

COMPENDIUM EXALTED

www.exaltedcompendium.com



Artwork : Unknown

THE GREAT CURSE

LAST VIRTUE FLAW ADDED : SMOTHERING GUARDIANSHIP

***LAST UPDATED :
26TH DAY OF THE RESPLENDENT AIR, REALM YEAR 769
5TH DECEMBER 2002***

***DOCUMENT MAINTAINED BY SILESIA DEUMACHINUS
EMAIL : SILESIA@OPTUSNET.COM,AU ICQ # : 7102371***

COMPASSION

Foolish Compassion

write by TheScreenJockey

The character is overcome with anger over the improper treatment of his fellow man. He can no longer bear to see others abused and mistreated, and will do ANYTHING he can to see that justice is served. For a number of days equal to his Compassion, he will meet any obstacle, challenge any foe, and fight any battle for his chosen protectorate. He simply will not tolerate injustice or abuse of any sort, and will go to any extreme to see wrongs righted.

Limit Break Condition: The character witnesses innocents suffering at the hands of those more powerful than they.

Mercy Killing

write by Mockery

After watching all the suffering in the world, the solar feels nothing but sorrow, and a wish to end the pain by any means necessary. For a number of scenes equal to her compassion, the Solar will openly argue for the death of someone in lasting pain, and do the deed herself if the opportunity presents itself, albeit in as painless a manner as possible. While she may be dissuaded by a concerted argument from the would-be euthanasia victim, she passionately believes that life and suffering are grossly intertwined.

It is well worth mentioning that some Solars under the effect of this limit break have disappeared into the Shadowlands, and quiet whispered tales bring them back as death-knights

Limit Break Condition: The character is being faced with pain, suffering, or any other sort of troubles it is outside of their power to immediately rectify..

Penance

write by TheScreenJockey

Your character realizes he's done something horrible, and must atone for it. Your character will do everything in his power to atone for his sins, real or imagined, often trying to put back together what's irreparably broken or giving all his money to those he's harmed. For a number

of days equal to your Compassion, you will do absolutely anything you can, using charms, hearthstones, or anything else at your disposal to try to make things better.

Limit Break Condition: Innocents suffer and it is directly your fault.

Smothering Guardianship

write by Soleil

This form of the Great Curse is similar to Contempt of the Virtuous, but the character, rather than despising others for their flaws and weaknesses, becomes utterly convinced that those around him are incapable of looking after themselves without his supervision. This flaw lasts for the character's Compassion in days, and during that time he will become extremely domineering and overbearing towards any person whom he perceives as a victim, an unfortunate or someone in need of any form of assistance. He will obsessively watch such a person's actions and constantly interfere for that person's "benefit", no matter what that person really wants. For a person who has not requested the character's assistance, this is likely to be worrying and insidious. The character will expect his "wards" to consult him on every decision, and is likely to become angry and confrontational towards them if they do not do so. The character will not look for deep insight into his "wards", he will do what he thinks is right for them, and will show no interest in their opinions. Until the Limit Break expires, the character should also become condescending.

Limit Break Condition: The character witnesses innocents suffering due a situation that he could have prevented.

CONVICTION

Compulsive Intrinsic Drive

write by Clebo

The Solar feels very strongly about taking orders. She is unwilling to do things that are not chosen by herself, or actions that she actually likes conducting.

Limit break condition: Whenever people around her starts bullying her around, or give her orders or instructions with the assumption that she'll follow them.

Crisis of Faith

write by Soleil

The character's resolve in a cherished belief is shaken to the core, causing him to question his deep commitment to it. This Limit Break is similar to Ascetic Drive, but it results from doubt rather than elevated determination. The character may not actively use his Conviction for his benefit, whether to renew his Willpower each day, or to add dice to an action by spending a Willpower Point. This effect comes to an end when a character spends a number of days equal to his Conviction researching or contemplating his beliefs. This period of reflection will prevent the character from other forms of adventuring, and will almost certainly require him to spend the long period in solitary study or meditation. When the character regains his faith in a belief, or finds a new worthy cause, he will gain Willpower as appropriate from the cathartic effects of the Limit Break.

Limit Break Condition: The character is confronted with evidence against a belief that he holds staunchly.

Driving Obsession

write by Soleil

The character's devotion to a particular cause becomes overwhelming, to such an extent that she is dominated by a particular quest or mission. This Limit Break lasts for a number of days equal to the character's Willpower, or until the significant goal that is driving her has been accomplished, whichever comes first. During this time, the character must pursue her particular goal with every action possible, only resting or eating when she reaches the limits of her endurance. She will ignore all other influences, events and calls for action that do not relate to her mission, possibly failing to fulfil necessary duties or provide much-needed assistance at times. The character will pay little heed to others, particularly if they are not supporting her goal, and will make no effort to stay in the company of any group that is not addressing her critical issue as a priority (and is likely to actively seek separation from such a group).

Limit Break Condition: The character is prevented from achieving a goal that is significant to her due to forces beyond his or her control.

Focus of the Oxen

write by infini

As the ox who is bound to plow a field and has his vision cut off except for what is ahead, so does the exalt suffer from one sightedness. His only thought is what is

currently his goal (be it crossing a bridge or killing a foe), he cannot change focus unless someone forcibly switches his attention to something else. Obviously, in combat or in dangerous situations this is highly impractical.

The danger is that the exalt will not notice anything that directly relates to his goal, so if he is getting shot at and his focus is to get a jade piece he dropped, until he is hit and his focus becomes survival, he will be all but unable to dodge. This effect lasts for a number of days equal to the exalts conviction.

This virtue flaw is intended for people who meticulously plan and serves as the extreme case of planning and plan fulfillment in which nothing else matters and nothing else is noticed until the goal is accomplished. Also, this is a good flaw for soldiers.

Necessary Evil

write by Jakob Bloch

The Character is knows what needs to be done and is appalled when it isn't done. When he breaks. He will for as many days as his Conviction do ANYTHING to get the things he deems important done. This includes sacrificing towns, cities and Children. Betrayal is not above him neither is Murder. Anything goes. The end justify the means.

Limit Break Condition: Someone is reluctant to do what is needed.

Relentless Focus

write by Lamplighter

This character is especially driven to accomplish a given task or feat, once given to him or personally selected, be it vengeance against an enemy, the uncovering of corruption, or the discovery of some long-lost person, item, or place. When the limits breaks, the character devotes himself/herself fully and solely to the accomplishment of that goal, to the exclusion of all other concerns, for a number of days equal to the Exalt's conviction. This version does not make the character blind to life-threatening circumstances, such as an enemy attacking, but rather prevents the Exalt from considering other courses of action not directly capable of contributing to the accomplishment of that given goal.

Such a character may forgo social niceties, be unwilling to eat or sleep, and may not willing engage in any act that doesn't further his goal. I had envisioned my version of this Flaw to exemplify the driven detective who lets no one and nothing dissuade him/her from prosecuting a guilty party. Such a person might still be formidable in combat, but is not willing to be distracted from his/her object of focus and will break rules to "get the job done, at any cost".

Of course, should a given goal ever be accomplished, the character will necessarily fixate on a new one. An in-house rule in our game ruled that the character must then select a new focus within a number of months equal to his Conviction, or become despondent / depressed and suffer a 1 die penalty to all social and mental interactions until a new focus is found.

Limit Break Condition: Whenever the character is prevented from directly or indirectly advancing his/her progression towards the accomplishment of the given goal, either by circumstances, by the desires of the other members of his/her Circle, by taking an oath, etc.

Resignation/Denial *"Sulking Solar Sook"*
write by Susenki

Overburdened with the responsibility gained from the powers given to her by the Unconquered Sun, the Solar seeks to deny his association with her Exalted status. For a number of days equal to her conviction virtue she refuses to do anything that would mark her as one of the Chosen. This includes using charms for any reason, behaving in a manner that is not mortal ... eg. disagreeing with another Exalted being, even looking them in the eyes.

Limit Break Condition: A decision made by the Chosen affected by this flaw does not give the desired result.

Vengeance
write by Susenki

(Tweak it to suit the any other virtue)
When his limit breaks, the affected Solar becomes focussed on one single object of his ire. Most often it is the final act that broke his limit, but need not be. Alternatively he may seek vengeance against the being(s) that caused him to gain the most limit. For a number of days equal to his virtue rating the Chosen will do NOTHING but pursue the object of his vengeance.

He will not sleep, eat, rest or otherwise be distracted from destroying his enemy.

Limit Break Condition: Whenever the character fails to take the opportunity to harm another in the same way either he or a friend or loved one has been harmed. (varies depending on virtue)

TEMPERANCE

Perfectionist Decision-Making
write by tobie

The character ceases to be deterred by any other influences in his decision-making. The player ceases to roll initiative and always acts in the end of the turn. This lasts for Temperance number of scenes.

During combat, the character is UNWILLING to take any action whatsoever (including aborting to defensive) until he sees the WHOLE situation before him. If need be, the character can spend 1WP per turn he chooses to actually abort to defensive.

VALOR

Curse of the Coward
write by Susenki

After withstanding countless battles, standing up to the most powerful of beings and facing decisions that impact on thousands of lives, the Chosen can no longer bear the burden of this life. When this limit breaks, he can no longer bear to see conflict for a number of days equal to his Valour virtue rating. An Exalted affected by this flaw will be highly agreeable to make sure that no conflict occurs in his vicinity, should tempers flare, or disagreements about a course of action occur, he will seek to flee that environment as soon as he possibly. While he can still fight if cornered, he will NEVER initiate a fight or disagree with anyone while under the affects of this flaw.

Limit Break Condition: Whenever the character chooses not to fight to resolve a problem. (or something similar ... *grin*)

Escapism
write by web

The character wanders off alone for Valor in days, in order to reassert his view on reality after it seems like everything is going wrong.

Limit Break Condition: Everytime the character is crossed, proven wrong, foiled, or is betrayed.

Reckless Daring

write by Colin Chapman

When the character's Limit Breaks, he becomes foolishly daring and extravagant. He will plunge into any

extremely risky task that presents itself, conceiving needlessly dangerous but flamboyant means of doing so. He will tightrope walk across the lava filled pit, somersault as he leaps across the chasm, deviate from the safest course of action to make his mark, fearlessly attempting to defy death.

Limit Break Condition: The character's daring-do, courage or achievements are disputed or belittled.

**If you would like to submit your ideas for The Great Curse,
please email them to silesia@optusnet.com.au**

Please include the following :-

Your name or handle so I can give you credit.

Name of the virtue flaw, the virtue that it belongs to, and it's limit break.

Thank you.

APPENDIX A : DOCUMENT HISTORY

8st AUGUST 2002

COMPASSION

Foolish Compassion
Mercy Killing
Penance
Vengeance

CONVICTION

Compulsive Intrinsic Drive
Focus of the Oxen
Necessary Evil
Relentless Focus
Resignation/Denial
Vengeance

TEMPERANCE

Perfectionist Decision-Making
Vengeance

VALOR

Curse of the Coward
Reckless Daring
Vengeance

12th AUGUST 2002

COMPASSION

Mercy Killing (Updated)

VALOR

Escapism

5th December 2002

COMPASSION

Smothering Guardianship

CONVICTION

Crisis of Faith
Driving Obsession