

Paradox



Paradox Gain

Event:

- Every out-of-character act
- Every month you live in a location where you've had a dozen or more known resplendent destinies in the last 10 years.
- Character wearing a resplendent destiny causes her anima banner to activate at the 4-7 level...
...at the 8-10 level or above.
- Confusing meeting as her Exalted self with someone she's had contact with while wearing a resplendent destiny.
- Confusing meeting as another resplendent destiny with someone she's had contact with as a resplendent destiny...
...and they conclude she's a one resplendent destiny imitating another.
...and they conclude she's a supernatural being.

Paradox Dice:

0

0
0
+00

0

00
+0
+00

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 for these rolls is 1.
- Gain +3 dice to the Intelligence + Larceny pools on disguise and an **additional** +3 dice when imitating a Resplendent Destiny they have donned. The difficulty for 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 difficulty 1 with a -3 to the dice pool. The roll is made at the following intervals: One **turn**, one **minute**, one **hour**, one **day**, one **week**, one **month**, one **season**, one **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".