



Colleges

The House of Journeys			The House of Serenity			The House of Battles		
The Captain	_____	○○○○○	The Ewer	_____	○○○○○	The Banner	_____	○○○○○
The Gull	_____	○○○○○	The Lovers	_____	○○○○○	The Gauntlet	_____	○○○○○
The Mast	_____	○○○○○	The Musician	_____	○○○○○	The Quiver	_____	○○○○○
The Messenger	_____	○○○○○	The Peacock	_____	○○○○○	The Shield	_____	○○○○○
The Ship's Wheel	_____	○○○○○	The Pillar	_____	○○○○○	The Spear	_____	○○○○○
The House of Secrets			The House of Endings					
The Guardians	_____	○○○○○	The Corpse	_____	○○○○○			
The Key	_____	○○○○○	The Crow	_____	○○○○○			
The Mask	_____	○○○○○	The Haywain	_____	○○○○○			
The Sorcerer	_____	○○○○○	The Rising Smoke	_____	○○○○○			
The Treasure Trove	_____	○○○○○	The Sword	_____	○○○○○			

Resplendent Destinies

Wear	College	Identity	Duration	Endurance	Resplendencies
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Advanced

Enhancing the Prayer Roll
 Charms: Only specific charms work.
 Extended Prayer: A grand and long-winded ceremony (+1 dice to Prayer)
 Petition: Cost: resources 2. Skills: Wits + Linguistics or Craft[Air]. Difficulty: 2 (if hurried: 4). Bonus: +5 successes: -1 to Prayer diff., +10 successes: -3 to Prayer diff.
 Cosignatories: +1 dice to Prayer from each signature of support. Skill to sign: Wits + Linguistics or Craft [Air]. Max signatures: one from each other caste + Essence initiates from same collage + 1 Solar and 1 Lunar
 Countersignature from a god: +3 dice to Prayer

Enhancing the Effect Roll
 Compose Plans: Time: 1 full day, extra plans: twice as long as the previous. Skill: Intelligence + Craft[Fate]. Difficulty per plan: Essence of highest being affected. Bonus: 1 dice to Effect for each fraction of 4 successes
 Compute Horoscopes: Skill: Intelligence + Occult. Bonus: 1 dice to Effect for each fraction of 4 successes
 Ritual Behavior: Donning a resplendent destiny of the same Collage for 3 days adds 3 dice to Effect
 Multiple Sidereals: Others must be cosigners and have dots in that collage, each adds Essence in dice to Effect

Paradox
 Gaining Paradox:
 Wearing a resplendent destiny with anima banner at level 4-7 (1 point), at level 8-10 (3 points, destiny recede). Use of some Resplendencies (see specific Resplendency).
 Dissipating Paradox:
 Wrapped fly (-1 point): 8+25 hour ritual, with no essence use, with no protection of Loom-enforced causality.
 Wrapped Diamond (Paradox = 0): Cost 1xp and 1 Intimacy.

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