**Exalted Changes**:

* Select your Terrestrial Elemental caste based on your character concept.
* You gain your anima banner power at this time.
* Gain Essence 1.
* Gain Personal Essence Pool: Essence + Will Power
* Gain Peripheral Essence Pool: Essence x4 + Will Power + two highest virtues + Health Levels (7+ox body technique of 3)
* Adjust your Mental Defense Value (MDV) based on your essence
* Gain a free charm = Ox-Body Technique (1 x -1, 2 x -2 health levels) = 3.
* Gain +1 Attribute dots
* Gain +2 Ability dots
* Gain +1 Virtue dot
* All your Element/Caste Abilities are now favored
* Select one additional non-caste Ability as favored
* You gain the Exalted Stamina soak damage benefit (Full Stamina bashing and ½ Lethal soak.)
* Can jump as an exalted: Height: Strength + Athletics in hexes. Distance: (Strength + Athletics) x2 in hexes.
* Round up your PDV and DDV.
* Heal as an Exalted character. Immune to normal diseases as an Exalted.
* Gain Access to Essence 1 charms
* Modify your Motivation as “Epic”..
* Can have as many intimacies as your compassion score.
* Gain 7 bonus points.
* Gain one free dot in survival