

Caste

Exalted

Essence

Various Auspicious Names

Distinguished Background Information

Infinitely Mastered Trait 5

Resurgently Excellent Trait 4

Overwhelmingly Triumphant Trait 3

Principally Disruptive Flaw 1

Magnificently Eminent Schtick

Transcendent Character Illumination

For the Expression of Prominent Charms, Abilities and Sorceries

- 1. Principle of Narrative Truth  
What is narrated at the table happens exactly as narrated.  
...except when it is Vetoed.  
...or it resolves things prematurely.
- 2. Everything is a Detail.  
Any narrated detail is a Detail, regardless of content.  
...except when it is inappropriate for the agreed upon genre.  
...or unsuitable for the character.

For each Detail, a die is gained up to a Die Cap imposed by the GM.

Every die is rolled against the Trait that most applies, an equal result or under is a Success. These Successes are distributed between Yin and Yang at the players discretion. Each Yin Success negates a Yang Success against them. Each Yang Success further resolves the scene in their favour. Successes may also be Held in reserve for a specific action later.

Extras have a Threat Rating, which is reduced by one for each Yang Success against them. Extras may impose a minimum number of Yin successes also, which may change if their Threat Rating is not reduced quickly enough.

Enemy Exalted and the Characters have Essence, which is reduced by one for each unnegated Yang Success against them. When reduced to negative Essence they may no longer narrate Details in the scene. Instead of reducing their Essence, they may take a Setback which reduces their Die Cap by one.