SolarPunk - Jadepunk conversion of Exalted (Solar)

ASPECTS

- High Concept (must mention Caste)
- Background (who you were before you exalted)
- Exaltation (the event itself)
- Trouble (what makes your life difficult)
- Motivation (what drives you as a Chosen of the Sun)

CASTES (replaces Professions, start with one at Great, two at Fair, one at Average, one at Mediocre)

- Dawn (martial arts, weapon use, warfare)
- Zenith (integrity, public speaking, presence, resistance)
- Twilight (crafting, investigation, lore, medicine, occult)
- Night (movement, awareness, crimnal activities, stealth)
- Eclipse (making deals, languages, traveling, socializing)

ASSETS (starting Refresh 9)

- Charm (as Technique, but may not take Exceptional)
- Sorcery (as Technique, but must take Exceptional, Consuming and Demanding 1 [one turn prep before use])
- Artifact (as Device, but must reference Magic Material, limited by MM, may not take Exceptional)
- Familiar (as Ally, but may not take Numerous or Talented, limited to Professional 1)
- Retainers (as Ally, but may not take Independant or Talented, limited to Professional 1)
- Lunar Mate (as Ally, but may not take Numerous, must take Independant)
- **Sidereal Mentor** (as Ally, but may not take Numerous, must take Independent, Demanding 2 [takes one scene to come to you])