

# **Annals of Inherited Might**

Alternative God-Blooded Rules  
For Exalted, Second Edition

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## General Rules

### Character Creation

Like heroic mortals, God-Blooded get 25 dots to distribute among their Abilities, and 21 bonus points. They buy Backgrounds per the rules for heroic mortals in the Scroll of Heroes. God-Bloods can never have any other Ability rated higher than the highest one of their Favored Abilities.

Storytellers set what Inheritance characters start with, and must approve all mutations taken for consistency with the character's background. For example, healing better than the Exalted (Healing Factor, Perfect Healing Factor) is generally not appropriate for Half-Castes.

### Bonus Point Costs

Trait	Bonus Points
Attribute	4 (3 if Favored)
Ability	2 (1 if Favored)
Background	1 (2 if the Background is being raised above 3)
Specialty	1 (2 per 1 if in a Favored Ability)
Virtue	3
Willpower	2
Essence	10 (cannot exceed 3 to start)
Charm/Spell/Dark Path	7
Pox	1
Affliction	2
Blight	4
Abomination	6

### Charm Rules

Charms can increase a God-Blooded's dice pools by only an amount equal to her permanent Essence. This is a limit of God-Blooded nature, not their Charms.

All Essence-using God-Blooded, like all enlightened mortals, may learn Terrestrial Martial Arts Charms at the standard Ability and Essence minimums. They may similarly learn the first step of any Dragon King Dark Path, assuming they can find someone to teach it to them.

Charms that have a Flaw of Invulnerability have a unique one when used by God-Blooded; they do not function. God-Blooded can still learn them as prerequisites for other Charms, and use them if they wish to expend Essence for no effect.

God-Blooded cannot develop, create, learn, or use Combos. Even if using Dragon-Blooded Charms, they cannot freely use reflexives.

## Mutations

Modified versions of several mutations appear at the end of this document.

## God-Blooded by Endowment

Use the rules for the Demon-Blooded Endowment Charm, on p.58 of MoXP:Infernals, for calculating mote costs and resulting Inheritance, instead of the rules presented in Scroll of Heroes on page 100. When an Eclipse, Moonshadow, or Fiend learns a something-Blooded Endowment Charm, it works just as it did for the being the Exalt learned it from. It does not create a Half-Caste or Prince-Spawned.

## Experience Costs

Trait Increase	Cost	Training Time
Favored Attribute	rating × 3	(rating × 2) weeks
Other Attribute	rating × 4	(rating) months
Favored Ability	(rating × 2) - 1	immediate
Other Ability	rating × 2	(rating) weeks
Essence	rating × 12	(rating) months
Virtue	rating × 3	immediate
Willpower	rating × 2	immediate
Forged Grace	rating × 6	immediate
New Trait	Cost	Training Time
Ability	3	3 weeks
Specialty	3	3 weeks
Favored Charm	12	(minimum Ability, Attribute, Virtue, or Essence*) weeks
Other Charm	15	(Favored Charm time + minimum Essence) weeks
Dragon King Dark Path	15	Two weeks
Spell (Occult Favored)	12	(spell circle) weeks
Spell	15	(spell circle) weeks
Thaumaturgical Degree (Occult Favored)	8	(degree) weeks
Thaumaturgical Degree	10	(degree) months
Thaumaturgical Procedure (Occult Favored)	1	One day
Thaumaturgical Procedure	1	One week

\*Use Essence only if none of the others apply. Otherwise use highest minimum.

# Beastmen

## Origin

Beastmen are human-animal hybrids, the cross catalyzed by the power of the Exalted. All Lunar Exalted may create beastman offspring by mating with an animal partner while in human form or with a human partner in animal form; this requires either that the mating occur in the Wyld (Bordermarches and deeper) or that the Lunar have Essence 4. Other types of Exalted may also engender beastmen if they engage in animal-human matings if they have Essence 5. Make an Essence roll for the Exalt at difficulty 3 to see if a beastman results. Beastmen cannot be created by Endowment Charms, but Lunars have Charms that allow them to generate beastmen without human-animal contact.

Beastmen tend to pass on their traits. Two beastmen of the same variety always have a child that is of the same variety. When a beastman mates with either of the species it hybridizes (human or animal), the offspring has a roughly equal chance of taking after either parent—unless the human or animal has Wyld mutations, in which case the child will always be a beastman. When beastmen of different varieties (say, a wolfman and a hawkman) hybridize, the offspring has an equal chance of being an ordinary human or a bizarre blend.

Children of beastmen who qualify for the other heritages listed in this document (for example, God-Blooded) use the rules for traits and magic for those heritages instead of those for beastmen. They will inherit animal-like mutations about half the time.

## Traits

Beastmen divide 7 dots among their primary Attributes, 5 dots among their secondary Attributes, and 3 dots among their tertiary Attributes. They select two Favored Abilities, and start with 5 dots in Backgrounds.

Beastmen will always have dots in Mutations to reflect their animal heritage. These will always be appropriate to the animal form from which they are descended.

Beastmen have no fixed formula for Inheritance; the interaction of Exalted Essence and animal ancestry is unpredictable.

## Magic

Beastmen are eligible for both the Enlightened and Awakened Essence mutations. Their total mote pool is equal to (Essence  $\times$  10).

Beastmen require Occult 5 to learn Terrestrial Circle Sorcery; they cannot learn necromancy.

Beastmen descended from a Lunar ancestor may take the God Body mutation.

Beastmen cannot exceed Essence 3, and cannot expend experience to buy Essence higher than the limit. If Endowed with greater Essence, they become the type of being that they were Endowed by (or that the Eclipse/Moonshadow/Fiend learned the Charm from).

## Demon-Blooded

### Origin

The "natural" origin for a Demon-Blooded is a mating between a demon of Essence 2 or greater and a mortal human (called Hellspawn). Others are created by the charm Demon-Blooded Endowment (Yozi-Kin). In either case, their mechanics are identical.

Demon-Blooded do not naturally pass on their taint to their children; even the child of two Demon-Blooded will usually be born mortal. However, the child of a Demon-Blooded and a demon of any Essence rating will be Demon-Blooded.

### Traits

Demon-Blooded divide 6 dots among their primary Attributes, 5 dots among their secondary Attributes, and 3 dots among their tertiary Attributes. They select one Favored Ability, and start with 6 dots in Backgrounds.

Demon-Blooded will usually have dots in Mutations to reflect their supernatural heritage. These will often but not always reflect the attributes of their demonic parent.

The upper limit of Inheritance for a Hellspawn is half the demon parent's permanent Essence. For Yozi-Kin, it is determined by the charm Demon-Blooded Endowment.

Demon-Blooded are able to survive in Malfeas indefinitely. By committing three motes (or one Willpower), they may extend this protection to items on their person.

Demon-Blooded, for the expenditure of three motes (or one Willpower), may for one scene perceive demons (regardless of shape or dematerialization), gates to Cecelyne, helltech, and residual energies left by the powers and Charms of demons.

### Magic

Demon-Blooded are eligible for both the Enlightened and Awakened Essence mutations. Their total mote pool is equal to  $(\text{Essence} \times 5) + (\text{Willpower} \times 2) + (\text{sum of Virtues})$ .

Demon-Blooded may learn Spirit Charms; only those Charms possessed by their demonic parent or sponsor are considered Favored. When learning Terrestrial Martial Arts Charms, they are vitriol-aspected, like Green Sun Princes. They may learn Terrestrial Circle Sorcery with Occult 3; they cannot learn necromancy.

Demon-Blooded cannot exceed the greater of Essence 3 or half the Essence of their demonic sponsor or parent. They cannot expend experience to buy Essence higher than this limit. If Endowed with greater Essence by a demon, Yozi, or Infernal, they shed their humanity to become a Demon of the First Circle (and, usually, a Citizen of Malfeas). Endowments of Essence beyond the limit by other beings have no effect.

## Dragon-Touched

### Origin

The Dragon-Blooded usually pass on their power through the purity of their ancestral bloodline, which then Exalts their children. However, the very greatest champions of the Terrestrial Host wield such power that their children are marked by it from birth. The Dragon-Touched are these rare children, born only to Terrestrial couples with combined permanent Essence scores of 10 or more.

### Traits

Dragon-Touched divide 7 dots among their primary Attributes, 5 dots among their secondary Attributes, and 3 dots among their tertiary Attributes. They select two Favored Abilities, and start with 6 dots in Backgrounds.

Dragon-Touched usually have invisible mutations (if any), powers that enhance without visibly marking them as different. However, if both parents were of the same elemental aspect, visible mutations related to that element are possible.

Dragon-Touched always count as patricians for the purposes of determining if their children Exalt.

Dragon-Touched generally have an Inheritance of 0; it increases by 1 for every point of Permanent Essence their parents combined had above 10.

### Magic

Dragon-Touched are eligible for the Enlightened Essence mutation, but not the Awakened Essence mutation. Their total mote pool is equal to that of a normal enlightened mortal, (Essence  $\times$  10).

Dragon-Touched may learn Dragon-Blooded Charms, but the permanent Essence prerequisite is increased by one. They may learn Terrestrial Circle Sorcery with Essence 3, Occult 3, but cannot learn necromancy. They have no elemental aspect, and so pay a 1-mote surcharge on all uses of Dragon-Blooded Charms and Charms from aspected Terrestrial Martial Arts.

Dragon-Touched cannot exceed Essence 3, and cannot expend experience to try to increase their Essence past 3. If they are Endowed with greater Essence, instead of their Essence increasing, they roll (again) for Dragon-Blooded Exaltation, as the energy fans the latent spark in their blood. If the roll fails, the Endowment has no effect.

## Elemental-Blooded

### Origin

Elemental-Blooded are usually the result of a mating between an elemental of Essence 2 or greater and a mortal human. However, the Elemental-Blooded Endowment charm can make a mortal Elemental-Blooded.

Elementals are naturally material creatures; as a result, the mark of their power seems to persist more strongly than that of demons or gods. The child of two Elemental-Blooded will be an Elemental-Blooded with an Inheritance equal to that of the lesser parent. The child of a mortal and an Elemental-Blooded with an Inheritance of at least 1 will be an Elemental-Blooded with an Inheritance of 0.

### Traits

Elemental-Blooded divide 6 dots among their primary Attributes, 5 dots among their secondary Attributes, and 3 dots among their tertiary Attributes. They select one Favored Ability, and start with 6 dots in Backgrounds.

Elemental-Blooded will usually have dots in Mutations to reflect their supernatural heritage. These will generally reflect the attributes of their elemental parent.

The upper limit of Inheritance for an Elemental-Blooded is half the elemental parent's permanent Essence, or as set by the charm Elemental-Blooded Endowment.

Elemental-Blooded possess the Elemental Rejuvenation power (The Roll of Glorious Divinity, p.170).

### Magic

Elemental-Blooded are eligible for both the Enlightened and Awakened Essence mutations. Their total mote pool is equal to  $(\text{Essence} \times 5) + (\text{Willpower} \times 2) + (\text{sum of Virtues})$ .

Elemental-Blooded may learn Spirit Charms; only spirit Charms possessed by their elemental parent are considered Favored. For Terrestrial Martial Arts Charms they have an elemental aspect corresponding to their elemental parent. They can learn Terrestrial Circle Sorcery with Occult 3, and cannot learn necromancy.

Elemental-Blooded cannot exceed Essence 3. If they purchase or are endowed by a god or elemental with a fourth dot of Essence, they shed their humanity to become an elemental with Essence 4. Other Endowments of a fourth dot of Essence have no effect.

## Fae-Blooded

### Origin

Fae-Blooded are exclusively the result of matings between Fair Folk (of any Essence) and humans; there is no Fae-Blooded Endowment Charm available to the raksha. Children of two Fae-Blooded or a Fae-Blood and a mortal are always mortal, but often have a pox or deficiency to mark their heritage.

### Traits

Fae-Blooded divide 6 dots among their primary Attributes, 5 dots among their secondary Attributes, and 3 dots among their tertiary Attributes. They select one Favored Ability, and start with 6 dots in Backgrounds.

Fae-Blooded will usually have dots in Mutations to reflect their supernatural heritage. These will often but not always reflect the form their raksha parent had at their moment of conception.

The upper limit of Inheritance for a Fae-Blood is half the raksha parent's permanent Essence.

Fae-Blooded are immune to the ravages of the Wyld, able to travel even the deepest reaches without risk to their body or sanity. By committing three motes (or one Willpower), they may extend this protection to items on their person. This immunity does not extend to directed application of Wyld energies or glamour, but it does give them a one-die bonus to resist such effects.

### Magic

Fae-Blooded are eligible for both the Enlightened and Awakened Essence mutations. Their total mote pool is equal to that of a normal enlightened mortal, ( $\text{Essence} \times 10$ ). They regain Essence as Fair Folk, including through ravaging.

Fae-Blooded may learn Fair Folk Charms, except those that have the Assumption or Unshaped-Only keywords; they treat Heart Charms as Favored. Fae-Blooded have no aspect for purposes of Terrestrial Martial Arts Charms. They require Occult 5 to learn Terrestrial Circle Sorcery and cannot learn necromancy.

Fae-Bloods are naturally considered to have an effective Heart Grace of 2, and may have other Graces forged for them (either in play, or by buying them with the Artifact Background as artifacts equal to their Grace rating). Raising the rating of a forged Grace costs ( $\text{Rating} \times 6$ ) experience, and the Grace may never exceed the character's rating in the associated Virtue. Fae-Blooded may make Shaping Attacks if they have the appropriate Graces.

Fae-Blooded cannot exceed Essence 3. If they purchase or are endowed with a fourth dot of Essence, they instead increase their effective Heart Grace rating by a point, up to a maximum of 5. Any further increases have no effect, but are likely to draw the attention of Luna, who may well offer the character divinity as one of her truculee.



## Ghost-Blooded

### Origin

In recent years, the most common method by which Ghost-Blooded are created is through the Ghost-Blooded Endowment Charm, wielded by Deathlord or Moonshadow. This method turns loyal death cultists into empowered agents of the Underworld. The other method, and historically responsible for most Ghost-Blooded, is the use of the Fertile Soul Endowment Charm by a ghost to impregnate a human woman. A Ghost-Blooded does not pass her powers on to her descendants.

### Traits

Ghost-Blooded divide 6 dots among their primary Attributes, 5 dots among their secondary Attributes, and 3 dots among their tertiary Attributes. They select one Favored Ability, and start with 6 dots in Backgrounds.

Ghost-Blooded will usually have dots in Mutations to reflect their supernatural heritage.

The upper limit of Inheritance for a Ghost-Blooded is half the ghost parent's permanent Essence, or as set by the charm Ghost-Blooded Endowment.

By spending three motes (or one Willpower), a Ghost-Blooded can detect dematerialized ghosts and shadowland borders.

### Magic

Ghost-Blooded are eligible for both the Enlightened and Awakened Essence mutations. Their total mote pool is equal to  $(\text{Essence} \times 5) + (\text{Willpower} \times 2) + (\text{sum of Virtues})$ . They regain Essence as ghosts, including through drinking blood.

Ghost-Blooded may learn (as Favored) Arcanos Charms and the Dematerialize spirit Charm. For Terrestrial Martial Arts Charms they are aspected as Abyssals. They may learn Shadowlands Circle Necromancy with three dots in Occult, and cannot learn sorcery.

Ghost-Blooded cannot exceed Essence 3. If they purchase or are endowed with a fourth dot of Essence, they die, immediately becoming ghosts of Essence 4.

## God-Blooded

### Origin

God-Blooded are normally the product of a mating between a god of Essence 2 or greater and a mortal human, though others are created by the charm God-Blooded Endowment. In either case, their mechanics are identical.

God-Blooded do not naturally pass on their heritage to their children; even the child of two God-Blooded will usually be born mortal. However, the child of a God-Blooded and a god of any Essence rating will be God-Blooded.

### Traits

God-Blooded divide 6 dots among their primary Attributes, 5 dots among their secondary Attributes, and 3 dots among their tertiary Attributes. They select one Favored Ability, and start with 6 dots in Backgrounds.

God-Blooded will usually have dots in Mutations to reflect their supernatural heritage. These will generally reflect the attributes of their divine parent.

The upper limit of Inheritance for a God-Blooded is half the divine parent's permanent Essence, or as set by the charm God-Blooded Endowment.

God-Blooded may spend three motes of Essence (or one Willpower) to attune themselves to the supernatural, allowing them to see dematerialized spirits and sanctum entrances for a scene.

### Magic

God-Blooded are eligible for both the Enlightened and Awakened Essence mutations. Their total mote pool is equal to  $(\text{Essence} \times 5) + (\text{Willpower} \times 2) + (\text{sum of Virtues})$ .

God-Blooded may learn Spirit Charms; only spirit Charms possessed by their divine parent are considered Favored. They have no elemental aspect for Terrestrial Martial Arts Charms. God-Blooded can learn Terrestrial Circle Sorcery at Occult 3, but cannot learn necromancy.

God-Blooded cannot exceed Essence 3, and cannot attempt to purchase a fourth dot. If they are Endowed with a fourth dot of Essence by a god, they shed their humanity to become a god of Essence 4. Other Endowments of a fourth dot of Essence have no effect.

## Half-Caste

### Origin

Solar, Lunar, Sidereal, and Abyssal Exalted with permanent Essence of 4+ (or those with Essence 3+ and Cult 3+) have tremendous personal power, power so great that it transforms children they conceive. These children, the Half-Caste, wield a shadow of their Exalted parent's power.

While they have this power themselves, the shadow of the shadow of power is so light to be nothing. A Half-Caste produces children as a normal human, children without any of the power of their grandparent.

### Traits

Half-Caste divide 7 dots among their primary Attributes, 5 dots among their secondary Attributes, and 3 dots among their tertiary Attributes. Solar, Sidereal, and Abyssal Half-Caste select two Favored Abilities; Lunar Half-Caste choose one Favored Attribute and one Favored Ability. They start with 6 dots in Backgrounds.

Half-Caste usually have invisible mutations (if any), powers that enhance without visibly marking them as different. They sometimes have minor appearance mutations that echo their Exalted heritage. Lunar Half-Castes often have the God-Body Mutation.

The upper limit of Inheritance for a Half-Caste is half the number by which the Exalted parent's permanent Essence exceeded 4 at the time of conception, rounded down.

Half-Castes may spend a single mote of Essence (or one Willpower) to activate a basic anima effects common to all Exalted of their parent's type, except for making a caste mark or Tell (which they lack) to manifest. For example, Solar Half-Castes can know the precise time of day for the rest of the scene, or cause a golden anima to glow about them brightly enough to read by.

### Magic

Half-Castes are eligible for the Enlightened Essence mutation, but not the Awakened Essence mutation. Their total mote pool is equal to  $(\text{Essence} \times 4) + \text{Willpower} + (\text{sum of Virtues})$ .

Half-Caste may learn the native Charms of their Exalted parent, but the permanent Essence prerequisite is increased by one. Their aspect is the same as that of their Exalted parent for Terrestrial Martial Arts Charms. Solar, Lunar, and Sidereal Half-Caste may learn Terrestrial Circle Sorcery at Essence 3, Occult 3, while Abyssal Half-Caste may learn Shadowlands Circle Necromancy with the same prerequisite.

Half-Caste cannot exceed Essence 3, and cannot expend experience to try to increase their Essence past 3. If they are Endowed with greater Essence, the Endowment has no effect.

## **Jade-Blooded**

### **Origin**

The Mountain Folk, though infertile with each other, may father and bear children with humans (and spirits). These strangely fruitful unions with humans result in the Jade-Blooded.

Like the Mountain Folk, Jade-Blooded are infertile with Mountain Folk and each other, but fertile with humans (and spirits). For such crossings, a Jade-Blooded is treated as a normal human.

### **Traits**

Jade-Blooded divide 7 dots among their primary Attributes, 4 dots among their secondary Attributes, and 3 dots among their tertiary Attributes. Their Intelligence cannot exceed 3. They select two Favored Abilities in addition to Craft, and start with 6 dots in Backgrounds (purchased either as a human or as a Mountain Folk, depending on what society they were raised in). Jade-Blooded never have Inheritance.

### **Magic**

Jade-Blooded automatically have the Awakened Essence mutation, and a pool of (Essence × 10) motes. They may buy Mountain Folk Charms from the Foundation Pattern, and have an earth aspect for purposes of Terrestrial Martial Arts Charms. They require Occult 5 to learn Terrestrial Circle Sorcery, and cannot learn necromancy.

Jade-Blooded cannot attempt to purchase Essence past a third dot, but can exceed Essence 3 by being Endowed with it, up to a maximum of Essence 5.

## **Jade-Spirited**

### **Origin**

The Mountain Folk, though infertile with each other, may father and bear children with spirits (and humans). The unions with spirits result in Jade-Spirited.

Like the Mountain Folk, Jade-Spirited are infertile with Mountain Folk and each other, but fertile with humans and spirits. For such crossings, a Jade-Spirited is treated as a Mountain Folk.

### **Traits & Magic**

Jade-Spirited follow the normal rules for Unenlightened Mountain Folk instead of the rules for God-Blooded. Instead of having access to the Worker or Warrior Patterns, however, they have the ability to buy the spirit Charms known by their spirit parent at the time of their conception. Their bonus Virtue dot is in Compassion.

# Lintha Trueblood

## Origin

The modern Lintha bloodline is greatly degraded from its historic power, debased by curse and by intermixing with humans. Not one of the modern Lintha can honestly claim even half-Lintha ancestry. Demon blood has brought in more power, but at the cost of further weakening expression of natively Lintha might. Still, a handful of the modern Lintha reflect the glory of their ancestors, known as Truebloods.

Lintha Truebloods are infertile with each other, as the ancestral curse and incest-reinforced recessive traits jointly force stillbirths. The occurrence of Trueblood status as a result of matings between those with relatively high degrees of Lintha ancestry is unpredictable, as demonic and Terrestrial blood confound all attempts at analysis.

## Traits

Lintha Truebloods divide 6 dots among their primary Attributes, 5 dots among their secondary Attributes, and 3 dots among their tertiary Attributes. They select one Favored Ability, and start with 9 dots in Backgrounds (reflecting their privilege in Lintha society).

Truebloods will occasionally have dots in Mutations to reflect their supernatural heritage. They always, without any compensation in bonus points, have the Cannibalism derangement. This derangement is at deficiency level at Essence 1, debility level at Essence 2, and deformity level at Essence 3.

Inheritance among the Trueblooded is usually 0, but occasionally will reach as high as 2.

## Magic

Lintha Truebloods may have the Enlightened Essence mutation, with a pool of (Essence × 10) motes. Their elemental aspect for Terrestrial Martial Arts is to vitriol; they require Occult 5 to learn Terrestrial Circle Sorcery.

Lintha Truebloods have access to some Charms that work like those of the Solar Exalted. At Essence 2, they may learn the First, Second, and Third Excellencies. At Essence 3, they may learn other Solar Charms with a prerequisite of Essence 1, excluding Charms that are Holy or permanent. They may also learn Ox-Body Technique, gaining two -4 health levels with each purchase.

Lintha Truebloods may not exceed Essence 3. Their Primordial heritage and demonic contamination of their blood are such that, should one buy or be Endowed with a fourth dot of Essence, she becomes a Demon of the First Circle of a type spawned by a soul of Kimberly.

## Prince-Spawned

### Origin

Like Celestial and Abyssal Exalted, Green Sun Princes with permanent Essence of 4+ (or those with Essence 3+ and Cult 3+) have tremendous personal power, power so great that it transforms children they conceive, and who wield a shadow of their Exalted parent's power. Unlike them, they also have an Unwoven Coadjutor, whose demonic presence in their body also influences the children they spawn.

Prince-Spawned do deliver the taint of Malfeas unto their children; Prince-Spawned produce Demon-Blooded children as if they were demons of their Essence rating.

### Traits

Prince-Spawned divide 7 dots among their primary Attributes, 5 dots among their secondary Attributes, and 3 dots among their tertiary Attributes. They select two Favored Abilities, and start with 6 dots in Backgrounds.

Prince-Spawned mutations often reflect the nature of their parent's Unwoven Coadjutor.

The upper limit of Inheritance for a Prince-Spawned is half the number by which the Exalted parent's permanent Essence exceeded 4 at the time of conception, rounded down.

Prince-Spawned are able to survive in Malfeas indefinitely. By committing three motes (or one Willpower), they may extend this protection to items on their person.

For a single mote of Essence (or one Willpower), Prince-Spawned can sense the nearest entry point into the Yozi realm or the nearest pathway that leads to the desert of Cecelyne.

### Magic

Prince-Spawned are eligible for both the Enlightened Essence mutation and the Awakened Essence mutation. Their total mote pool is equal to  $(\text{Essence} \times 4) + \text{Willpower} + (\text{sum of Virtues})$ .

Prince-Spawned may learn the First (Yozi) Excellency of their parent's Caste Yozi, the Sorcerous Enlightenment of (Yozi), and spirit Charms. They Favor the spirit Charms possessed by the type of demon corresponding to their parent's Unwoven Coadjutor. Their elemental aspect for Terrestrial Martial Arts is to vitriol. Prince-Spawned cannot learn the Terrestrial Circle Sorcery or Shadowlands Circle Necromancy Charms.

Prince-Spawned cannot exceed Essence 3, and cannot expend experience to try to increase their Essence past 3. If they are Endowed with greater Essence, they are transformed into a Demon of the First Circle of the same type as their parent's Unwoven Coadjutor.

## **Modified Mutations**

### **Awakened Essence (6)**

The character gains an Essence pool of a size appropriate to his type of being (see the entry for that type). The entire pool is accessible without the expenditure of Willpower. Exalted characters cannot acquire this mutation, and the process of Exaltation overwhelms and burns away this mutation.

### **Enlightened Essence (4)**

The character gains an Essence pool of a size appropriate to his type of being (see the entry for that type). Only the first third of this pool is accessible unless the character spends a point of Willpower to free up the rest for a scene. This mutation is redundant for Exalted; Exalted characters cannot acquire this mutation, and the process of Exaltation overwhelms and burns away this mutation.

### **God Body (6)**

The character can transform her physical form into a less human-looking and more powerful body; the specifics vary wildly from mutant to mutant. The God Body costs six motes and one Willpower to use. Transformation between a character's normal form and his alternate takes five ticks and is often accompanied by swirling energies, mist or some other special effect. This alternate form has ten additional points of positive mutations (poxes, afflictions, blights, and abominations), and lasts for the remainder of the scene. Moon-faced mail or moonsilver armor will adjust with the character's transformation, but other armors will not. Each time the character transforms, the mutations he gains are the same.

### **Night Eyes (2)**

The character's eyes have changed so that he can see in darkness as easily as daylight. All penalties for poor visibility due to lack of illumination are eliminated. This mutation usually involves a change in the physical appearance of the eyes themselves, but this is not always the case. This affliction is equivalent to having the Night Vision pox twice.