



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

(Charisma + Performance, diff: 6)

- 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 College + 1 Solar and 1 Lunar
- Countersignature from a god: +3 dice to Prayer

Enhancing the Effect Roll

(Essence + College)

- 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 College for 3 days adds 3 dice to Effect
- Multiple Sidereals: Others must be cosigners and have dots in that College, 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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