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PARADOX GAIN EVENT: PARADOX DICE -Every Out of Character Act 1				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.		
-Every Month you live in a location where you've had a dozen or more known Resplendent Destinies in the 1 last 10 years.				The difficultly of these rolls is 1. -Gain +3 dice to the Intelligence+Larceny pools on disguise and an additional +3 when imitating a Resplendent Destiny they have donned. The difficultly of these rolls is 1.		
-Character wearing a Resplendent Destiny causes her anima banner to activate at the 4-7 Level1at the 8-10 Level or above.+2				 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. 		
-Confusing meeting her Exalted self with someone she's had contact with while wearing a Resplendent 1 Destiny.				-The roll to remember a Sidereal is Wits+Occult at a difficulty 1 with a -3 to the dice pool. The roll is made at the following intervals: 1 turn, 1 minute, 1 hour, 1 day, 1 week, 1 month, 1 season, 1 year.		
-Confusing meeting as another Resplendent Destiny with someone she's had contact with as a Resplendent Destiny 2 and they conclude she's one Resplendent Destiny imitating another. +1 and they conclude she's a supernatural being. +2				-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".		