finally getting back together, a thief broke into his house. The criminal took his sister hostage. He wanted everything they had or he'd take her life. He complied, but the man felt he was holding out. The man went to kill Huangdi...and an arrow took the thief's life. A Solar had overheard the scuffle and took a moment to save the teenager and his sister.

In that instance, everything became clear. Haungdi could see fate, the strings that bind Creation. Huangdi was meant to die that day, as was his sister. The Fates had determined his life should be a sad, short existence. There was no great purpose, just a cruel, unfeeling bureaucracy dooming people for no reason. His life after this day was a cosmic accident.

The Solar was shocked when Huangdi's anima flared, for the Solar had never had seen a symbol of Nox before. What was more unnerving was his laughter. Huangdi had burst into a dry laugh at the absurdity of it all. He knew this system could not stand. The system of Fate was corrupt. Huangdi wanted a better world. He didn't care who he had to destroy to make it.

A Chosen of Nox, Huangdi had become an Empyrean Nocturnal that night. As the Black Emperor, he would burn this world down and build a better one. The first item on his agenda: freeing Nox and ending the system of Fate.

Exalt Type: Empyrean Caste, Nocturnal Exalted
Anima Banner: A large phoenix flies around him before perching itself on his shoulder.
Essence: d10

- **SFX:** *Empereyan Caste.* Spend 1 Mote to reroll a failed dice pool and step up the effect die of the new roll. While your anima banner is visible, you can make small, localized Fluctuations with a value equal to your Essence without needing to roll. Each new Fluctuation made this way replaces the prior.
- **Limit:** *Anima Flare.* Once per scene, you may add d6 to the doom pool to gain 1 Mote. Your anima banner becomes visible and cannot be hidden until the end of the scene

Attributes: Physical d6, Mental d10, Social d8
Skills: Attune d4, Craft d4, Fight d4, Focus d4, Influence d10 (*Mind Control)*, Know d4, Labor d4, Move d4, Notice d6, Perform d8 (*Feigning Innocence)*, Pilot d4, Ride d4, Shoot d4, Sneak d4, Survive d4, Throw d4, Treat d4, Trick d8 (*Turning Against Allies)*, War d6 *(Surprise Attack)*
Distinctions:
Street Urchin Who Wants To Burn The World Down d8

- **SFX:** *The Black Emperor.* Spend 1 Mote when you inflict social stress in a scene, you can make an asset equal to your Mental related to how you planned for every contingency.
- Gain 1 Mote when you roll this Distinction as a d4 instead of a d8.

People Are Just Pawns In My Game d8

- Gain 1 Mote when you roll this Distinction as a d4 instead of a d8.

Devoted Enemy Of Fate d8

- Gain 1 Mote when you roll this Distinction as a d4 instead of a d8.

Nocturnal Charms: Enhanced Sense d8, Mind Control d10, Sorcery d10, Teleport d10, Telepathy d8, Transmutation d10

- **SFX:** *Fluctuations.* You can create a “Fluctuation Asset” using Transmutation. The Fluctuation Asset represents the altered timeline you instilled on an area. The Fluctuation Asset steps down once per scene. You may spend 1 Mote to preserve an item or person from the Fluctuation as a d8 Anachronism asset.
- **SFX:** *Kalpa Walker.* You can travel to other Mantavaras using Teleport, bringing along anyone willing to come with you in the immediate area.You may spend 1 Mote to bring an item or willing person from the other Mantavara back to your own Mantavara as a d8 Anachronism asset.
- **SFX:** *Fast Thinker.* Use two or more Nocturnal Charm powers in a single dice pool and step each power back by one for each additional power beyond the first.
- **Limit:** *Exhausted.* Shutdown any Nocturnal Charms power to gain 1 Mote. Activate a spoiler to recover the power, or recover for free during the next transition scene.
- **Limit:** *Tangled Loom.* You can only use Transmutation and Teleport in a dice pool when you are either causing a Fluctuation (Transmutation) or traveling to another Mantavara (Teleport).
- **Limit:** *Uncontrollable.* Change Mind Control into a complication and gain 1 Mote. Activate a spoiler or remove the complication to recover the power.
- **Limit:** *Utility Magic.* A dice pool containing the Sorcery power cannot be used to inflict stress.

Intimacy:

- Fate dooms the world d10 (Belief)
- I will do anything to make my sister, Aimi, happy d8 (They are my reason for going on)
- I will never forgive my father or the Dragon-Blooded for what happened to mom d6 (Grudge)

Signature Assets:
Tome Of War d6: A book on warfare and tactics I stole from the forbidden section of a Realm library.

Limit Break: When I defy Fate's plans on the poor, sick, and forgotten, I can feel my hope for a better world waning until I turn cold and misanthropic to the world's problems, accepting whatever Fate's plan is for others.

Milestones:

My Sister Is My Life
1 XP when you talk with your sister about your life problems.
3 XP when you inconvenience your plans or put yourself at risk for your sister.
10 XP when you either feel your sister can take care of herself or lose her tragically to fate.

This World Is Corrupt
1 XP when you talk about your vision of a better world.
3 XP when you successfully pull off one of your plans.
10 XP when you find you either free Nox from the Loom or give up on ever making the world better.