

EXALTED WORLD OF DARKNESS VS



Exalted vs World of Darkness. A free, unofficial fan project from Holden Shearer

Terms and Limitations

Exalted vs World of Darkness is not an official product. It has been written and produced under the most current terms of the Dark Pack fan activities guidelines, which as of 12/29/2018 may be found at <https://www.white-wolf.com/dark-pack>.

Portions of the materials are the copyrights and trademarks of White Wolf Entertainment AB, and are used with permission. All rights reserved. For more information please visit white-wolf.com.

This book is to be copied and distributed freely over any medium you care to, so long as you do not use it to advertise or offer goods or services for sale in connection with this book. You may not sell it, you may not solicit donations or in any way receive financial compensation for its distribution. You also may not remove any portion of this legal notice from redistributed copies, as doing so would violate the terms under which it was produced. *This book is free.* I'm not making anything off of it, and neither can anyone else.

If you're reading this in PDF rather than plain-text form, there may be illustrations and layout elements belonging to White Wolf Entertainment AB, culled from materials they've made publicly available for limited, sanctioned use by third parties within. The inclusion of that material in this book isn't intended as a challenge to White Wolf's ownership of those elements, and is, to the best of the author's knowledge, used in compliance with the terms and conditions of the Dark Pack.



Credits

Writing and design by Holden Shearer.

Layout by VL Darling.

“Cera Horseface” illustration, page 4, by Nichtschwert.

Bookmarking by kongurous.

CONTENTS

Introduction	4
Chapter One: The Wheel Turns	9
Chapter Two: Rules	35
Chapter Three: The Dragon-Blooded	52
Chapter Four: The Solar Exalted	71
Chapter Five: The Lunar Exalted	85
Chapter Six: The Sidereal Exalted	99
Chapter Seven: The Abyssal Exalted	117
Chapter Eight: The Night People	133
Chapter Nine: Storytelling	162

INTRODUCTION

Picture this, if you will:

Elysium. All the best-dressed monsters in the city have gathered to see and be seen. There's a commotion outside the doors, and conversations stall as immortals tilt their heads and listen. The door opens and an unconscious ghoul falls through it. A wave of alarm ripples through the room, followed by anger and hunger.

The figure in the doorway is human, you see. Mortal. Some of them can smell the sweat on his skin, hear his heart pounding in his chest. It's just a kid, 18, 20 tops, skinny, with a wild mop of carrotty hair, standing there backlit by a street light. He's got a gym bag. The room's silent enough to hear a pin drop, certainly quiet enough that everyone hears him swallow and unzip the bag. Half of them could be across the room in a heartbeat to end this, but eternity's a long time and there are, eventually, so few surprises.

He pulls off his shirt, revealing nothing very impressive, and then brings two objects out of the gym bag. The first is the saddest, shittiest mall katana you could ever imagine. The second is a rubber horse-head mask, which he pulls on before stepping out into the gallery light.

The first vampire is just starting to laugh when the icon of a blazing sun erupts, shining gold through the rubber mask, and then the killing starts.



Welcome to **Exalted vs World of Darkness**. This is a free, unofficial fan project whose goal is to incorporate the protagonists of White Wolf's **Exalted** game line into its 20th Anniversary **World of Darkness** setting and system.

BEFORE THE GREAT FLOOD...

BEFORE THE IMPERGIIUM...

BEFORE THE MYTHIC AGES...

BEFORE THE SUNDERING...

BEFORE THERE WAS A WORLD OF DARKNESS...

THERE WAS SOMETHING ELSE.

COMING

How to Use this Book

This book is broken down into a number of chapters, starting with the **Introduction**, which you're reading right now.

Chapter One: The Wheel Turns details how the world of **Exalted** and the World of Darkness are connected, and how it comes to pass that the Chosen have returned to a world that has long-since forgotten about them.

Chapter Two: Rules establishes the basic rules being used by this crossover book. The fundamental chassis for **Exalted vs World of Darkness** is the 20th Anniversary version of the Storyteller system, but there are a few tweaks to be aware of, as well as special rules for Exalted characters such as stunts, Essence, and Intimacies.

Chapter Three: The Dragon-Blooded gives full rules for creating and playing the Terrestrial Exalted.

Chapter Four: The Solar Exalted gives full rules for creating and playing the returned heroes of the sun.

Chapter Five: The Lunar Exalted gives full rules for creating and playing Luna's champions, including rules for shapeshifting.

Chapter Six: The Sidereal Exalted gives full rules for creating and playing the architects of destiny in a world whose time has almost run out.

Chapter Seven: The Abyssal Exalted gives full rules for creating and playing the champions of the grave, including the nameless curse that dogs their footsteps within the living world.

Chapter Eight: The Night People provides a detailed look at combining the Exalted with every **World of Darkness** game line, from **Vampire** all the way down to both versions of **Mummy**.

Finally, **Chapter Nine: Storytelling** is full of advice on how to run an **Exalted vs World of Darkness** campaign as smoothly as possible.



About the Author

Before the Great Flood...

Before the Impergium...

Before the Mythic Ages...

Before the Sundering...

Before there was a World of Darkness...

There was something else.

That advertisement appeared on the final page of the **Hunter: the Reckoning** corebook in November of 1999, teasing a little game that would go on to be revealed as **Exalted**. In the early days, a lot of advertising and promotional material heavily played up the idea that **Exalted** was the secret forgotten prehistory of the World of Darkness. Over time, as **Exalted** developed into a juggernaut in its own right, those ties were downplayed, described as “Something that can be true in your game if you like,” and eventually dropped altogether once it became clear the game was more than strong enough to stand on its own. Still, I always found it intriguing, and I’ve never forgotten that first advertisement, and its challenge to the imagination.

Once upon a time, I was a fan of the **World of Darkness** and of **Exalted**. Then I was a writer for White Wolf Game Studio. Then I was the **Exalted** game line developer. Now I’m just a fan again. As Christmas loomed after a very tough year, I decided I wanted to give something back to the games and players who gave so much to me over the years. This is the result.

Exalted vs World of Darkness started as an idea kicked around in early 2012, when we took on a contract to develop **Shards of the Exalted Dream**, the final book of **Exalted 2nd** edition. It dealt with alternate takes on the **Exalted** setting, such as “Exalts in space.” We knew that there

was enormous demand for an “Exalted Modern” shard, and that it had to be in the book in some form or fashion. Several ideas got kicked around, but the one I most intensely wanted to do wasn’t simply Exalts in a modern setting, it was Exalts in the World of Darkness specifically. We talked it over a *lot* over the span of a long afternoon pacing back and forth in a Best Buy parking lot.

Ultimately, that didn’t happen due to space constraints. To really do the idea justice, we would have needed another book as big as **Shards** in its entirety, and it was very much our practice not to do something unless we could do it right. So “Exalted Modern” ended up being something else, and **Shards** was a big hit, and the years went by. Things happened, creative schedules filled up, and half a decade came and went. I never forgot that afternoon developing a vision of Dragon-Blooded families hiding on secret islands or in mountaintop monasteries, though, or the heroes of old returning in the world’s darkest hour.

And now, as it turns out, I’ve got a book about as big as **Shards** with which to finally explore that idea. Fancy.



Omitted Material

If you scanned the chapter listing, you might have noticed some things are missing. There are no Infernals, Alchemicals, Exigents, and so on. There are a couple of reasons for this.

First, let me say that it's *not* the result of a decision to make this an update of **Exalted** First or Second edition specifically. This book is intended to be edition-agnostic as far as Creation goes. The fact that it boiled back down to the First Edition corebook Exalt roster is a coincidence, not a deliberate choice.

Second, I'm very aware that I used to develop **Exalted**. It's still one of my favorite games, and I have no desire for this book to in any way harm the development of the game now that it's in the hands of my successors. As such, one of the rules I set myself for this book was that I was going to do it as a fan, with absolutely no resources any other fan wouldn't have access to. That meant no working from old Third Edition roadmap notes, no incorporating stuff I know about in the game's future publication plans, no dropping in Exalts described in the Third Edition core that haven't gotten fleshed out in print yet—none of that.

For that reason, this book doesn't cover Exigents, Liminals, or any of the other new Exalts of Third edition. Those Exaltations are all less permanent and enduring than those of the Celestial Exalted in any case, and their absence is thus unsurprising. In-setting, tens of thousands of years have passed since the end of the Age of Legends. Nobody's making or passing out those sorts of Exaltations any more, and they don't naturally stay in circulation forever.

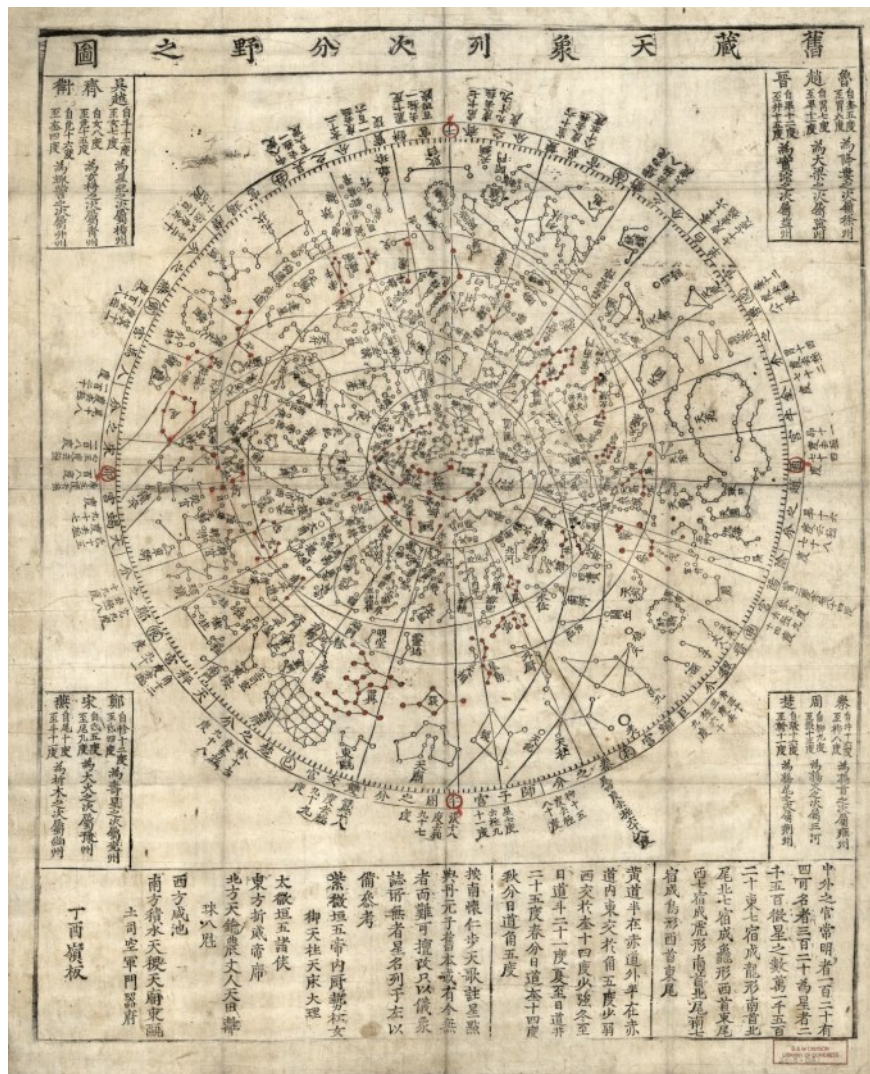
This is also why there are no Alchemicals; Autochthonia is a dead or comatose realm at best, and there's no reason for the Machine God to wake up and hand the keys to his Chosen to Iteration X, assuming he still has the strength to

create them in the first place. Also, Alchemicals would have been a *lot* of work without any clear reason for existing in the setting other than "Alchemicals are cool."

The other rule I set for myself was not to do anything that would produce turbulence for official development of **Exalted**. I can say "this is just fanwork" all day but I'm well aware that as a former developer, people are inclined to pay my ideas more attention than they would if I were just Joe Blow on a forum somewhere. As such, I didn't want to offer any competing visions for old material that I know is going to change in the game's future, but which hasn't yet had the nature of that change defined. This is why there are no Infernal Exalted in this book. I have no idea what changes the current developers of **Exalted** are planning to make to them, only that there *will* be changes and that they will be substantial. As such, I don't want to offer a competing vision based on my ideas of where I'd like to see them go, or an old vision based on their Second edition incarnation. In-setting, it may be assumed that the Infernals were cleansed of their demonic corruption and made into Solars again, or else their absence can be treated as a mystery unto itself. I leave it up to you and the stories you tell.

Sources of Inspiration

Exalted vs World of Darkness sits at the intersection of dark fantasy and high-octane action, specifically in its mid-to-late '90s incarnations. If you want to get yourself in the proper mood, my recommendations would include *The Matrix*, *Blade*, *Dark City*, *The Crow*, and—I shit you not, this was the primary inspiration for the Dragon-Blooded in this book—the old *Mortal Kombat* movie from 1995.



CHAPTER ONE: THE WHEEL TURNS

It's the world you know: neon shining in puddles, tired-eyed people waiting in laundromats, smog and bad paychecks, student loans that teach you more about Sisyphus than any of the world mythology classes they paid for, apartment buildings huddling in the shadow of the glass-and-steel towers of the mighty.

But it's also not the world you know. Look in the shadows: There's a vampire looking through the laundromat window, sizing up the potential meals inside. Across the skin of the world, ferocious warrior-wolves throw themselves howling into battle against the corrosive spirit of the smog. In a well-appointed office you can't find with mundane directions, a magician spins numbers into power, converting your loans into binding chains of control you can never, ever escape. The last faeries huddle and dream in the apartment building, while ghosts and demons drink in the sins of the skyscraper.

This is the World of Darkness, a dark reflection of the modern age where monsters and magic hide away in the shadows.

But it wasn't always like this.

The Age of Legends

The night people tell a hundred stories to explain where they came from, and how the world used to be. The vampires and demons speak of curses hurled by a wrathful God. The werewolves sing of a better age when the elements of the Triat were in harmony. The mages whisper of the paths of the Wyck burning reality into definition out of primal chaos. The last of faerie-kind speak of a world that dreamed itself into being, and an age of heroes and nightmares and great wars that shook the cosmos.

Maybe there's something to that last one.

The *shen* of Asia compare notes more often than most. They speak of a Wheel of Ages, turning ever from paradise to atrocity and then back again. They speak of an age when Heaven's will was carried out by divinely-empowered heroes, and all was just and glorious.

They're not alone in that, really. The magicians, they remember older times when magic flowed easily and reality was not so dangerous or obdurate in the face of their rituals. The legends of the changelings speak with longing of a time when reality could be molded like clay by those with strong enough dreams. The songs of the shapeshifters recall an age where their ancestors hunted evil with fang and claw, ruled with wisdom and brutality over the teeming masses, and when the world had not yet been bent and despoiled. Even the gospels of vampire and demon agree that the Earth used to be filled with mighty men who lived for hundreds of years, and whose blood sang with vitality and power unknown to the current epoch. Before the Flood. Before the wages of rebellion and generations of sin.

None of these stories agree in their details, but they all point back to a common idea: Once upon a time, there was an Age of Legends, an age of gods and monsters and glorious heroes, even if it was sometimes difficult to tell them apart. In this, the stories are correct. There *was* a lost golden age, and it ended in blood and fire and tragedy, and nearly all traces of it were wiped away, and the world became a smaller and lesser thing. Now,

only the barest tracers of it survive in the Mnesis of the Mokolé, the legends of the Wan Kuei, the bedtime histories of the Kithain.

But it was real. It was real, and not every last trace of it has vanished.

A Hundred Fractured Truths

The various **World of Darkness** game lines each have their own cosmologies and assumptions, which will be addressed at length later in this chapter, but the first thing to understand is that *none* of them line up with one another perfectly, and furthermore, none of them line up with the prehistory of the world as presented in **Exalted**, although there are points of similarity. The cosmology and legends of **Kindred of the East** are probably closer than anyone else, but even then, there are very significant points of disparity.

In the **World of Darkness** as-published, anyone trying to do a crossover game is best-served by picking a single game to be their "primary venue" and assuming that the game they've picked is the one that is most correct about the nature of reality. **Exalted vs World of Darkness** is an unusual game that tries to encompass the entire World of Darkness, though, and so it's worth taking a moment to examine this book's base assumptions.

In short, and in plain language, this book assumes that **Exalted's** setting, or at least something *very much like Exalted's* setting—the Age of Sorrows—is something that really happened, and that it took place at some point in the Earth's prehistory. At least one, and probably *several* supernatural disasters have happened since then, greatly re-ordering the structure of the cosmos.

What exactly happened? How did reality get to be such a damned mess, and why does everyone seem to have different ideas about the cosmos and how it works? We're not going to answer that clearly, but here are a couple of suggestions.

The Fall: A Demonic Perspective

Demon: the Fallen posits that in the earliest days of the cosmos, the world was made up of multiple layers of reality which were all interconnected,

simultaneously true, and equally valid. In this explanation, the Age of Sorrows was simply one of reality's many layers, and when God smote the Earth in wrath, it was destroyed and bits of it were shuffled into the other layers. Its rich mythic history is simply one of the many victims of the diminishment of the world. This accounts for why there seems to be no trace of so many elements of the Age of Legends in the Earth as it exists today, and also why the Age of Legends had no awareness of God or the Elohim: those elements were all expressed in oblique and distributed form in that layer of reality.

This also accounts for why the *shen* of Asia seem to have hung onto more scraps of that destroyed layer of mythic history than others: the current, singular world was made of the remnants of many layers of the world-that-was, and the distribution of those remnants was not uniform or universal.

The Consensus: A Mystick Perspective

Mage: the Ascension posits that reality is shaped by the consensus of those living in it. This is true not only of the modern world, but also of its history, at least to an extent. The consensus doesn't believe in sorcery, and so historical evidence of historical sorcerers becomes harder and harder to turn up, even though they were both very real and very prominent as little as 800 years ago.

For *whatever* reason, the Age of Legends came to an end, the world was lessened, and the countless generations that followed eventually found the stories of what had come before incredible, unbelievable, unreal. History became legend, and legend faded into fable, and finally even most of that was lost. Over the span of thousands of years, the world became a smaller, more fixed place that did not believe in divinely-empowered heroes, much less world-spanning ages of splendor and glory, and so all traces of those things disappeared.

Of course, all *traces and evidence* of a thing vanishing are not the same as the *thing itself* never having been real. Nobody believes in vampires, after all, but the vampires are still out there looking for blood night after night.

The Wheel of Ages: A Kindred of the East Perspective

Kindred of the East posits that it is in Creation's nature to cycle from a state of perfection to a state of ruin, and then back to perfection again. As the world decays, it becomes in all ways lesser and more despoiled. The hungry dead, in their arrogance, believe they possess accurate recollections and constructions of the nature of the Wheel of Ages and the Ages that have already passed. They are mistaken; what they envision as a mythic version of China filled with stalwart heroes was in fact vastly larger and grander, with its own array of ages marking its decline (and that peak and decline spanned what the Wan Kuei now identify as the Second and Third Ages). The exact nature of Creation's downfall and decay is probably impossible to reconstruct, but it's likely that its various great actors somehow withered and fractured into many of the supernatural forces at work in the World of Darkness tonight.

The Shattering: A Big-Picture Explanation

The Age of Legends *existed*, but even within its time of glories and splendors, contemporary savants and oracles observed that it was the nature of the world to fragment and decay. The connections of the great forces of Creation and the powers beyond weakened. The divine energy which once suffused all things became a scant resource, and wars were fought over it, further destroying the glories which remained. The great gods and demons who once bestrode reality as colossi became ten thousand lesser things, and dispersed across a world whose borders contracted until what was once a quay jutting out into the vastness of the cosmos was left a mere globe, bounded and inescapable.

The sun remains, an ineluctable truth, but what was once singular and Unconquered has become a hundred divine masks: Ra, Helios, Surya, Amaterasu, Huitzilopochtli, Bila, countless others. The monstrous calamities who spun Creation into being obeyed their natures and splintered into a further infinitude of monsters: Urge-Wyrms and Banes, Yama Kings, even demons who—correctly, in their way!—claim to have made the world and

then been imprisoned away from it for a vast and echoing infinity. The Neverborn, forever dead and forever wishing to pass into oblivion beyond death, continue to rot in the Underworld, still seeking their final release.

The World of Darkness, then, is the flotsam and jetsam of the Age of Legends, which has washed up more or less at random across the globe. Why did one legacy of blood-drinking hungry ghosts struggle up from the graves of Mesopotamia and infect others with their curse? Why does an entirely different one haunt all places touched by the Essence of Asia even to the current nights? Why can one sect of magicians find power in worship of the divine, and another in attempting to refute the very idea that there is any such thing as the divine?

Each denizen of the World of Darkness would tell you that the answer is because they are in some way special, more special than any other aberration or monstrosity with which they share the night, but the truth is that everything is shrapnel from the end of the Age of Legends. Vampires, the Wan Kuei, the Fera, a hundred different magical traditions: they're the result of where this or that seed landed and took root, and have since forgotten that they all fell from a common tree. That's all.

What It All Means

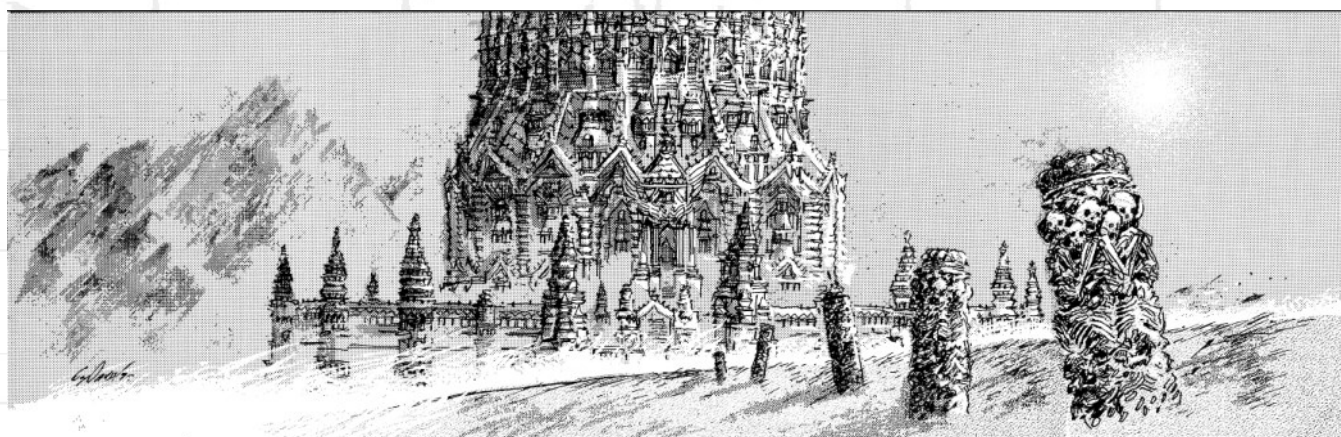
Here's the long and short of it: Creation as described in **Exalted** is gone. The World of Darkness is what's left. The Unconquered Sun isn't waiting to descend from some otherworldly pleasure-dome. The only Malfeas to be found is the toxic abode of the Wyrms. The teeming Lords

of Chaos who once threatened the borders of reality survive only in the form of refugee immortals lost in human flesh, dreaming with desperate and heartsick longing of a home they can no longer find.

And the Exalted? The Chosen of the gods who once strode the world like colossi, etching their legends into eternity with spell and sword and sermon? Whatever happened, whatever calamity damned the world to endless nights full of strife and fangs, rest assured they were at the center of it, and they were struck down in the course of that grand disaster. No man or woman has blazed with the divine power of the sun or moon or stars in their moment of deepest peril since thousands of years before the first stone of the Pyramids was laid in place. Whatever the final trial of the Exalted may have been, they were found wanting, and their power departed the world. Those few, those very few who are even aware that the Chosen were anything more than the oldest and haziest of myths tend to assume their power was extinguished in the time before time.

Except they weren't. The power of the Celestial Exalted is imperishable. It has been neither lost nor destroyed, but rather bound away so that it could not further shatter a world that seemed, in those days, to be bleeding to death due to the wars and passions of the Chosen. It was bound away, and has been guarded diligently since before the dawn of written history.

One group, one small and obscure group, survives largely unchanged from the Age of Legends, and they have been the penitent keepers of its secrets and guardians of its deadly legacy since long before the days of Babylon.



Those Who Endure: The Dragon-Blooded

They last attempted a global census in 1996, and it didn't go terribly well. Over half of the families—the *known* families, the ones that hadn't ghosted where nobody could find them for sure or maybe gone extinct or maybe lost any kind of cohesive organization in a way that guaranteed the blood would become inert in a generation or three—were intensely suspicious of the idea, and four flatly refused to participate. Half of the ones that did participate probably lied. But by best estimate, arrived at by a mixture of voluntary information, spies, petitions to the Spirit World, and some good old rough guessing, there were probably something on the order of 500 Terrestrial Exalted in the world back in 1996.

It's been a rough 10,000 years or so. The blood is so very, very diluted now. The family elders watch and weigh the bloodlines with an obsessive attention the werewolves would recognize and admire. Vast sums of money go into acquiring and analyzing genealogical records, trying to uncover any lost trace of the blood of the Dragons, no matter how thin or wild it might be. Even under optimal conditions, breeding Exalted to Exalted, less than one child in ten Exalts; if mating with the Dragon-Touched, the rate's even lower. Luckily, the Dragon-Blooded live a long time, and have a lot of chances to produce divine offspring.

When not tending to their bloodlines, the few surviving heirs of the Age of Legends try not to make waves, or at least not to make any clearly supernatural waves. The nights are crowded, and while the Terrestrial Exalted have no fear of cell phones or mortal exposure, they're more than aware that the rest of the night folk don't share their attitude and will kill anyone who brings public scrutiny upon them without hesitation. More to the point, they will become *keenly interested* in anyone who threatens such public scrutiny, and *that* is the one thing the Dragon-Blooded are afraid of. So they hide: not from the mortal herd, but from their supernatural peers.

Other than that, the Dragon-Blooded cultivate what power they can in the world. Money and

influence are both useful, although the worlds of both finance and politics are thick with inhuman rival powers, and so the heirs of the Age of Legends work carefully and subtly whenever they can. Once upon a time they were less cautious. Once upon a time they sponsored the hunts of the Shih, helped aim the fires of the Inquisition, made great sojourns into the otherworlds. But the world has never been smaller than it is now, and so for five generations and more caution has been the watchword of the last of the Exalted.

That is changing, now, and the change is terrifying, but also elating.

History

The Age of Legends came to an end, but the Terrestrial Exalted did not. Their numbers were decimated, certainly, their hegemony long since shattered beyond any hope of restoration, but they survived where so many gods and demons and stranger things did not. Not one single firsthand written record of that era survives, nor even an oral history that hasn't been subject to significant fragmentation and alteration, but one thing, one artifact has endured without decay or distortion: the Black Vault.

Some families call it the Jade Prison, echoing back to even older legends now completely lost save for the reference itself, but to most it is simply the Vault. Keeping its secret alive has been an even more daunting challenge than keeping the bloodlines viable. Only the Dragon-Blooded are ever permitted to know of its existence, and even then, by long tradition nothing about the Vault beyond its name and a vague explanation of what it contains is entrusted to any Exalt less than a century old.

The history of the Dragon-Blooded has been a long and difficult one, riding waves of mortal migrations across the world for one overriding purpose: to protect the Vault. If the Terrestrial Exalted carried any one lesson away from the end of the Age of Legends, it was that ignorance could destroy them as easily as a war-god's spear, and so they made it their business to stay aware of the supernatural denizens of what remained of the world. They spread their already-thin blood to

every corner of the globe, nestled deep into its shadows, and watched and waited. Dragon-Blooded have carried spears in the armies of Babylon, Egypt, and Sparta. They have worn the robes of Roman senators and Chinese magistrates. They hunted whales among the folk of the northern ice, and counted coins in Great Zimbabwe. And across all those far-flung miles and centuries, they kept an eye out for those delving too deep into the lost secrets of the supernatural world. Every supernatural conspiracy accepts that the would-be historians among their kind frequently walk into some lonely corner of the night and never come back. The Dragon-Blooded have often been responsible for these disappearances.

The Black Vault

The Black Vault is, of course, nothing more or less than the prison which holds the power of the Exalted of old away from the world. Were it ever to be breached, the Dragon-Blooded grandmothers whisper, the legends within would fly free to infect an unprepared world with their glory once more, inspiring men and women to walk the path of war and calamity in an age already worn thin as old paper. No: best for the legends to remain legends forever and ever, or better yet, be forgotten altogether.

Many of the Dragon-Blooded families have lost track of the Vault's precise location over time—a development very cautiously approved of, as it makes the site more difficult for enemies to locate or breach—beyond “it’s somewhere in Tibet.” In truth, the Vault is buried deep within the frozen stone of Chomolungma, known more commonly in the modern day as Mount Everest. The site is guarded and maintained by the one Dragon-Blooded family never to have left the Himalayas and spread out into the world. In the 21st century this clan—the House of Neman, an oddity that is neither Nepali nor Tibetan in linguistic origin—numbers only three Dragon-Blooded and two dozen Dragon-Touched spread between places of power near Kathmandu and in Lhasa. The House of Neman has not seen a new Exaltation in 167 years.

The Vault is guarded by a trap-laden passage cutting deep into the substance of the mountain, its entrance far-removed from any sane climbing route and concealed behind mundane and sorcerous camouflage. Powerful spirits watch over both the passage and the Vault itself.

The Dragon-Touched

The nature of Terrestrial Exaltation is unchanged since the Age of Legends. The power of the elements runs in their blood, sometimes meeting the necessary concentration to ignite into the grand conflagration of Exaltation... but most often not. Those who carry the blood of the Dragons but not their blessing of power are known as the Dragon-Touched: the sons and daughters, and grandsons and granddaughters, of the Dragon-Blooded.

The Terrestrial houses go to great pains to keep track of the identity, location, and activities of every Dragon-Touched they know of. Without the Dragon-Touched to renew their bloodlines, they would quickly vanish from the Earth.

Many Dragon-Touched live and die without ever having any idea they're anything other than ordinary men and women, or that their lives are manipulated by potent demigod relatives, steering them toward auspicious relationships and partnerships. In older times, when arranged marriages were commonplace, maintaining the bloodlines was often much easier. Now it takes a great deal of careful matchmaking, maintenance of “traditional values,” and even the occasional use of magic to nudge events along their necessary course.

Of course, very few Dragon-Touched live a *normal* life. Whenever possible, they're kept close to the heart of their family's center of power until it's become certain they have no potential to Exalt. Those who display useful traits—intelligence, trustworthiness, loyalty—may be brought deeper into the family mysteries, and employed to help maintain the family's fortunes and carry out its sacred mission.

Even those Dragon-Touched who entirely escape the influence of their families—or believe they

have—are tracked and monitored. The offspring of a Dragon-Touched and an ordinary mortal is, regrettably, always herself mortal in this far-fallen Age, but two such mortals with only a tiny tracery of Terrestrial blood can sometimes be bred together, and may produce Dragon-Touched offspring. Such desperate retrieval efforts consume an enormous amount of many families' resources and energy; such is the current state of the bloodlines that no potential addition, no matter how marginal, can be abandoned.

Terrestrial Exalted who breed with those utterly without the blood of the Dragons have about a one in three chance of producing Dragon-Touched offspring. By contrast, Dragon-Touched who breed with one another or with the Dragon-Blooded will always produce, at minimum, Dragon-Touched offspring, and these children may themselves Exalt. This is more likely if one of the parents is Exalted, but every opportunity for Exaltation is to be cherished.

The children of two Dragon-Blooded are *always* at least Dragon-Touched.

Sacred Spaces: the Dragon Nests

Every Dragon-Blooded family centers itself around the defense of one or more sacred sites. The werewolves call these places Caerns. Mages know them as Nodes. Changelings term them Freeholds. The Dragon-Blooded tend to use the term familiar to the *shen* of Asia: Dragon Nests.

A Dragon Nest is far more than a place of religious or historic significance. It's a wellspring of spiritual and geomantic energy, a rare point where the lifeblood of the cosmos collects close to the skin of the mundane world. The Exalted find this radiance of power invigorating, but Dragon Nests serve a far more vital purpose for the Terrestrial Exalted: so far have their bloodlines fallen from the strength of the Age of Legends that Exaltation only visits those raised within the mighty aura of a Dragon Nest.

Oh, for a certainty, a child may venture off-site to attend school or even for a week or two of vacation time, but the majority of a young Dragon-Touched's life needs to be spent within the

confines of the Nest, absorbing the roaring power of its ambient Essence, if she's to have any hope of Exaltation (an event which generally occurs between the ages of 15 and 18, and never older than 25).

Control over Dragon Nests is the single most common point of contention between the Terrestrial Exalted and the rest of the supernatural world. Shapeshifters consider them integral parts of the Earth's health, and hold it as their sacred duty to protect such sites. Mages and the hungry dead use such sites to power their ritual magic and to cross between worlds. Faeries use them as shelter against the stultifying reality of the mundane world. Corrupted monstrosities and wicked spirits seek to foul and despoil Dragon Nests, rendering them into hideous and useless pits that defile and deform those who draw power from them.

As a result, the Dragon-Blooded attempt to hold places of power in remote locations, and their

Degenerate Practices

Not to dwell upon the obvious and unsavory, but yes: at certain points in history, the Dragon-Blooded have taken degrading and undignified steps to try to strengthen their bloodlines, and generally regretted it. History has demonstrated—painfully—that close inbreeding is as dangerous and unhealthy for the long-term health of the Chosen of the Dragons as for any other human bloodline. Those families that maintain relations with one another in the modern age do so in large part that they might intermingle their Dragon-Touched and keep the gene pool fresh.

And while manipulation, social pressure, and even subtle enchantment are common tools for controlling the bloodlines, rape has never been a significant element of carrying on the lineage of the Dragons. The Terrestrial Exalted are passionate men and women, not robots; attempts by inhuman patriarchs or depraved scions to expand a family by force generally end with one or more violent murders by an enraged and superhumanly powerful relative of the victim, or simply by a disgusted family member.

Dragon Nests are *always* well-guarded and in some way fortified. Mountaintop monasteries, tiny islands hidden by mist and sorcery, ancient burial sites and battlefields guarded by family shades, and concealed lodges hidden deep within primeval forest are all standard examples of Exalted holy sites. Dragon-Blooded rarely try to seize or hold a Dragon Nest unless it's large enough to establish permanent residence within, and remote enough to fill with deadly traps and guardians without provoking immediate alarm from the neighbors.

Houses of the Terrestrial Exalted

There are at least 35 known Terrestrial families scattered around the world at present, and a handful more that have lost contact with the broader network of the Dragon-Blooded remnants. Most have only around a dozen Exalted scions, supported by a broad network of Dragon-Touched. A handful have significantly fewer Dragon-Blooded among their numbers, while the largest—the House of Bhagwat, based out of Mumbai—boasts 33. A sample selection of families are detailed below.

The Sokolov Family

The Sokolovs are a predominantly Air Aspected family with powerful banking interests centered in Moscow and Perm. In decades past they made themselves instrumental in financing trade investments throughout the USSR; now they analyze and predict global financial trends for select clients, helping to turn wealth into profoundly obscene wealth.

The Sokolovs are one of the few Terrestrial families who feel that their fortunes are on the rise, rather than fighting an ages-long rearguard action. Perhaps this is because the 20th century was a dark time by comparison. It seemed that every shadow had eyes and ears during the decades of Baba Yaga's reign of terror over the Russian night, and the witch's bloodthirsty agents came sniffing around the family's Dragon-Touched kin more than once. That, of course, was quite without even considering the difficulties of staying in favor with the Party during the long years of Stalinist purges and political brinksmanship. Now? Now the witch is dead, the old Soviet states have broken free, and Russia lays

open and bleeding, a capitalist buffet ripe for devouring. All in all, things would be beautiful if not for the werewolves.

The Sokolovs control two Dragon Nests. The first is a tiny spit of land in the middle of the Volga River where *vodyanoi* once drowned unwary fishermen; the Sokolovs have raised up what appears to be a vacation lodge amidst the island's wooded hills, and bound the water spirits to guard the isle. The second is a series of resonant crystal caverns in the heights of the Ural Mountains, which the family has filled with every manner of modern convenience from comfortable rugs and furniture to electrical heating to wireless internet. Unfortunately, werewolves are aware of both sites, and make periodic attempts to seize them. They outright captured the Isle of the *Vodyanoi* in 1987, but the family reclaimed it in 2003.

The Miculescu Family

The House of Miculescu is a primarily Earth Aspected family with enormous real estate holdings in and around Timișoara. The family has numerous Dragon-Touched seeded away within several Romanian universities, covertly keeping track of the many supernatural factions who *also* haunt the country's system of higher education.

Despite their focus on real estate and education, the Miculescus have historically been one of the most martially active of the old families. Their roots in the region go back to Roman times, and since the night of their arrival they have been forced to struggle for position and influence against those whose claim to the land is far older still. These nights the House of Miculescu does its best to avoid conflict with the night-folk, but the Tzimisce vampires in their ancient manses and estates never, ever forget an enemy.

The Miculescu family controls only a single Dragon Nest, an old castle about an hour east of Timișoara. Seen from the road, it looks like a crumbling ruin upon a high stony hill; signs by the highway claim it is closed to the public for repair and renovation, but these signs have been turning away would-be visitors since the 1930s. Anyone who attempts to hike up the hill to explore the site anyway finds that its walls and towers are far less dilapidated than they appear, and that all of

its entrances are watched by state of the art security at all hours of day and night. Especially at night. The family is particularly concerned with a dark, earthbound force of unknown origin that has been stirring beneath nearby Castle Hunedoara for the last ten years.

The Kusanagi Family

The Kusanagis are an almost wholly Fire Aspected clan, historically centered in Nagasaki. During the years of the Tokugawa Bakufu they took advantage of the city's status as the nation's only port open to foreign trade both to consolidate their influence and to remain in contact with other Dragon-Blooded families abroad. After the Meiji Restoration, they pivoted smoothly from feudal administration to import/export mercantilism.

The detonation of Fat Man on August 9th, 1945 threw the family's fortunes into complete disarray. The destruction visited upon the city was terrible, certainly, and the loss of Dragon-Touched life during the war an even harsher blow, but worst of all was the loss of their Dragon Nest in the heart of the city. The atomic bomb irreparably tainted its Essence, forcing the family to take up arms and seek out a new home.

The House of Kusanagi was finally able to seize a Dragon Nest from a weak *wu* of Gaki in Kochi prefecture in 1954. They built a lightly fortified monastery on the site amidst a stand of fragrant trees high in the mountains overlooking the Shikoku Pilgrimage Trail, and made it their new home base. Unfortunately, some of the vampires escaped the initial seizure, and their parent court has proven utterly unwilling to be mollified or bribed into letting the offense drop. The Kusanagi family has been fending off intermittent attacks for over half a century now, and is forced to scatter its Dragon-Touched far and wide across Japan to ensure they don't linger within the influence of the hostile undead court.

The Zahir Family

The Zahirs are a very, very old family. All but two scions of the House are Water Aspected, and well they should be; the Zahirs have dwelled along the banks of the Nile River since the days

Yes, Grandmother

Barring violence or misfortune, Dragon-Blooded can live anywhere from 200 to 250 years. Written records reliably indicate that their lifespans were once longer, stretching up over 300 years in many cases, but they have been on a very slow decline since at least the beginning of the Common Era.

Because of this, the elders of a Dragon-Blooded family may be truly ancient, watching over the affairs of young scions ten generations or more removed. Most young Terrestrial scions refer to any ancient relative as "Grandfather" or "Grandmother," potentially omitting four or five layers of "Great-" from the address for the sake of expediency.

of the Pharaohs. In their time they have been priests, clerks, generals, merchants, and minor nobility. They were the House of Taheret in the days of the Old Kingdom; and then later the House of Anippe under Roman rule; today they are the House of Zahir.

The Zahir family is not wealthy, at least not by Dragon-Blooded standards. They've been many things in many eras; now they're invested in both heavy industry and the drug trade. The Zahirs are a cautious family, well-aware that Egypt is a land erupting with ancient secrets, *seekers* of ancient secrets, and incredibly territorial supernatural factions that take great offense to the discovery that any other beings might also be living in "their" country. Throughout most of its aspects, the family has had only one reliable supernatural ally: an immortal mummy named Uatch-rekhit, though in these nights he goes by Uthman Ramzi. Uatch-rekhit shares the family's dedication to preserving the current balance of the world, and does not ask too many questions. Their alliance has lasted for over 1,200 years, and is most comfortable to both parties.

The House of Zahir once controlled three different Dragon Nests, but lost the sites at Ombos and Heliopolis many centuries ago. Now its operations are centered on an elaborate villa

with ostentatious security built up around a small oasis deep in the desert.

The Oyekan Family

The House of Oyekan is, perhaps, more properly described as a loose alliance of three smaller Dragon-Blooded family groups spread across the coastline of Africa; it does not contain a single member that actually uses "Oyekan" as a surname. The Oyekan bloodlines are mostly Wood Aspected, and their territory stretches from Ghana to Cape Town. When European colonization and the slave trade devastated most of the continent, it initially led to an increase in fortunes for the Oyekan, who were able to protect their Dragon-Touched from foreign interference better than most. In time, of course, foreign depredations led to a downturn in safety and prosperity across most of Africa: a situation which benefitted only the predatory night people.

The Oyekan drive their Dragon-Touched into higher education and medical fields as often as they are able, believing that regardless of the fluctuating state of the world's fortunes, there will always be a need for someone to teach and someone to heal the sick. In recent years they've split their attention between constant upheavals in mortal politics, such as the abolishment of South Africa's apartheid government, and increased hostilities between various camps of skin-changers. A bloodthirsty lion-man named Black Tooth has become a figure of particular concern, and the family has quietly and *very anonymously* made shelter available to a few werehyenas fleeing from the feline warlord's purge.

Oyekan Dragon Nests include a series of ranches encircling an elephant graveyard dating back to prehistory; a spur of river-fed jungle where the filmy, almost transparent spirits of prehistoric animals still linger in the spirit world; and a great, vividly-painted stone at the center of a well-defended compound where the half-dream children of the Orisha Eshu once gathered to trade tales (and would be happy to again, if only the Dragon-Blooded would clear out).

The Van Zandt Family

The van Zandts are an offshoot of a Dutch bloodline who, along with a handful of close Dragon-Touched family members, broke away in 1843, volunteering to relocate to Australia in order to establish an Exalted presence to keep watch over the supernatural forces of that strange land. They settled in Van Diemen's Land (now Tasmania) and immediately seized a sacred estuary from the native werecrocodiles. The House of van Zandt is still a small family, boasting only 8 Exalted, and of no particular overriding Aspect; they've only grown that much because of a tendency to try to poach every Dragon-Touched that enters the country.

It's fair to say that the van Zandts were surprised to discover, some 30 years after their arrival, that Australia already had a well-established and much larger Terrestrial presence embedded among several mobs of the indigenous population. House Kununurra numbered no less than 20 Exalted scions, controlled three Dragon Nests, and was none too pleased to see foreign Terrestrials mucking about and enraging the local shapeshifters, whom the Kununurra had spent many, many generations pacifying into leaving their Dragon Nests in peace. In time it grew even less pleased when the van Zandts piggybacked off the expansion of white settlers pushing into native land, displacing and killing the people there. The modern van Zandt family makes a great show of regretting the impulsive acts of its forebears... but half of the modern van Zandt family's Exalted are the same Chosen who *undertook* those acts, and have been happy to profit from them ever since.

House van Zandt still controls only a single Dragon Nest, that now well-fortified estuary in Tasmania. Some group or other of shapeshifters makes a serious go at taking it back at least once every 15 years. The spirits of the outback are generally hostile to the family, and House Kununurra (which has had its fortunes thrown into absolute chaos over the last two centuries) is little inclined to intercede to smooth things over.

The Otherworlds

Though born in the world of flesh and matter, most Dragon-Blooded are well aware of the existence of other aspects of reality; certainly, if she receives any tutelage at all from her family after her Exaltation, she is at least aware of the world of spirits.

While the Terrestrial Exalted have no inherent ability to access the otherworlds, those with an interest in doing so can learn how to peel back the skin of the universe and pass through with some dedication and effort. But why? What do the otherworlds have to offer to the Dragon-Blooded?

The Spirit World

There is an animistic reflection of reality where the inner truth of things express themselves as living spirits. It's a place of glade children, stormcrows, and elementals of both the classical elements as well as glass and electricity. It's also a place where hate and suffering congeal into deadly monsters.

Werewolves and magicians call this place the Umbra. The hungry dead, forever dualistic, name it the Yang World. Dragon-Blooded tend to simply think of it as the Spirit World. They generally venture into its verdant reflection to learn more about problems plaguing reality, or to directly confront troublesome spirits. It's very uncommon for the Exalted to travel any deeper into the Spirit World than the Penumbra (that is, the immediate spiritual reflection of the Earth). There are roads leading deeper into the Spirit World, certainly, where strange courts of mighty spirits and indeed entire fantastic realms await, but the Dragon-Blooded are only a precious few, the Spirit World is an unfamiliar place, and its far depths are incredibly dangerous places where it's easy to become lost or enslaved to godlike beings. It takes something more compelling than mere curiosity to draw the Chosen down such perilous roads.

The Underworld

It's not where everyone goes where they die, but it's certainly where *some* people go when they

Which Umbra?

Mage: the **Ascension** players may be familiar with that game's more expansive view of the Spirit World as being divided into the "High" and "Middle" Umbrae. In general, assume the Exalted pass into the Middle Umbra unless specifically trying to get into the High Umbra.

die. The Underworld is the abode of ghosts, a decaying reflection of reality filled with souls and memories. Those foolhardy enough to venture into its lower depths discover an infinite storm that has raged since the dawn of time, dotted by small islets of stability on which the dead have raised up their grim empires.

The Dragon-Blooded avoid the Underworld as much as they can, generally crossing over only to confront a troublesome shade; for any other sort of business, they expect the dead to come to them. It's simply too dangerous for the living to walk through the sunless lands, among the jealous and resentful shades of the departed; and moreover, the living Essence of the Dragon-Blooded is slow to renew itself in a land where every aspect of the natural elements are dead or rotting.

The Dreaming

The last faeries live within a dust-thin layer of reality where the soul of things expresses itself as vibrant, ecstatic truth or bone-chilling terror. Those Dragon-Blooded who have bothered to study this "chimerical reality" believe it to be a reflection of the home-realm of the fae, pressing against the surface of reality and dimly illuminating the inner life of people, places, and things.

The home country of the fae is called the Dreaming, and it's harder to access than the Spirit World or Umbra. The Dreaming can only be entered—or escaped—from special portals known as Trods. Changelings are fiercely protective of their Trods, and in truth the Exalted rarely have reason to seek them out in the first place. Those things found in the Dreaming are difficult to carry back into the world, and usually

only offer power to the fae even when retrieved. As a general rule of thumb, the Dragon-Blooded rarely bother with the Dreaming unless solicited by its fae denizens to assist with some particular matter, generally in repayment of a debt. Ridiculous as some of them may seem, a wise Exalt takes oaths sworn to the fae *very* seriously.

The Wheel Turns: Welcome to the Reckoning

The Dragon-Blooded have nurtured their bloodlines and their secrets since time out of mind; the traditional number given is “ten thousand years,” but House Kununurra can point to rock art of warriors surrounded by wind and fire dating back 40,000 years, and suspect their history to be much, much older than even that. In that time they’ve seen the Wheel of Ages turn, slowly, from bad to worse, and worse to nightmarish.

But what faces the world now is something else.

The Kindred speak of Gehenna, the time when their eldest awaken and drown the world in blood. That’s nothing new, of course; they’ve been speaking of Gehenna since the perfumed nights of Babylon. But what happened in Bangladesh only a few short years ago? *That’s* new. Something dead and hungry for blood woke up and nearly killed the entire country. Would have done, if several supernatural groups hadn’t converged and hammered it with levels of war-magic not seen on Earth since...

Well. Since the end of the Age of Legends. And even then, the thing only just barely died, taking thousands of mortals along with it. Terrible storms, the news reports read, at a loss for any other explanation. The worst on record. If the vampires are to be believed, there are at least 12 more things like that stirring in their sleep right now.

The news from the werewolves is even worse. They’re a people of powerful, primal magic, and great omens. All of their prophecies agree: these are the final days, when the spirits of corruption are going to make a final concerted bid to poison every aspect and facet of the planet, and then

dance and howl as the Earth dies screaming. Also, the prophecies suggest they’re going to succeed.

The fae sing dirges for the coming of Endless Winter: a time when the soul of the world gutters and the last of the magic dies, leaving only a barren clockwork universe going through the rote motions of existence. They know they will not survive this time. They don’t think anyone who does will be glad for it.

The *shen* of Asia face these revelations with a kind of sober dread. They speak of the Wheel of Ages, and believe it now stands on the cusp of turning from the Fifth Age—the Age of Darkness—to the sixth, the Age of Sorrow. In the coming Age a Demon Emperor will rise up,

Whose Metaplot Is It Anyway?

If you’re wondering where this book is set during the metaplot of the World of Darkness, the answer is “it’s up to you.” Things are far enough along that the serious omen-readers and loremasters of the supernatural world are properly, genuinely scared that the end is nigh, but beyond that, season your version of the setting to taste. We’ve suggested that the Ravnos antediluvian woke up and was destroyed, but you can even set events before the Week of Nightmares if you like.

The big decision is whether or not the Sixth Great Maelstrom has wrecked the Underworld or not. If it *has*, then the immediate results are that imbued hunters and demons are now running loose in the world, and the 42 immortals of the Shemsu-heru have been replaced by the more numerous new immortals of the Amenti. If the Sixth Great Maelstrom *hasn’t* happened, then you probably don’t have imbued, mummies work the way they do in **Mummy 2nd edition**, and there definitely aren’t any demons, but you get a classic Underworld to play in as described in **Wraith: the Oblivion**. Alternately, you could go *way* post-Maelstrom, get all the shiny new supernaturals, and assume that some degree of stability has reappeared in the Underworld. It’s really up to you. Start wherever you want, or even slice events up out of sequence; the Exalted are ultimately here to kick the metaplot’s ass anyway, so there’s not much point in worrying about its integrity.

overthrow Heaven, and rule with depraved tyranny over a world of unrelenting horror and misery. The *shen* long believed that this would be a dark and terrible time of tribulation, but inevitable, and that it would pass in due time as the Wheel continued to turn, slowly building back up to a new age of glories and splendors. But now they cast quiet, fearful glances at one another. Now their wise elders tremble. Now they whisper their deepest fear, which grows night by night: that the axle of the Wheel of Ages will break, and the Sixth Age will last forever.

There are darker portents, as well. A red star hangs in the sky, visible only to the Dragon-Blooded and the night people, growing brighter year by year. It is, in short, the end of history.

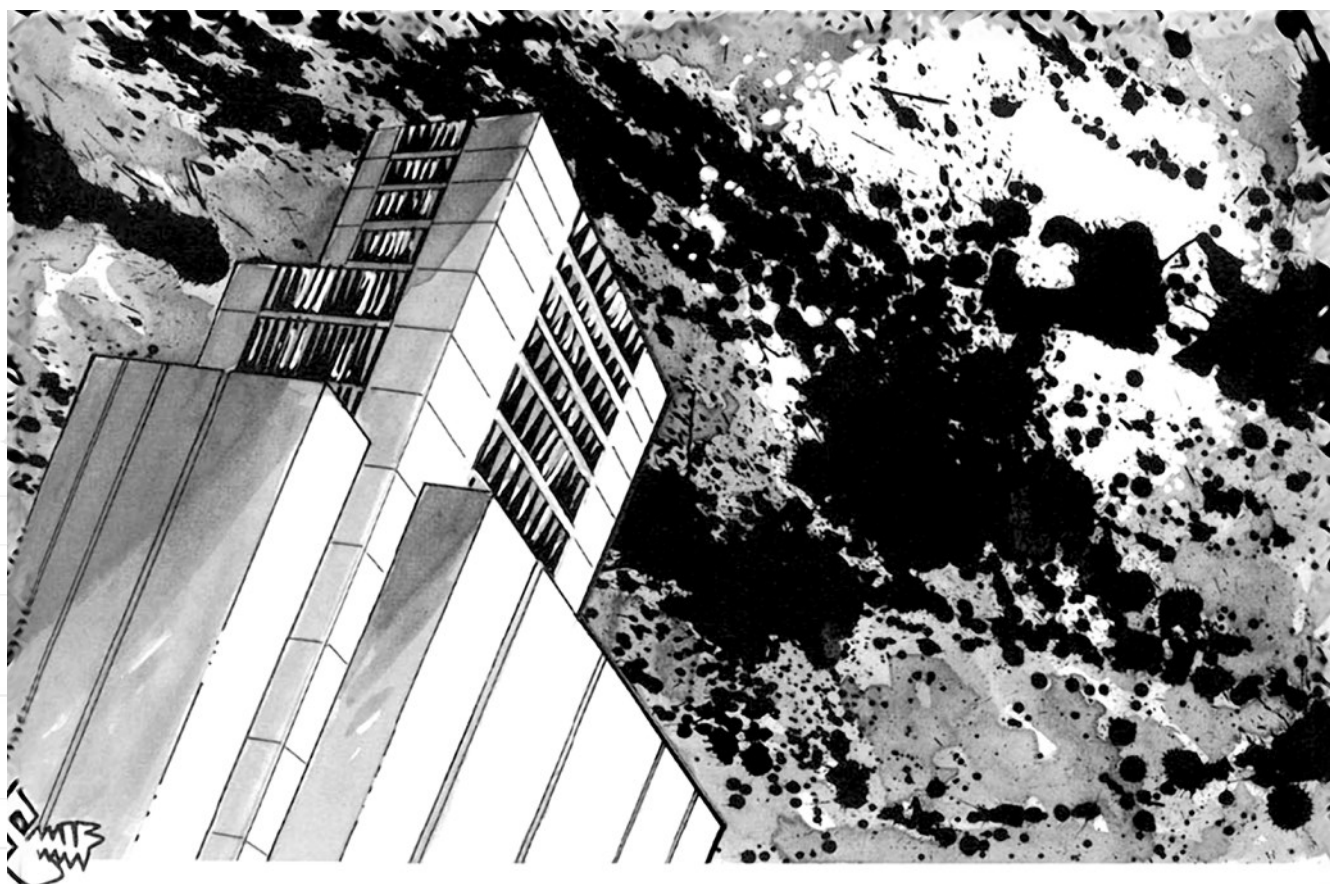
Or... is it?

Last year a convocation of five families met in Tibet to discuss these dark tidings, cast auguries, and discuss potential action. The meeting lasted for nine months, and ended in a drastic decision. Convinced at last that they were truly looking at the end of the world they had suffered so long to preserve, the gathered families drew up and

discarded action plan after action plan. No coalition they could even theoretically build seemed capable of facing the coming horrors. Not even a grand pyrrhic sacrifice of the blood of the Dragons seemed capable of slowing the turning of the Wheel by so much as a day.

It was, in short, a problem demanding power beyond reason. A calamity beyond the reckoning of any save the mightiest heroes the cosmos had ever known. A battle which could only be won by the unbound might of the primal gods, wielding their full might as they once had at the dawn of time.

The last war the Dragon-Blooded threw themselves into wholeheartedly ended an age of wonders and knocked mankind back to stone tools and animal hides. They had no true records of that time, only the blurry shadow of myths and rumors. They spent all of recorded history protecting Creation from the power that once almost burned it to ashes in the course of trying to save it, but knew little of the nature of the that power, save that it was glorious, enormous, heroic, and could bring destruction as easily as salvation.



But with destruction already assured, what was there left to lose? Hearts trembling at the enormity of their trespass, the House of Neman disarmed the many traps and wards of the Black Vault. The five families, acting together, shattered the seals on what they found in the heart of the Vault, and the power of the Celestial Exalted came roaring back into the world.

It remains to be seen whether this was a terrible mistake.

The Solar Exalted

Once upon a time, a mighty sun god granted his power to extraordinary men and women and made of them heroes. He was the mightiest of all deities in those days, and so too were his Chosen the mightiest among all the Exalted. Though they ruled over the Age of Legends in glory and splendor for untold generations, in the end their kingdoms fell to decadence and decay, and once again wicked beings filled the land. During the final great struggles of the Age of Legends the Solar Exalted waged war without restraint, compassion, or wisdom, inflicting devastation every bit the equal of the depredations of the monsters they opposed.

Past Lives and the Chosen

Solars aren't the only ones who sometimes remember the Age of Legends, just the ones who do so most frequently. Abyssals sometimes do so after periods of intense trauma or triumph. Lunars may experience ancient memories while sleeping in the Spirit World or the Dreaming.

Dragon-Blooded, whose Essence passes down along an elemental bloodline rather than reincarnation, don't ever experience these ancient dream-visions, and for whatever reason, neither do the Sidereal Exalted. Sidereals instead sometimes glean fragmentary insights about the Age of Legends from mastery of Charms such as Systematic Understanding of Everything, Of Truths Best Unspoken, or even Supernal Awareness.



Now their power is free in the world once again. Whether they will rise up as heroes and defenders of humanity or make of themselves gilded tyrants remains to be seen.

The Golden Exaltation

Solar Exaltation generally occurs in a moment of immediate crisis, when a person's back is against the wall. That might mean they're staring down the barrel of a gun, in fact it often does. But it also might mean they're arguing a case in front of a hostile judge, halfway into a robbery when they discover security measures that weren't part of their preparations, or watching an 18-wheeler loom in their headlights after an icy patch sends their car skidding into the oncoming lane.

In that moment, without warning or preamble, the power of the sun strikes like a bolt of lightning. Time seems to slow as the newly-Exalted Solar's thoughts race at the speed of light. Seemingly limitless energy suffuses her limbs, granting her as much strength or precision as she needs. What seemed impossible moments ago is suddenly easy. If the Solar was run ragged a moment ago, she finds a second and inexhaustible wind. If her body is battered and flagging, she finds herself renewed and in possession of fists harder than steel. The rush of power is accompanied by a blinding pulse of golden light that entwines the Exalt's limbs for the next several minutes, even as a blazing sun-mark momentarily erupts upon her forehead.

The sense of limitless, roaring potential passes after twenty or thirty minutes, but the power doesn't. The moment of Exaltation transforms an extraordinary man or woman into a god wearing flesh.

Those Chosen to Triumph

Solar Exaltation only visits itself upon people who meet three criteria.

First, the individual must be in some way exceptional. Many Solars were world-class experts in their field, even before Exaltation, but skill and prowess are not the only measures by which the Chosen of the Sun may gain divine notice. Extraordinary courage, compassion, nerve, or

willpower are also all common features which are likely to draw the Exaltation to an individual.

Second, the individual must be purely and entirely human. If the blood of shapeshifters or faeries runs through their veins, if they've partaken of vampire blood, if they've experienced an Awakening to the mutable nature of reality, then Exaltation will pass by without descending upon them.

Third, and perhaps most interesting, they must have encountered the supernatural world at some point in their lives and recognized it as such. History stands on the brink of collapse; there is no time for the Exalted to fritter about in ignorance of their mission or their enemies. And so the Solar Exalted are drawn exclusively from the ranks of those who have heard the impossible, otherworldly voices behind the locked door in their landlord's house; who have been hunted by bloodthirsty wolf-men; who have felt a vampire's fangs in their neck and lived to tell the story. In point of fact, roughly a third of Solar Exaltations occur in the middle of an attack by some manner of supernatural creature or other.

Castes

There are five distinct varieties of Solar Exalted, separated by disparate aptitudes and intended to perform various duties. In the Age of Legends these *castes* were intended to work together in sanctified action groups known as Circles. In the modern day, the Solar Exalted are scattered across the world and must learn what they are by experimentation and observation, unless lucky enough to receive some form of guidance or assistance in coming together.

Dawn Caste

In the Age of Legends, Solars of the Dawn Caste were the greatest of all warriors. In the World of Darkness, they are empowered from among those acquainted with violence. Soldiers, certainly; but also boxers, gang enforcers, street brawlers, or anyone else with a will and capacity for violence.

Zenith Caste

In the Age of Legends the Zenith Caste were the priest-kings of the Exalted, inspiring and ruling over entire nations. In the World of Darkness,

they are often much more humble figures, Chosen not for their faith, but for their willingness to stand behind their convictions, whatever those might be, at any cost.

The Exaltation of the Zenith Caste is slightly different from other sorts of Solars. As the raging envelope of light and power that briefly surrounded her body fades away, a quiet but confident voice speaks from somewhere deep within the Zenith's heart: "All stands on the brink. Find your brothers and sisters. Set them on the course of righteousness. Save the world." It fades away with a sense of unmistakable finality with those final words.

Twilight Caste

Solars of the Twilight Caste were the greatest savants and sorcerers of the Age of Legends. In the World of Darkness they're drawn from the ranks of men and women of learning: those who know the power of knowledge and secrets, both mundane and occult. Twilights are never mere bookworms; they're always people willing to take the torch of wisdom and use it to cast back the night.

Night Caste

In the Age of Legends, Solars of the Night Caste were Heaven's spies, thieves, and assassins, turning the tools of the wicked against the unrighteous. In the World of Darkness they come from the ranks of all sorts of criminals, from jewel thieves and confidence artists to hitmen and smugglers.

Eclipse Caste

Solars of the Eclipse Caste bound together the Age of Legends with oaths and treaties: sometimes between rival nations, sometimes between gods and devils. In the World of Darkness, they arise from among those who do their work with words and organizations: politicians, lawyers, diplomats. The Chosen cannot wage war on the entire world at once, and it falls on the Eclipse Caste to secure allies and neutralize enemies without resort to blood and bullets.

Dreams of the Age of Legends

The Solar Exalted are left adrift in the World of Darkness with no explanation of what has happened to them, what they have become, or, in most cases, what is expected of them. They're granted power beyond reason and then left to figure out how to use it and what to use it for.

And yet... they're not *entirely* without guidance. Sometimes—not every night, perhaps only two or three times in a year—when a Solar sleeps, the power of her Exaltation, ancient beyond comprehension, bleeds into her dreams. She remembers other lives, in an impossible time of grand palaces and grander wars. She remembers, in hazy and broken fragments, the Age of Legends.

It's not even close to an explanation. But it's... a trail of breadcrumbs, perhaps: a tantalizing hint of things that cannot be true, but that feel inarguably authentic. These *are* someone's experiences, lived and experienced. *Her* experiences, the Solar would say, if it weren't impossible for that to be true.

It's a place to start, anyway.

The Lunar Exalted

Once upon a time the goddess of the moon granted men and women the power of beasts and set them as guardians to protect a golden age of wonders. They were clever, and they were ferocious, and in time they were set in chains by those who should have cherished their service.

The Lunar Exalted eventually broke their chains, and though they wounded themselves terribly in doing so, they were survivors by nature. They swore to serve only themselves and the good Earth itself: never again would they bow to kings or heroes. In the end they were captured and their power was imprisoned in the Black Vault; none can say whether they were ultimately defeated by blades or by love.

Now, unleashed once more upon the world, their Essence howls and screams for freedom. The Lunars will never wear chains again, even if it

means they must shatter every bond and shackle in the world to secure their liberty.

The Feral Exaltation

Without exception, Lunar Exaltation occurs in life-threatening circumstances.

It's rarely a matter of accident or happenstance, mind. Lunars don't tend to Exalt in moments before a random car crash, although they might as they try to crawl out of the burning wreckage of their overturned vehicle. Usually it's an ordeal of some kind. They've been kidnapped and dumped into a serial killer's torture dungeon. Or they're stranded on a mountainside, with a storm blowing in. Or they're pinned down during a firefight in a dusty little town on the other side of the world from hearth and home. Or they're just homeless and starving on a winter street.

Exaltation arrives as a surge of adrenaline and a blast of pure instinct that pushes the Lunar to fight, to think, to win, to *survive*—and they often find themselves transforming into another skin that makes such victory possible. Their strength and speed surges in unpredictable bursts as silver radiance blazes across their body. Their body ripples and sings, aching to express the inner truth of the new-made Exalt's heart upon the canvas of their flesh.

Soon enough they're out of harm's way, and the silver radiance abates, but Exaltation doesn't end there. The Lunar's Essence remains a fluttering, unstable thing, refusing all attempts at harnessing and directing it. Some powerful instinct tells them they're as yet incomplete, unfinished. Their nerves keep screaming at them to escape, even if they're standing in the midst of open fields. Their gut tells them to keep moving, to avoid crowds, to shun the mundane.

They're searching, although they don't know it, for a thin place in the world; a place where the wall between the worlds of flesh and spirit is thin. Once they arrive there, a blaze of argent Essence peels open the skin of the universe and pulls the Lunar through.

She finds herself in the Spirit World then, surrounded by an enormous swarm of lunes—enigmatic moon-spirits who have been trailing



after her since the moment she Exalted. The lunes shower her with their Essence, burning argent marks into her flesh that fade after a few moments. As they bestow these strange sigils and markings, the Lunar feels the power within her finally stabilize until, at last, her Essence calms completely and the lunes withdraw, leaving behind only a gently glowing portal back into the mundane world.

(The Lunar is best advised to use it; it fades within the hour, although she's given no such warning, nor any real explanations of any sort. Getting back out of the Spirit World after the portal closes can take some work.)

The Beloved of Luna

Lunar Exaltation attaches itself to outsiders, outcasts, iconoclasts, weirdos: in short, people who don't fit into the place the world has made for them. It has no interest in the prom queen or the captain of the football team, unless those individuals have *very* hidden inner lives. The Argent Exaltation also tends to avoid strange individuals who already enjoy significant power over those beneath them, such as Wall Street psychopaths; as a result, Lunars trend poor, minority, disabled, queer, abused—those afforded little regard or protection by the society they grew up in, in other words.

Woe to anyone who disregards them now.

The Argent Exaltation is less discerning than its Solar counterpart when it comes to the “purity” of its host. Lunars must still be alive and human, certainly, and Exaltation seems unable to attach to an Awakened soul, but a bit of taint from otherworldly ancestry won't keep Lunar Exaltation at bay. Kinfolk, Kinain, ghouls—they're not exactly the first thing the Lunar Exaltation looks for, but they're not impossible candidates, either. In the event that such a person *is* Chosen, Exaltation seems to burn out any powers or conditions imparted by supernatural influence or heritage.

Castes

Once a Lunar makes contact with the lunes and receives their blessing, she finds herself fixed into

one of three distinct Castes. Prior to that she has no coherent Caste, and also no real control over her Essence.

The Lunars forged these Castes themselves during the Age of Legends. They were intended as versatile survival tools, enhancing and amplifying whatever aptitude was strongest within the Lunar. Young Chosen of the Moon don't get a primer on any of this, sadly, but on the bright side, there's not a whole lot to figure out: The Lunar Castes were intended to be pretty self-explanatory, and you don't get much simpler than “strong, smart, smooth.”

Full Moon

In the Age of Legends, Lunars of the Full Moon Caste were unstoppable warriors, excellent in every aspect of physical endeavor. In the World of Darkness, they're much the same: gifted physical specimens who are best-suited to kicking their problems to death.

Changing Moon

In the Age of Legends, Lunars of the Changing Moon Caste were tricksters and seducers, granted animal magnetism, a silver tongue, and striking looks to distract from their deceptions. These tools are still equally useful in the World of Darkness, where everyone's a sucker for a pretty face or a confident figure telling them what they want to hear.

No Moon

In the Age of Legends, Lunars of the No Moon Caste were shamans and sorcerers, wise men and women who collected secrets and omens like shells found along the beach. In the World of Darkness they are adept spirit-talkers, mediums, explorers of the Otherworlds, and emissaries to the night folk.

The Mark of Luna

Each Lunar becomes a potent shapeshifter in the wake of her Exaltation, able to learn and adapt new skins through murder and consumption. Moreover, her flesh becomes a canvas through which she can express the anger and pain within her heart, taking on a battle-form that is a

combination of human and totemic beast. The uninitiated might even mistake her for a werewolf or other sort of changing beast when she wears her rage upon her skin, but she is much, much more potent.

Even ordinary mortals can feel some hint of the beast unbound from within a Lunar's heart; indeed, it always leaves some sort of subtle indication upon her human form, known as the Mark of Luna. The Mark of Luna might be anything from strangely-colored eyes to a shock of silver hair to small fangs or claws, a tail, patches of fur, an odd musk, or casting the shadow of a bear rather than a man.

Predator Kings

The Lunar Exalted find themselves uprooted from the lives they knew, filled with a new power that leaps in eager response to their emotions and exertions; moreover, they find a beast living within their spirit and flesh, one entirely and harmoniously within their control because the beast *is* their soul. They know that the Spirit World exists, if not necessarily how to find it again, and that it might hold some answers to the question of *what they are* and *what it all means*.

Mostly, though, Lunars find themselves in a position never to be pushed around again, and usually have a long list of scores to settle. Even if they don't have any desire to seek out the hidden world of the night people, they usually draw enough attention to themselves in the course of working out a few old vendettas or learning how their newfound powers work to ensure that the supernatural world takes a keen interest in *them*.

The Sidereal Exalted

Once there were five maidens, who spun destiny upon a great heavenly loom. Wicked spirits and unruly devils tangled themselves in the threads the maidens wove, and so they selected agents to slay the devils and correct the skeins of fate's weave. These agents were not the strongest among the Chosen of the Age of Legends, but they were cunning and far-sighted, and they advised other heroes with their divinations and

prophecies. Still, for all their foresight and cleverness, they could not forestall the end of the Age; it may even be that, in seeking to forestall destiny's design, they caused the collapse of everything they had fought to preserve.

There's always an ending, after all.

Now their power has returned to the world, only to find it a rudderless ship drifting toward calamity. Can this final generation of untrained seers and prophets master their newfound gifts before the end arrives?

The Fated Exaltation

Sidereal Exaltation is a gradual thing, taking place over a span of days or even weeks. It begins with a subtle awakening to omens and connections that others cannot see. To anyone else, a certain Venetian banking family, the disappearance of five women in the Bronx over the span of four months, and a spate of grave robberies at Mount Hebron Cemetery between April and August seem utterly disparate; during Sidereal Exaltation, connections between the three blaze with violet and emerald strands of urgency.

Chance and probability go berserk as the Exaltation proceeds. Fumbling a handful of change out of her pocket and dropping it, the Sidereal may find that every last coin lands edge-up. Finally, she sees things that simply should not be there—glimpses of the otherworlds and the night folk—but which by this point she knows to a mortal certainty are real. In the end, she burns with a soft halo of power for minutes on end as a core of subtle but ferocious power unfolds like a lotus deep within her soul. She knows—this cannot be refuted by any attempt at denial—that she can now perform magic.

She *also* knows that none of this should have happened. Her newly acquired sixth sense fairly screams at her throughout her Exaltation: *this is wrong*. She feels some intangible part of her being splintering and fragmenting throughout the entire process. She might seek out an exorcist, or blame one of the night people the Exaltation reveals to her for this sensation. In the end, as the glow of



her Exaltation abates, the sensation finally fades, but it's something she'll never forget.

Shattered Destinies

The sense of a Sidereal's personal reality fracturing during Exaltation shouldn't be there, and if the world endures for another generation, future seers won't have to contend with it. Sidereal Exaltation was never intended to merge

with a mature host, but fate demands what fate demands, and for now there is simply no time for a proper integration.

Those who become Sidereal Exalted are fated to do so. The Exaltation joins with them in the womb, and matures alongside them until sometime in their late teens or early 20s, at which point it flowers into the full power of its awakening. It feels awesome and affirmational:

the Sidereal's destiny finally coming to fruition. That's how it's *supposed* to work.

The first generation of resurgent Sidereals don't have the luxury of predestined Exaltation. Instead, the newly-escaped Sidereal Exaltations seek out hosts with powerful but still-unrealized destinies: those fated to change the fate of millions, for better or worse, or to leave profound marks upon history, or, perhaps, simply doomed to die in some terrible and unavoidable fashion. Whatever plan destiny may have had in store, the Fated Exaltation overrides and destroys it, consuming the host's destiny absolutely in order to fuel its joining and grant its power to the nascent seer. If the Sidereal is still to have some grand impact upon the world, she will have to be the author of her own destiny; reality will no longer strive to realize it on her behalf.

Castes

Each Sidereal carries the Essence of one of the five maidens who once spun at fate's loom. In the Age of Legends, they orchestrated and safeguarded those great movements of destiny that fell within their patron's purview. In the modern day, the Earth is a lawless place crowded with many competing prophecies, and it is down to the Sidereal Exalted to shape the future as they best see fit.

Chosen of Journeys

In the Age of Legends, the Chosen of Journeys concerned themselves with travelers, roads, ships, and those who went to and fro across the primal Earth. In the World of Darkness, it falls to them to ensure that their fellow Chosen go where they are most urgently needed, and choose those paths that will arm them with the power and knowledge they will need when they arrive at their destinations.

Chosen of Serenity

In the Age of Legends, the Chosen of Serenity officiated over weddings and other unions that assured peace and prosperity throughout the land. In the World of Darkness they must bring joy, love, rest, and relief into those lives that most desperately need them, lest those fighting to

preserve the future fall into despair in their darkest hours.

Chosen of Battles

In the Age of Legends, the Chosen of Battles oversaw the course of wars and the struggle of nations, using their powerful magic and military acumen to ensure that conflicts resolved themselves according to fate's decrees. In the World of Darkness they must become strategists and tacticians, guiding their fellow Chosen to those battles where they are most desperately needed.

Chosen of Secrets

In the Age of Legends, the Chosen of Secrets were the keepers of dangerous and forbidden lore, and ensured that information only came to light in those moments when it was to Creation's benefit. In the World of Darkness they collect the secrets of their enemies, arm their allies with knowledge, and safeguard the peaceful ignorance of the mundane world, lest ordinary men and women be drawn into the bloody wars of heroes and monsters.

Chosen of Endings

In the Age of Legends, the Chosen of Endings stood officiant over all things whose time had passed: lives, nations, and even perhaps the Age of Legends itself. In the World of Darkness it will fall to them to find those ordained conclusions which can forestall the greatest and bleakest ending of them all: the end of the world.

Arcane Fate

After her Exaltation, a Sidereal finds that she becomes a dim, occulted presence in the world. People's memories becomes slippery where she's concerned, and even records of her existence begin to disappear bit by bit, corrupted file by corrupted file, misfiled document by misfiled document. While excellent for protecting her anonymity and covering her tracks, this makes it difficult for a Sidereal to live anything approximating a normal life... but then, a normal life isn't exactly her destiny anymore.

The Sidereal quickly discovers that this protection is neither absolute nor infallible. All but the weakest of spirits can see through her arcane veil, as can other Celestial Exalted, along with anyone who spends a great deal of time in her presence. Still, it's terribly useful when it works.

Auguries of Past and Present

The gradual Exaltation of the Sidereals gives them some time to ponder what's happening to them and what it means; by its conclusion, every seer understands that she's gained the ability to see and manipulate fate's threads. Granted, Sidereals don't *inherently* understand much more than that... but it's not hard for them to figure a lot of it out.

The omens and portents of the World of Darkness are numerous, intense, and terribly dire. It's clear that something terrible—*many* terrible things, in fact—lurk not too far in the future. Moreover, the arts of the Sidereals lend themselves very well to every manner of augury and far-seeing, allowing them to interrogate the echoes of the past, as well as ripples of power spreading through the present.

In short, this means that while they're still terribly ill-informed as a whole, they have a better idea than anyone else about the true nature of the Exalted, their return to the world, and what that return is meant to accomplish. Moreover, they're better-equipped to find other Exalted and bring them together than anyone else, and most Sidereals quickly figure out that this is exactly what they're *meant* to do.

Whether those Chosen they're able to locate are receptive to their prophecies and guidance is another matter entirely, of course.

The Abyssal Exalted

There came a day, perhaps the darkest day of the Age of Legends, when 100 of its greatest heroes fell into darkness and were forever transformed by the dead gods who dwelled there in silence and spite. They became death's bleak riders, journeying forth from the Underworld to perform the great and terrible works of the grave. When the Age of Legends thrashed and bled through its final days, theirs were the gauntleted fists that gripped

Creation's hair and sought to draw a knife across its throat. They failed, in the end: however grievously they wounded the world, it limped on into a new and lesser epoch, and the deathknights were imprisoned where they could never again threaten the living.

Or at least, they should have been. Now the Black Vault is open and the great heroes of myth have returned... and the power of the slayers of men and nations along with them.

Agents of Extinction

The Abyssal Exaltation hurtles itself across the nightscape at the speed of a scream. It was drawn from a font of light and divinity, once upon a time. A part of it still yearns to find a hero and fill them with the power of Heaven during their moment of crisis. It cannot. It lost that ability long before the dawn of history. But oh, still it yearns. And so it circles those who might make valid candidates for Solar Exaltation, sending chills up their spines for reasons they cannot hope to guess, and then—usually—it passes on in impotent frustration, and seeks another.

The only valid candidates for Abyssal Exaltation are those in the midst of the most fundamental and human of all actions: the act of dying. The dying individual must *also* meet the same standards of excellence and supernatural awareness as a candidate for Solar Exaltation, although the Abyssal Exaltation is no more discerning about supernatural taint than is a Lunar Exaltation.

Sunlight burns the Abyssal Exaltation, and so during the day it hides within corpses. Normally, this means it cannot grant its blessing while the sun stands in the sky. Normally, this means Abyssals are only drawn from the ranks of those dying in the dark, but sometimes... sometimes... well. Sometimes the Exaltation locates the perfect candidate, and finds they need help in dying. When that happens the Exaltation enters a corpse, forces it to lurch upright, to shuffle, to stalk, and to kill. For these Exalts-to-be, their final living sight is a moldering cadaver moving to embrace them with the tender joy of a long-lost friend as their life gushes out of a corpse-bitten throat.



The Choice

Abyssal Exaltation occurs in a frozen moment between life and death, as the last spark of a dying mortal's consciousness gutters on the verge of winking out. A presence comes upon them then, cold, wordless, but offering a clear choice nonetheless: embrace the awful power that rolls off of it like a dark fog, like a killing miasma, like a black fire; or reject it and pass into whatever awaits beyond death's veil.

Those who reach out to take hold of that terrible power know that their choice is irrevocable. They know that they are binding themselves to a different sort of bleak eternity than whatever waits beyond the grave. But they also know that their heart will beat, their limbs will move, and they will continue to walk in the living world. For most, it's no choice at all, really.

The Black Exaltation

There is usually no great eruption of power when the Black Exaltation begins. The Abyssal's wounds quickly mend themselves. Her eyes open. A creeping chill insinuates itself into her flesh, and she has the distinct sense of losing something small and precious in exchange for something grand and dark and magnificent.

A slow, deep power builds within her flesh and heart, hour upon hour, night upon night. At first, the Abyssal might delude herself into believing she hallucinated her bargain, but such thoughts cannot last for long. Dark and fearsome omens plague her footsteps wherever she goes. Water freezes and plants die in her presence. Flocks of ravens and vultures crowd the rooftops and power lines to watch her. When she peers into mirrors, the world she sees within is rotting and decayed. Over the course of several nights these manifestations intensify: Crimson eyes open in the sky and weep blood. Corpses worm their way up from the ground and prostrate themselves before her. The mad and the lost whisper her name, and then sob, or bleed, or flee.

At last the dead come for her, and they are not gentle or reverent ancestor spirits. Feral, hateful, maddened things that once were human souls claw a hole in the fabric of the world and draw the Abyssal through into the Underworld. As she stands upon the dust of that

blasted landscape, her spectre abductors cavort and howl and worship her with dark and instinctive glee.

Soon, inevitably, the storm arrives. It ravages the land of the dead and carries the spectres, cackling, up into its winds. The Abyssal suffers no harm; this is her storm, it is here for her before any other purpose, and upon its arrival it drives the last missing key to her Exaltation into her heart: a tiny but pure sliver of Oblivion. To make room for this gift, the storm-winds suck out and carry away a trifling reduction in the form of the Abyssal's name.

It's up to her to find a way back to the living world after that, but this is rarely any great hardship. The spectres are usually happy to carry her back through the Shroud should she show any desire for them to do so, exploiting the vast power of the soul-storm to accomplish the deed.

Castes

There are five distinct varieties of Abyssal Exalted, eerily echoing the castes of the Solar Exalted. Much like the Solars, they are scattered and divided in the modern day, and if they avoid the twisted nightmares of the Underworld they are likely to remain that way. Should an Abyssal seek assistance from the denizens of the Labyrinth, they are usually happy to exploit the spectral hive-mind to locate and put her in touch with others of her kind.

Dusk Caste

In the Age of Legends, Abyssals of the Dusk Caste were the most fearsome killers Creation had ever seen. In the World of Darkness, they are drawn from the ranks of those with the will and wherewithal to kill on the field of battle: Soldiers, mercenaries, police officers, legbreakers, and enforcers are all likely candidates.

Midnight Caste

In the Age of Legends the Midnight Caste were speakers for the ancestors and the advocates of suicide cults, bringing word of the joy of the grave to the ears of the living. In the World of Darkness, they are dark and driven figures of terrible resolve and morbid focus, willing to kill and to die for their cause.

Daybreak Caste

Abyssals of the Daybreak Caste were the preeminent necromancers of the Age of Legends. In the World of Darkness they're men and women with a love of macabre secrets and forbidden knowledge: those who believe all knowledge should be the province of mankind, and will go to any lengths in its pursuit.

Day Caste

In the Age of Legends, Abyssals of the Day Caste were the Underworld's spies, saboteurs, and quiet assassins, using any means necessary to remove those who would oppose the ascendance of the dead. In the World of Darkness they come from the ranks of hardened criminals, from robbers and blackmailers to hired killers and coyotes.

Moonshadow Caste

During the Age of Legends, Abyssals of the Moonshadow Caste spoke eloquently on the behalf of the dead, binding the living to pacts of service and worship. In the World of Darkness, they arise from among those who have learned to wield words and paper as weapons: lobbyists, lawyers, solicitors, poets. Death is patient, and when it cannot press its claim today, the Moonshadow Caste buys time by diplomacy and deceit for it to renew its offensive in the future.

Nameless Knights

The Abyssal Exalted sacrifice their name in the course of their Exaltation. Should they try to cling to it afterwards, they are lashed with pain and calamity as their Essence rises in rebellion against them. While a simple alias may serve as a replacement in a pinch, each knows in her heart of hearts that she is truly nameless, and that should she ever come to identify with a new name, then it too will one night be carried away by the storm-winds.

So it is that, sooner or later, most Abyssals learn to go by titles. Sometimes these attempt to express who the deathknight was, or aims to be. Often they are a warning, a faint gesture of mercy for those who encounter her. Most frequently, though, Abyssals draw their titles from dreams of dead gods, which

express themselves as faint whispers tainting a deathknight's Essence.

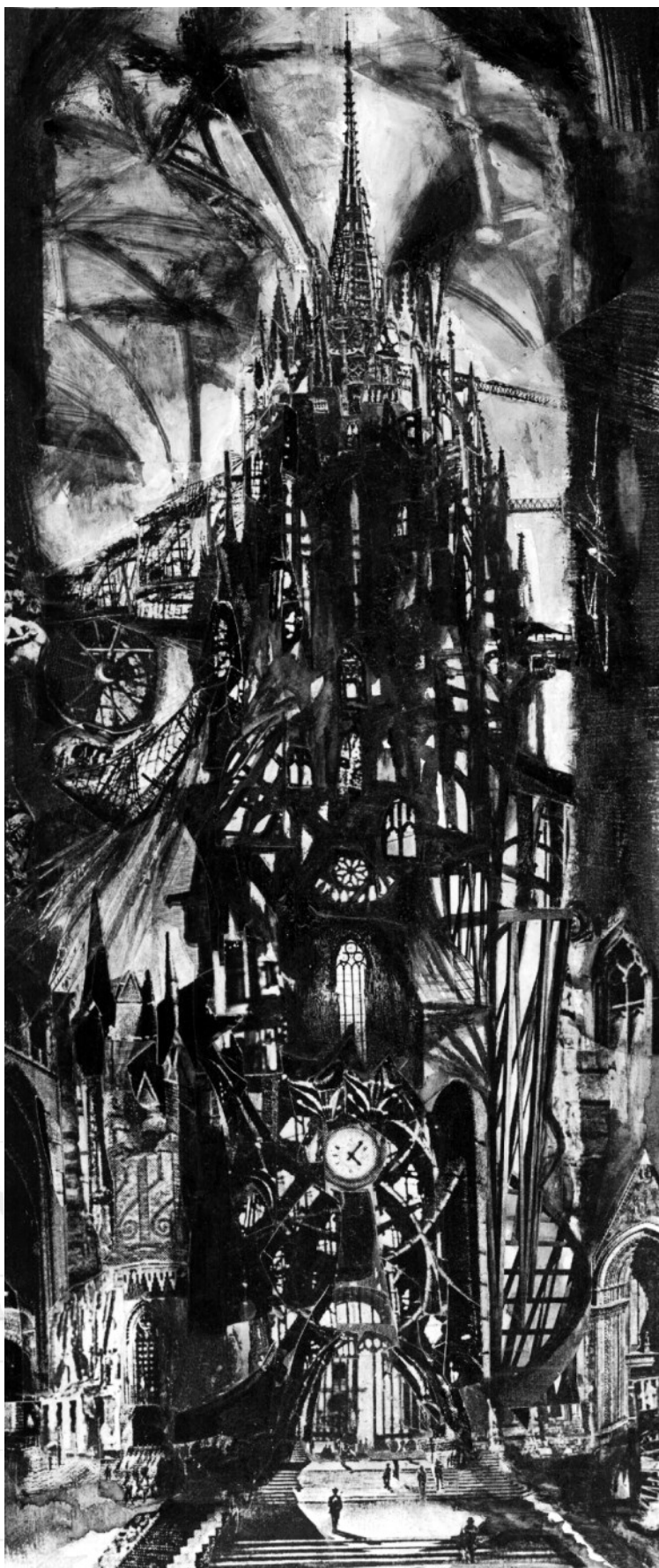
The Resonance of the Grave

Abyssals fit neatly into the world of the night people. They have to: they have difficulty existing within the normal world. They suffer great discomfort and eventually find themselves plagued by curses and catastrophes should they attempt to deny their nature and present themselves as one of the living for too long. Sometimes an Abyssal can hide for a while within macabre or nihilistic subcultures where their tendency to surround themselves in the trappings of the grave will attract little notice or comment, but this is dangerous at best for the mortals the Exalt surrounds herself with.

Ultimately, the one thing the resurgent Abyssals *don't* have is any kind of a plan. The Underworld is a crazy-quilt of hostile factions and ancient barbarism, and those ghosts who seem most favorably inclined toward the deathknights are also objectively terrifying and clearly insane. The high priests of Oblivion who call themselves nephwracks would love to command the Abyssals to wage war upon the living and the dead alike, but the plain truth is that the Abyssal Exalted are vastly more powerful than most nephwracks, which makes issuing any sort of commands difficult indeed.

The Essence within these dread Exalted is intended for works of death and destruction, that much is plain. On those very rare occasions when they dream of the Age of Legends, they dream of glorious campaigns of annihilation, and these dreams bring feelings of joy and bliss rather than nightmare disquiet... yet for all of these clear signs, the Abyssals are not yet unified in thought or in action.

And, although they have spoken of it to none so far, a few deathknights, a very few, have experienced *other* dreams. Dreams of radiant glory, and divine power, and rulership over a golden age of beauty and splendor. Who can say what that might mean?





CHAPTER TWO: RULES

This is not a complete game. In order to use **Exalted vs World of Darkness**, you'll need access to at least one of the 20th Anniversary Edition **World of Darkness** core rulebooks: **Vampire the Masquerade 20th Anniversary Edition**, **Werewolf the Apocalypse 20th Anniversary Edition**, **Mage the Ascension 20th Anniversary Edition**, **Wraith the Oblivion 20th Anniversary Edition**, **Changeling the Dreaming 20th Anniversary Edition**, or **Vampire the Dark Ages 20th Anniversary Edition**. Vampire is probably the easiest and most "baseline" book to operate from, but any of them will work. You should *probably* also have an **Exalted** corebook (any edition will do) to have the context for what in the Hell's going on in this game, but it's not *technically* required.

Exalted vs World of Darkness uses the Storyteller system, as detailed in the aforementioned corebooks. This is a decision made for two reasons. First, it's a game set *within* the World of Darkness, and as such it's easiest to integrate into a system designed to represent the World of Darkness. Second, translating the Exalted into Storyteller is about a hundred times less work than translating 8+ game lines into, say, **Exalted 3rd edition**. If someone else out there wants to take the setting work done here as a springboard for rules-hacking this game to run the other way around, shine on you crazy diamond.

Storyteller Rules

Assumptions and Variations

It would be nice to be able to say “just use the V20 system!” but unfortunately, every 20th anniversary corebook has rules just a little bit different from the rest. So to kick things off, we’re going to take a moment to establish a common rules baseline. These are the versions of the Storyteller System this product assumes to be true and in use.

Nature and Demeanor

The Exalted have Natures and Demeanors, like most **World of Darkness** characters. I bring this up because **Werewolf 20th** and **Changeling 20th** don’t use those traits. If you’re unfamiliar with them, *Nature* is a character’s innermost identity boiled down to a short psychological profile; it’s used to regain a point of Willpower when you take some dramatic action in deep accordance with it. *Demeanor* is the identity you project to the world, helping to protect you from manipulation; it’s what people who don’t know you intimately would *think* your Nature is. If your version of the Storyteller rules don’t have Natures or Demeanors, lists of Natures and Demeanors are very easy to look up on several World of Darkness wikis.

Difficulty Lock

In **Exalted vs World of Darkness**, the difficulty of your rolls never goes over 9. If something suggests that it should push the difficulty to 10, it remains at 9 instead.

Designer note: This is a decision made simply because the math on difficulty 10 rolls is fucked to the point of being utterly nonfunctional on any roll where you aren’t rolling a Caste Ability (see the section on Caste Abilities) or don’t have a specialty. Without one or the other of those circumstances in play, the size of your dice pool becomes *literally irrelevant* because every die has an equal chance to add or take away a success.

Botches

Botches occur only if a roll produces *no successes at all* and also generates one or more 1s. A roll that fails because 1s took away all successes that were rolled is merely a failure, not a botch, no matter how many 1s were generated.

Multiple Actions

Exalted vs World of Darkness uses the multiple action rules from **Dark Ages 20th Anniversary Edition**. If you don’t own that book, they work like this:

When you perform more than one action at a time, each action after the first suffers a cumulative -1 die penalty, and also raises its difficulty by 1. If this would push the difficulty higher than 9, then no more actions can be taken. Additionally, when using multiple actions, no more than one of these actions may be an attack.

Designer note: This version of the 20th Anniversary multiple action rules was chosen chiefly because while multiple actions can be exciting and useful in moderation, watching characters roll out attack after attack after attack slows play to a crawl when it happens every round. Many Exalts can trivially generate enormous dice pools, and the “split up your dice pool between your various actions” version of the multiple action rules were a recipe for disaster in that respect.

Extra actions

“Extra actions” are actions generated by a special rule or power such as Celerity, burning Rage, or the Time Sphere, usually rolled with your full dice pool. Unlike multiple actions, above, extra actions can and usually will allow characters to launch more than one attack in a single round.

All extra actions occur at the *end* of the round, after everyone has taken all of their normal actions. In the event that more than one character is taking extra actions, these are resolved in the same Initiative order that characters used to act during the round.

Initiative

Exalted vs World of Darkness uses the **V20 Dark Ages Initiative** rules. To determine Initiative, combine a character's Dexterity + Wits, then roll a single die and add its result to that value at the beginning of each round. Action is resolved from highest Initiative value to lowest, with ties going to the character with the highest Dexterity + Wits. Players *do not* have to declare their actions in advance from lowest to highest Initiative. You announce what you're doing when your turn comes up, simple as that.

Design note: I've never actually met anyone who liked "declare up, resolve down," and I've encountered *very few* people who didn't immediately house rule it into working the way it does in **V20 Dark Ages**, even 15 years before that book came out. While "declare up, resolve down" *does* offer a little bit more tactical nuance, in that you need to anticipate the actions of higher-Initiative players, who are able to strategize with more knowledge about what actions lower-Initiative players will take... in practice, 99% of **World of Darkness** fights historically play out as both parties lining up and clawing one another's faces off until one side's wiped out or has to run for it, with the majority of tactics revolving around movement and target selection, not tricky use of active defenses.

Aborting Actions

The rules for aborting actions (generally used to cancel your declared action in favor of defending yourself) are found on page 274 of **V20**, along with being present in most other 20th Anniversary corebooks. **Exalted vs World of Darkness** doesn't use this rule at all, because characters declare and act according to their Initiative order. Ignore all rules for aborting actions completely.

Full defense

If you're attacked before your turn and you decide to use full defense, you can do that, and, as mentioned before, you don't have to use any "abort action" mechanic to do so. It does mean that when your turn arrives, you've already declared your action, though; full defense precludes the use of multiple actions.

Soak

It is assumed that mortals—that is, ordinary human beings—cannot soak lethal or aggravated damage with their Stamina, and must use armor to protect themselves from bullets and the claws of angry beast-gods.

Abilities

Some 20th Anniversary **World of Darkness** games use slightly different Ability arrays than others, particularly **Werewolf** and **Changeling**. The **Exalted** use the following core Abilities:

Talents: Alertness, Athletics, Awareness, Brawl, Empathy, Expression, Intimidation, Leadership, Streetwise, and Subterfuge.

Skills: Animal Ken, Crafts, Drive, Etiquette, Firearms, Larceny, Melee, Performance, Stealth, and Survival.

Knowledges: Academics, Computer, Finance, Investigation, Law, Medicine, Occult, Politics, Science, and Technology.

Most of these Abilities should be described in whatever book you're using, but as for the few that might not be:

Animal Ken deals with understanding, training, and commanding animals.

Awareness is a sensitivity to and awareness of unnatural or uncanny phenomena. It's the Ability to roll to notice there are ghosts gathering in the building and that they mean you harm.

Finance deals with knowledge and manipulation of commerce and financial systems.

Larceny is used for criminal activity such as breaking and entering, defeating security systems, and pickpocketing.

Occult measures knowledge of the supernatural and magic.

Performance is used for artistic performance such as singing, dancing, acting, and playing music.

Politics deals in knowledge and manipulation of the politics of the moment.

Exalted vs World of Darkness doesn't use Art, Bureaucracy, Cosmology, Enigmas, Esoterica, Gremayre, Kenning, Martial Arts, Meditation, Primal-Urge, Research, or Rituals.

Special Systems for the Exalted

The Exalted themselves have special interactions with certain Storyteller rules, and a few new subsystems of their own. These are detailed here, where they apply universally to the Exalted within the World of Darkness. Rules specific to a given type of Exalt can be found in that Exalt's respective chapter of this book.

Caste and Aspect Abilities

All Exalted have certain Abilities which are considered to "belong" to their Caste (or Aspect, in the case of Dragon-Blooded). When making a roll involving one of an Exalt's Caste/Aspect Abilities, 1s do not subtract successes.

The Lunar Exalted possess Caste *Attributes*. The same rule applies: any 1s that appear in rolls based on one of the Lunar's Caste Attributes don't subtract successes. In the case of Full Moons, This includes both soak rolls (which are based on Stamina) and Strength-based damage rolls.

Parrying

Unlike other beings, the Exalted may attempt to parry (but not block, at least without special magic to give them iron-hard hands) ranged attacks. Yes, even bullets.

Soak

Exalted characters may roll their Stamina (plus any dice from armor, if they're wearing it) to soak bashing, lethal, and aggravated damage at difficulty 6.

Poison and Disease

Exalted lower the difficulty to resist, soak, or recover from all poisons and diseases by 2. Non-supernatural diseases can weaken the Exalted, but cannot kill them, and each successive roll an Exalt makes to recover from a disease lowers its difficulty by 1. Incurable diseases such as HIV are purged from an Exalt's system after (8 minus Stamina) weeks.

Health and Healing

The Exalted generally possess the normal human compliment of seven health levels, but they heal much, much faster. Use the chart below to determine Exalted healing times.

Exalted healing is more like slow regeneration than the normal process of recovering from physical trauma. The wounds of the Chosen never heal badly, and so they never suffer crippling injuries from anything less than full amputation of a body part.

While the Chosen cannot regrow lost body parts (at least, not without employing powerful healing magic), they *can* heal the effects of disfiguring supernatural powers such as Vicissitude, reverting unwanted alterations as though they were lethal injuries to their Incapacitated health level.

Health Level	Bashing Recovery Time	Lethal/Aggravated Recovery Time
Bruised	30 minutes	One hour
Hurt	30 minutes	12 hours
Injured	30 minutes	One day
Wounded	30 minutes	Two days
Maimed	One hour	Two days
Crippled	One hour	Three days
Incapacitated	One hour	Five days

Supernatural Resilience

Many of the night people wield terrible powers against which mortals have little recourse or hope for recovery. The Exalted are never considered to be merely human for the purpose of any supernatural power which has a lessened effect against supernatural targets. For example, a werewolf Gift which withers its target's limb for several days, but whose effects are permanent when aimed against a normal human, would only wither an Exalt's limb for several days. If a vampire Discipline sends other vampires affected by it into torpor, but kills humans outright, then it will knock an Exalt into a short coma rather than slaying them on the spot.

Stunting

Whenever an Exalt does something in the dumbest, flashiest way possible—such as by swinging around a lamppost to kick a guy in the face with both feet rather than just booting him in the stomach—the difficulty of their action never increases, nor do they take penalties for it.

Intimacies

Long ago, Creation trembled beneath the unleashed passions of the Chosen, and 10,000 years have done nothing to lessen the intensity of their convictions. All Exalted characters have *Intimacies*, special ties or principles that are of utmost importance to them. Generally these are articulated either as a personal tie and the context for that tie, such as “My wife (love),” “Prince Marcus Vitel (hatred),” or “Chicago (hometown pride),” or else as a statement of the character's personal philosophy or values, such as “Never expect anyone to look out for anyone but themselves,” “Without the love of the Lord we are truly lost,” or “With great power comes great responsibility.”

If an Exalted character's Intimacy becomes irrelevant or impossible to sustain (for example, if she succeeds in destroying the vampire who killed her family), she can adopt a new Intimacy to replace it at the beginning of the next story. Alternately, at the end of a story an Exalt's player can voluntarily abandon and replace a single

Intimacy that she feels is no longer relevant to her character.

Whenever something attempts to force an Exalt to act against, abandon, or betray an Intimacy, the Exalt's player can make a Willpower roll against difficulty 8 to refuse to do so. This remains true even if the Exalt is being forced to act because, say, a vampire has already successfully used a mind-control power on her, and she lost the resistance roll bundled into the power. Her Intimacy acts as a second line of defense.

Once per session, when an Exalt acts to strongly support or affirm one of her Intimacies, she may gain a Willpower point on the spot.

Essence Rating

Exaltation carries with it a tiny sliver of divine power. When one of the Chosen is newly-Exalted, this is little more than a dim spark plucked from the heart of the cosmos, but it may grow over time and experience into a raging inferno of ancient power unleashed once more upon the Earth. The intensity of this personal divinity is measured by a character's Essence rating.

Essence rating governs an Exalt's power in much the same way Generation does for vampires, Rank for werewolves, and Arete for mages. It determines both how much Essence she may store in her Essence pool, as well as how many Essence she may spend in a single round.

All Exalted begin at Essence 1, and may raise this value over time through active exercise of and intense meditation upon the power within them (or, in plain language, by spending experience points).

Essence Pool

The Chosen power their miracles with Essence: the raw power of the cosmos, distilled from the power of their human soul and the blessing of Exaltation. The nature of a character's Exaltation and the power of her Essence rating determines how any points of Essence she can store at once, as well as how quickly she can spend her Essence to evoke Charms and other miracles.

Spending Essence

The amount of Essence an Exalt can spend per round is limited by the power of her Essence rating. If she wants to use a Charm, spell, or other effect which demands more Essence to activate than she can spend in a single round, then she must spend several consecutive rounds spending Essence to fuel the effect.

Regaining Essence

Essence refines itself from the furnace of an Exalt's soul, empowered by the inherited blessings of the Age of Legends. While there are certainly ways to stoke an Exalt's Essence to replenish itself more quickly, they are ultimately not reliant on external sources of power to renew themselves.

Of course, *renewable* power isn't the same thing as *limitless* power. In the Age of Legends, every rock and tree, every gust of wind and blade of grass almost glowed with ambient Essence. The World of Darkness, by comparison, is the cold ashes of a long-dead flame burying a few, a very few, smoldering embers. Without a superabundance of spiritual energy to empower their every breath, the Chosen replenish their Essence far more slowly than they did in the time before time.

Exalted characters may regain Essence in the following ways:

- Every 15 minutes spent resting within a Dragon Nest restores 1 point of Essence.
- Each Caste and Aspect has a special way of provoking a surge of Essence to renew themselves. These are detailed in Chapters Three through Seven.
- Solars, Lunars, Sidereals, and Dragon-Blooded gain 1 point of Essence every three hours they spend in the Spirit World.
- All Exalted gain 1 point of Essence every 6 hours they spend in the Dreaming.
- Abyssals gain 1 point of Essence every three hours they spend in the Underworld.
- Solars and Dragon-Blooded gain (5 + Essence rating) points of Essence when the sun

risers each day, whether they can see the sunrise or not. Abyssals, Lunars, and Sidereals gain the same amount at sunset.

Solars and Abyssals

Essence Rating	Essence/round	Essence Pool
1	1	10
2	2	12
3	3	15
4	4	17
5	5	20

Dragon-Blooded

Essence Rating	Essence/round	Essence Pool
1	1	5
2	1	6
3	2	7
4	2	8
5	3	10

Lunars and Sidereals

Essence Rating	Essence/round	Essence Pool
1	1	8
2	2	10
3	3	12
4	3	14
5	4	15

Charms

The miracles of the Exalted take the form of an array of distinctive, Essence-fueled miracles known as Charms. Charms are divine acts channeled through human action, and generally manifest as incredible displays of prowess or power.

Like many powers in the World of Darkness, Charms have dot ratings next to them. These ratings indicate how expensive a given Charm is to purchase with experience, and also generally how powerful it is. Unlike werewolf Gifts, a character's Essence rating in no way acts to restrict her access to Charms; she has full license to buy any Charm she wishes to from the moment of character creation. And unlike the Disciplines of vampires, the Spheres of mages, or the Arts and Realms of changelings, Charms *do not* have to be purchased in ascending order based on their dot

ratings. A player whose character possesses not a single Dawn Charm could buy a 5-dot Charm without having other Dawn Charms beforehand.

Different Exalted employ different Charms, and these various and sundry miracles are detailed in Chapters Three through Seven.

Anima Powers

Each Caste and Aspect has its own *Anima power*: a unique supernatural benefit that can only ever be enjoyed by Exalted of that particular Caste or Aspect. Some of these powers require an expenditure of Essence, while others provide permanent benefits the Exalt always enjoys. They're detailed in Chapters Three through Seven.

Anima Banner

All human beings are surrounded at all times by an invisible spiritual aura. A few supernatural powers, such as a vampire's Auspex, are able to view this aura (and learn something about an individual's mental and spiritual state). The Dragon-Blooded call this spiritual mantle the *anima*, and when the Exalted spend Essence rapidly, fragments of elemental or divine power flood into their anima and may cause it to become visible to the naked eye, glowing and burning with a color and texture characteristic to their brand of Exaltation.

An Exalt's anima banner becomes visible when she spends 3 or more points of Essence in a single scene. In the Age of Legends, an Exalt's anima might tower several stories into the air, and was visible from leagues away. In the mystically depleted World of Darkness, an anima banner reaches only a few feet above the character's head, and is as bright as a burning bonfire. This divine incandescence fades away (Essence rating x 3) minutes after the Exalt stops actively spending Essence.

Caste Marks

The Solar, Lunar, Sidereal, and Abyssal Exalted are marked by the ancient symbols of their patrons from the Age of Legends. With a

moment's concentration, any of the Chosen may cause the mystic symbol of their Caste to appear and blaze upon their forehead in an unmistakably supernatural display. Those who see an Exalt's Caste mark know instinctively that its bearer is a potent supernatural being, but nothing more. Only the most wise and ancient of spirits might recognize the Chosen for what they truly are: the ancient heroes of the Age of Legends, once more unleashed into the world. A character's Caste Mark also involuntarily appears while her anima banner does, glowing brightly enough to be visible through anything covering her forehead.

Experience

Characters in *Exalted vs World of Darkness* gain experience points in much the same fashion as any other World of Darkness game. They spend those points according to the following chart:

Experience Point Costs

Trait	Cost
New Ability	3
Ancient sorcery spell	10
Attribute	current rating x4
Caste Attribute (Lunar only)	current rating x3
Ability	current rating x2
Caste Ability	current rating x1
Caste or Favored Charm	Charm rating x3
Other Charm	Charm rating x4
Willpower	current rating
Essence	current rating x8

Ancient Sorcery

The Age of Legends was a time of gods and demons, heroes and miracles... and of magic, great and wondrous magic which turned mighty rivers in their courses, called down storms which destroyed cities, and bent the very courts of the stars in the sky.

Such godlike feats were lost along with the rest of the Age of Legends, and the thin spiritual substance of the World of Darkness is likely incapable of sustaining them even if they could be

recovered. Still, the Dragon-Blooded have managed to preserve a few paltry scraps of the magic of prehistory, carefully passing spells and rituals down from generation to generation. For as much as they have preserved, they know that they have lost yet more, and that some of it might still be recovered. The Terrestrial families have been recording their spell-lore for as long as there have been ways to record information, after all. Ancient sorcery has been committed to clay tablets, papyrus scrolls, sheets of parchment, and even carved upon human skulls. Some of it is still out there, lost and waiting to be found, or stolen and filed away in some magician or monster's library: curios of clear arcane significance but which demand a strange and hard-to-replicate power to fuel their effects.

Exalted who wish to learn ancient sorcery must meet the following criteria:

- They need an Occult rating of at least 3 or higher.
- They need some way to learn any given spell, be it a mentor who already knows the magic or a grimoire containing instructions in how to cast it. Most Dragon-Blooded families have the ability to impart at least a few spells to their scions, and Sidereals are highly adept at seeking out lost receptacles of arcane power. The rest of the Chosen—once they realize that ancient sorcery exists in the first place—must hunt after these mystic secrets on their own, barter for them from

Lost Knowledge

Abyssal Exalted have one additional avenue of exploration open to them in order to pursue ancient sorcery. When objects of power are destroyed in the living world, copies of them made of spirit-stuff, known as relics, sometimes find their way into the Underworld, and this has been the fate of many tablets and scrolls containing the magic of the Age of Legends. Even most of these relics have since been lost to time and the steady creep of Oblivion, but a few surely remain *somewhere* in the vast depths of the Underworld.

Terrestrial or Sidereal instructors, or seize them from the vaults of the night people.

What follows is a selection of ancient sorcery spells that might be contained in the libraries of the Dragon-Blooded or rediscovered in the world.

Awakened Eye of the Dragon

This hour-long ritual awakens the spiritual Essence of a Dragon Nest and grants its blessing to the Exalt and her companions for one full cycle of the moon.

System: Spend 5 Essence to begin the ritual, and roll Wits + Occult (difficulty 7) to contest with the spirit of the Dragon Nest. It is otherwise identical to the Rite of the Opened Caern (see *Werewolf 20th Anniversary* edition, p. 206).

Burning Eyes of the Offender

The sorcerer speaks the 17 secret names of divinity, causing her anima to sear the eyes of all those who dare to look upon her. Anyone attempting to stare directly at the sorcerer weeps uncontrollably.

System: Spend 3 Essence and make an extended Intelligence + Occult roll against difficulty 7. Once the player accumulates five successes, the spell is complete, and her anima burns with terrible light. Anyone attempting to attack her or otherwise move against her raises the difficulty of their actions by 2. This spell lasts for one scene, or until the sorcerer claps her hands and bows her head to end it prematurely.

Calling the Calibration Gate

The sorcerer offers her Essence to the four points of the compass, then strikes the ground. When she straightens, an ancient, crumbling archway stands before her, granting passage into the otherworlds.

System: Spend 4 Essence and make an extended Intelligence + Occult roll (difficulty 7). Upon accumulating five successes, the Exalt summons a gateway which allows anyone who walks through it to pass into the Spirit World, Underworld, or Near Dreaming—the sorcerer



decides which upon casting the spell. The Calibration Gate remains present for a number of minutes equal to the sorcerer's Essence, at which point it vanishes as suddenly as it appeared.

Cirrus Skiff

The sorcerer calls down a small cloud from the heavens to ride upon.

System: Spend 3 Essence and make an extended Intelligence + Occult roll (difficulty 8). Once the player accumulates five successes, a cloud descends from the sky and waits patiently for her to climb upon it. The cloud can hold up to six people, and once the sorcerer signals it to depart, it flies up into the sky and carries her to a destination she decides upon while casting the spell. The cloud travels at 200 miles per hour once it ascends high enough that obstacles like trees and office buildings are no longer a concern, and its enchantment prevents those riding upon it from being troubled by wind, cold, or thin air. Once the Cirrus Skiff departs, the sorcerer cannot prematurely cancel its journey or force a landing.

Corrupted Words

The sorcerer threads her Essence into a forbidding curse and casts it upon another while looking him in the eye. Whenever the target attempts to speak of a certain topic forbidden by the sorcerer, he doubles over and uncontrollably vomits a torrent of worms and maggots. This spell keys off of intent to communicate rather than specific spoken words, and so it will still trigger if the subject attempts to use sign language, writing, or pantomime to speak about the banned topic.

System: Spend 4 Essence and make an extended Manipulation + Occult roll against difficulty 7. Once the player accumulates five successes, the spell takes hold. Each time the target vomits worms and maggots, they suffer one automatic level of bashing damage. The effect of corrupted words is permanent upon mortals so long as the sorcerer lives, and fades after a year and a day when directed against supernatural targets. The sorcerer may revoke her curse at any time she wishes by paying 1 Essence and drawing a long, thick worm out of the subject's mouth, then casting it aside.

Death of Obsidian Butterflies

The sorcerer releases her Essence and shapes it into a cascade of streaming butterflies sculpted from razor-edged obsidian. Flashing past her shoulders in a glassy torrent, they shred everything within a path roughly 30 yards wide, 10 yards high, and 100 yards long. After this spell ends, the entire area of its effect is littered with the sharp, broken remnants of the summoned insects.

System: Spend 3 Essence and roll Perception + Occult (difficulty 7). Everyone inside the attack pattern who isn't behind solid cover must soak a number of levels of lethal damage equal to the successes rolled.

Emerald Spirit Binding

This powerful spell allows the sorcerer to bind a spirit into her service. It *doesn't* protect her from the spirit's attempts to visit violence upon her during the course of the binding, and so is best performed after defeating or bargaining with a spirit, or in the company of allies who can protect her while she casts the spell.

System: This spell must be performed in the immediate presence of the target spirit (being on the material side of the Gauntlet within an area corresponding to the spirit's location in the Penumbras counts). The Exalt claps her hands and spend 1 Essence, preventing the spirit from leaving her presence while she performs the rest of this spell. She must then spend 5 Essence and roll Intelligence + Occult against a difficulty of the spirit's Gnosis rating. Once she accumulates a total of 10 successes, the spirit is bound to her service for a year and a day.

Alternately, if the Exalt has defeated a spirit in battle within the last 2 rounds, clapping her hands and spending 1 Essence stops the spirit from dissipating and draws its Essence temporarily back together. In this case it remains helpless to oppose her during the remainder of the spell, as her sorcery is the only thing preventing its disincorporation.

A sorcerer may keep as many bound spirits at a time as her Essence rating. Any spirit more

powerful than a gaffling or jaggling is beyond the scope of this spell to bind.

Impervious Sphere of Water

The sorcerer speaks the forgotten name of the Ocean Father, and whispers a prayer in a language lost to time. A sphere of churning water 10 feet across appears and engulfs her, protecting her from harm for so long as she maintains it.

System: Spend 4 Essence and make an extended Intelligence + Occult roll against difficulty 7. Once the player accumulates five successes, the sphere appears. The sorcerer needs not breathe while protected by the sphere. The water pushes out anyone inside of it when the spell goes off; resisting being expelled from within the sphere, or attempting to push into it, requires a Strength + Athletics roll at difficulty 9, with each success allowing one foot of movement toward the sphere's center. The sphere rolls (10 + the sorcerer's Essence rating) dice to soak, and can suffer 20 levels of damage before evaporating away. It lasts for as long as the sorcerer concentrates utterly on maintaining its existence, taking no other actions.

Invulnerable Skin of Bronze

The sorcerer transforms her very flesh into hardened bronze, capable of turning aside blades and bullets. Unfortunately, the sorcerer truly *is* bronze while the spell endures, and as such weighs about 500 pounds (beware of water) and cannot possibly hope to pass for human.

System: Spend 3 Essence and make an extended Intelligence + Occult roll against difficulty 7. Once the player accumulates five successes, the spell is complete, and the character is transformed into living bronze until the sun next crosses the horizon. She gains four extra soak dice, and can inflict lethal damage and block blades and bullets with her bare hands.

Iron Shade Binding

Standing within a circle of blood and bone-dust, the sorcerer performs an hour-long incantation to summon a ghost and bind it into her service. This ritual may only be performed at night or in the Underworld, and requires either the utterance of

the ghost's living name, possession of a piece of the shade's body or of one of their Fetters.

System: Spend 5 Essence and make an extended Intelligence + Occult roll (difficulty 8). Once the player accumulates ten successes, the ghost appears at the edge of the summoning circle, whisked to the sorcerer's side through a nihil. The sorcerer and wraith then make contested Willpower rolls at difficulty 6. The first to gain three more successes wins the contest. Should the wraith win, he may flee from the sorcerer he is immune to this spell for a year and a day. Should the sorcerer win, the wraith must obey her commands to the best of its ability for a year and a day.

Mists of Eventide

The sorcerer summons up an opalescent mist that spreads out from her location to insinuate its way through up to three floors of a large building, or similar amount of open ground. All those caught within the mist not given express protection by the sorcerer fall into a deep slumber.

System: Spend 4 Essence and make an extended Manipulation + Occult roll against difficulty 7. Once the player accumulates five successes, the mists appear. Those caught within the mists must roll Willpower (difficulty 9) or fall asleep for the next several hours. Sleepers under the influence of the Mists of Eventide are difficult but not impossible to wake; nearby movement and speech won't rouse them, but loud noises or being physically disturbed will. The mists dissipate after a minute or so.

Raise the Skeletal Horde

The sorcerer conjures a ball of crackling Essence which forks out black lightning to strike one or more nearby corpses. These enchanted cadavers climb to their feet and become the sorcerer's loyal if limited servants.

System: This spell raises one zombie per 2 Essence spent to cast it. Roll Intelligence + Occult against difficulty 8. Once the player accumulates ten successes, the dead rise at the character's command. Zombies created with this spell are

Zombies

The zombies created by Raise the Skeletal Horde or Risen and Screaming have Strength 3, Dexterity 2, Stamina 4, Brawl 2, and always act last in a round. They have Willpower 10 for the purpose of resisting effects, but cannot spend any of it. Zombies have 10 health levels, and cannot suffer wound penalties. They halve any bashing damage they suffer after soak (round down). They also cannot ever heal damage. Zombies have no minds to speak of, and so are immune to any mind-controlling effect not specifically designed to command the walking dead.

perfectly obedient, but unable to carry out instructions much more complicated than "kill him," "guard this place from anyone not wearing this special symbol," or "load those crates into that truck." If left to their own devices, they slowly creep about searching for living flesh to devour. Zombies animated by Raise the Skeletal Horde lose their animation after one cycle of the moon unless stationed within a Dragon Nest, whose power may sustain them indefinitely.

Risen and Screaming

The sorcerer spends an hour speaking the curses of dead gods, dredged from the darkness at the end of all things. These curses sink into the Earth and bind their hatred into the hearts of every dead thing present, changing the enchanted corpses into a kind of security system. When anyone without the sorcerer's blessing trespasses, the dead erupt from the soil while emitting a terrifying, drawn-out scream. If the intruder doesn't flee immediately, they advance and feast.

System: Spend 6 Essence and make an extended Intelligence + Occult roll against difficulty 8. Once the player accumulates five successes, the spell is complete, and every buried corpse within 100 yards is cursed to erupt from the earth, shrieking madly, if anyone comes within 30 yards of their resting place. This screaming continues for one round, during which time the person who set them off may either present a sign

of passage created by the sorcerer at the time of the spell's casting (this sign can be a word, a symbol, a specific object, a quick dance—whatever the sorcerer desires) or run for their life. If they do neither, then the zombie attacks, still screaming until it fills its mouth with flesh.

This spell endures for one week, but its duration may be renewed if the sorcerer feeds 2 Essence into the ground before the enchantment expires.

Wood Dragon's Claws

The sorcerer transforms her hands into enormous claws of jagged wood, capable of catching spirits on their Essence-infused tips. This transformation endures for precisely 9,999 breaths (about ten hours), or until the sorcerer completely submerges her claws in the Earth.

System: Spend 3 Essence and make an extended Strength + Occult roll against difficulty 7. Once the player accumulates five successes, the spell is complete, and the character's hands become rending claws which inflict Strength + 2 aggravated damage, and which may strike spirits so long as the Exalt can perceive them. The sorcerer can stake vampires with her bare hands by making an attack at difficulty 9 and inflicting at least three levels of damage.

Merits and Flaws

Merits and Flaws work exactly the same for the Chosen as they do for other characters: they're purchased with freebie points, and you can take up to 7 of each. That said, certain merits are more or less appropriate for various types of Exalted, and there are a few new ones particular to the Chosen.

The following Merits are particularly appropriate to all Exalted: Acute Sense (V20, p. 479), Because I Think I Can (C20 p. 181), Daredevil (V20 p. 480), Eidetic Memory (V20 p. 484), Language (V20 p. 484), Seldom Sleeps (Werewolf 20th, p. 476), and Supernatural Companion (Werewolf 20th, p. 480)

The following Flaws are particularly appropriate to all Exalted: Blind (V20, p. 484),

Enemy (V20 p. 490), Lifesaver (C20 p. 182), Nightmares (V20 p. 485), and Vengeful (V20 p. 486).

It probably goes without saying, but just in case: Exalted characters cannot take any Merits or Flaws that straight up don't make sense because they're aimed at a different sort of supernatural creature, like a vampire's Eat Food Merit or Prey Exclusion Flaw. I was going to make a list, but it'd be nearly a page long, so just use your common sense on this one.

Exalted Merits

Anima Control (1, 2, or 5pt. Merit)

The Exalt can finely control the release of her Essence into her spiritual aura. The one-point version of this Merit allows the Exalt to select one of the following benefits, while the two-point version allows her to select two.

- The character's Exalt's anima flare manifests as a tightly shining envelope of light that rises from her body like steam, and is no brighter than a torch.
- The Exalt may restrain her anima until she's spent 4 Essence in a scene.
- The character's anima fades after three minutes, regardless of her Essence rating.

The five-point version of this Merit gives the Exalt full control over her anima: it only flares when she wishes it to.

Astrological College Initiate (3pt. Merit, Sidereals only)

The Sidereal has seen deeper into the ancient and dusty houses of astrological destinies than most of her kind, and discovered template destinies beyond those instinctively grasped by her Caste. Select a second Caste and gain access to its Dynamic LARPing destinies as well. This Merit can be taken more than once.

Priest (4pt. Merit)

Spirits who resonate with the character's Exaltation inherently recognize her as a kindred soul and are inclined to treat her with courtesy

and respect. Dragon-Blooded resonate with elementals and nature spirits matching their Aspect. Solars resonate with spirits of the sun, law, and justice. Lunars resonate with lunes and animal spirits similar to their totem form. Chosen of Journeys resonate with spirits of roads, vehicles, rivers, and the sea. Chosen of Serenity resonate with spirits of joy, hearth, and fertility. Chosen of Secrets resonate with trickster-spirits, guardian spirits, and spirits of wisdom. Chosen of Battles resonate with war-spirits and spirits of battle. Chosen of Endings resonate with psychopomps and spirits of things that are no longer part of the world. *All* Sidereals resonate with Pattern Spiders, for some reason. Abyssals resonate with spectres. The Exalt reduces the difficulty to deal with resonant spirits by 2.

This Merit costs 1 point less for Exalted of the Zenith, No Moon, and Moonshadow Castes, as well as for all Sidereals.

Brigid's Heir (5pt. Merit)

The character's dreams of the Age of Legends are extremely vivid on the subject of sorcery, allowing her to piece together forgotten spellcraft from the resonant Essence of her own mind and soul. Once per story, she may buy an ancient sorcery spell without needing a mentor, grimoire, or other reference.

Only Solars, Lunars, and Abyssals can take this Merit.

Exalted Kinain (5pt. Merit, Non-Solar Exalted only)

Before you Exalted, you were one of those rare individuals with faerie blood running in your veins, and a touch of the Dreaming in your soul. See **Changeling 20th Anniversary**, pages 459-460 for rules on playing Kinain. You have no innate Glamour, nor any command of Arts or Realms—Exaltation replaced those with Charms and a mastery of your Essence—but you still have a Heritage, a single Birthright, you can see and interact with chimerical reality, and you need not fear the Mists.

Taint's Warning (6pt. Merit, Solars only)

The Solar's caste mark burns and itches whenever she stands in the presence of a creature of darkness, though she doesn't automatically know who or what is setting off the reaction.

Hedge Magic (7pt. Merit)

The Exalt has either already made extensive study of the mystic arts prior to Exaltation, or has the potential to do so in the future. She may buy Paths and rituals from **Sorcerer Revised** edition. A dot of a Path dots 4 Freebie Points during character creation, while rituals cost 2 Freebie Points. During play, Paths cost 5 experience points for the first dot, and current rating x 5 for additional dots, while rituals cost their rating in experience points.

This Merit costs only 3 points for Chosen of the Twilight, Daybreak, and No Moon Castes. It costs 4 points for Sidereals.

Exalted Flaws

Beacon of Power (2pt. Flaw)

The Exalt's anima roars into life at the drop of a hat, manifesting after she spends a mere 2 Essence in a scene.

Limited Forms (2pt. Flaw, Lunars only)

The Lunar may only use her innate shapeshifting powers to assume beast forms in the same family as her totem shape (reptiles, mammals, birds, fish, etc.).

Permanent Caste Mark (2pt. Flaw, Celestial Exalted only)

The character's Caste Mark is permanently stamped upon her brow for all to see, although it only glows when she wishes it to or when her anima flares.

Potent Aspect Markings (2pt. Flaw, Dragon-Blooded only)

The character's Aspect markings are not only unusually vibrant, they're also pretty low-key supernatural. She might have leaves growing in her

hair, patches of bark on her skin, actual smoke pluming from her nostrils when she gets excited, or a cold breeze strong enough to blow papers off of tables following her around at all times.

Astrologically Inept (4pt. Flaw, Sidereals only)

For whatever reason, the subtle templates lurking within the weave of destiny evade the character's notice or grasp. A Sidereal with this Flaw cannot use Dynamic LARPing.

Aspect of the Corpse (5pt. Flaw, Abyssals only)

In the weeks following her Exaltation, the Abyssal's body began to rot. While her condition in no way debilitates her, she now wears the appearance of cadaver—perhaps mummified, perhaps festering with rot. Her Appearance is permanently rated at 0.

Mortal Healing (6pt. Flaw)

Perhaps the character was frail and sickly before gaining the blessing of Exaltation. Perhaps the ancient power she's inherited has simply worn thin. Whatever the case, the character heals at the same rate as an ordinary human being.

Reconciling Cross-Game Systems

The World of Darkness games weren't designed for crossover play.

They all run off the Storyteller System chassis, true, and so they're... *mostly* compatible, but sometimes you'll find a **Werewolf** power telling you to make a contested Rage roll against the target. You may have noticed that Exalted don't have a Rage rating. Or you'll find a **Vampire** power getting contested by the target's Self-Control Virtue. Guess what else Exalts don't have?

There are probably a hundred cases of this sort of thing scattered across the power sets of various games, and it would take forever to track them all down. We'll cover some of the really common mechanical interactions in Chapter Eight, but for now, as a broad baseline, it's best to have something to fall back on when it's not otherwise clear what's going on.

Therefore:

In general, if something is asking you to roll or establish a difficulty based on some trait an Exalt simply does not have, use Willpower instead.

In general, if something seems to be designed to have balanced, resistible or recoverable effects against a certain type of targets, while other, low-value targets just get screwed hard, treat Exalts as

Celestial Exalted Power Equivalence

Essence Rating	Generation	Rank	Arete	Dharma
1	8th	2	2	2
2	7th	3	4	4
3	6th	4	6	6
4	5th	5	8	8
5	4th	6	10	10

Terrestrial Exalted Power Equivalence

Essence Rating	Generation	Rank	Arete	Dharma
1	11th	1	2	1
2	10th	2	3	2
3	9th	3	4	3
4	8th	4	5	4
5	7th	5	6	5

though they fall into whatever category of being doesn't get shafted as badly.

In general, when dealing with absolute effects, if one of the night people has a power that says it turns you into a pig, and an Exalt has a power that says it stops people from turning you into a pig, the Exalt's power wins. If two Exalts throw absolute effects at one another, whichever seems more like a defense wins. If neither seems that way, make a contested Willpower roll to see who wins.

Finally, some powers (such as Dominate) concern themselves with *how powerful* their target is, according to a game's central ranking for power. Exalts don't have a place in those particular continuums of power, but here's how they stack up if you want to see if, say, an Exalt is immune to Dominate, or if a spirit's curse washes off of them like water off a duck's back.

The following charts, it should be noted, are intended to be used to calibrate mechanical interactions, not to say that an Essence 5 Solar is equal to an Arete 10 archmage in a fight.

Magical Items

The Age of Legends was a time of storied and incredible wonders forged from divine substances and woven with efficacious spells and blessings. Those glorious works of the Exalted vanished from the world long before the current Age, and the Chosen do not have the knowledge or resources to replicate them in the World of Darkness.

On the other hand, the night people have their own ways of imbuing items with magic, and these wonders sometimes make their way into Exalted hands. So: can an Exalt use a fetish, talisman, or other such magical artifact?

They can. Here's how.

In order to use any magical item which demands a cost, Exalted pay in Essence rather than Chi, Gnosis, Quintessence, or whatever else the item demands.

If the item requires a roll to attune to it or activate it, the Exalted roll their Essence rating in

place of Gnosis, Arete, or whatever else the item would normally demand.

Talismans and Devices which have their own Arete pool continue to use that pool. The Exalted aren't subject to Paradox. If a Talisman or Device ought to generate Paradox, it instead adds a number of automatic 1s to every roll to use it equal to the Paradox that should have been generated by that use.

Playing Dragon-Touched

For the most part, Dragon-Touched are mortal. Human. Usually, their only extraordinary ability is their potential to have children who might, perhaps, become Terrestrial Exalted. And most of them live in ignorance of what's really going on with their weird, rich, eccentric family.

A few, though, are brought into the confidence of their Dragon-Blooded relatives. These Dragon-Touched are trained to understand and deal with the fearsome realities of the World of Darkness. Sometimes they're simply curators of occult libraries, sure. But sometimes they're sent to conduct business deals with the Giovanni, to spy on werewolves who are in turn spying on the family Dragon Nest, or to figure out where the vampires in Baltimore like to congregate. Sometimes their lives are very interesting indeed.

Also, while there are no particular powers associated with being Dragon-Touched, they *do* have a greater tendency than normal to be touched by the strange and the uncanny. To be just a little bit second-sighted. To be... not impossible, but *unusual*. A few unique Dragon-Touched merits, detailed at the end of this chapter, help flesh out such individuals.

If you want to play one of the Dragon-Touched, here's how you do it:

Step 1: Character Concept

Start by picking a concept that appeals to you. This concept is most likely going to hinge on your character's relationship to her family, or to any PCs that might be direct family members. Dragon-Touched are typically treated as "support staff," after all.

Next, select a Nature and Demeanor that fit your character.

Step 2: Attributes

Mark down one dot in each Attribute, then rank your three Attribute categories (Physical, Social, Mental) by order of importance to your character. Divide 6 dots among your primary Attributes, 4 dots among your secondary Attributes, and 3 dots among your tertiary Attributes.

Step 3: Abilities

Your Dragon-Touched doesn't get any Aspect Abilities, alas, since she lacks an Aspect. Prioritize your three Ability categories (Talents, Skills, Knowledges) in order of importance. Then spend 11 dots among your primary Abilities, 7 dots among your secondary Abilities, and 4 dots among tertiary Abilities. No Ability can be rated higher than 3 without spending Freebie Points.

Step 4: Advantages

Spend 5 dots among Backgrounds (see below).

Step 5: Finishing Touches

Your Willpower rating is 3. Since the power in your blood is entirely dormant, your Essence rating is 0, and you have no Essence pool.

Finally, spend 21 Freebie Points and, optionally, select up to 7 points of Merits and Flaws.

Freebie Point Costs

Trait	Cost (per dot)
Attribute	5
Ability	2
Backgrounds	1
Willpower	1

Appropriate Backgrounds

When creating your Dragon-Touched character, all of the following Backgrounds are appropriate choices:

Allies (V20, p. 111)

Alternate Identity (V20, p. 111)

Arsenal (**Hunter: the Reckoning**, p. 120-121)

Backup (M20, p. 306-307)

Contacts (V20, p. 112)

Destiny (M20, p. 311-312)

Fame (M20, p. 313-314)

Influence (V20, p. 114-115)

Mentor (V20, p. 115)

Resources (V20, p. 115-116)

Retainers (V20, p. 116)

Secrets (W20 Changing Breeds, p. 212)

Dragon-Touched Merits and Flaws

Awakened Eyes (2 pt. Merit)

Thanks to the quiet power of your bloodline and lifelong exposure to the supernatural, you lack the reflexive response to bury and forget exposure to the great wonders and horrors of the world. You are not subject to the Delirium or Fog, or any other such supernatural forgetfulness. You also don't count as a Sleeper for the purpose of witnessing Awakened magick.

Dragons Never Die (1 pt. Merit)

You enjoy the same stunting benefits as the Exalted.

God-Body (3 pt. Merit)

You're tougher than other people, thanks to your powerful bloodlines. You can soak lethal damage at difficulty 7.

A Touch of Strange

A few exceptional Dragon-Touched go beyond "a little bit second-sighted" and dedicate themselves to fervent study of the occult, only to find that the ancient magic slumbering in their blood makes them well-suited to it. In game terms, they become hedge magicians, and are created according to the rules in **Sorcerer Revised** edition, with additional access to Dragon-Touched Merits.

Longevity (1 pt. Merit)

You're not going to be around as long as your Exalted relatives, but the blood of the Dragons *has* blessed you with unusual longevity. Barring misfortune or murder, you can confidently expect to celebrate at least your 120th birthday, maybe even your 150th, before old age carries you off.

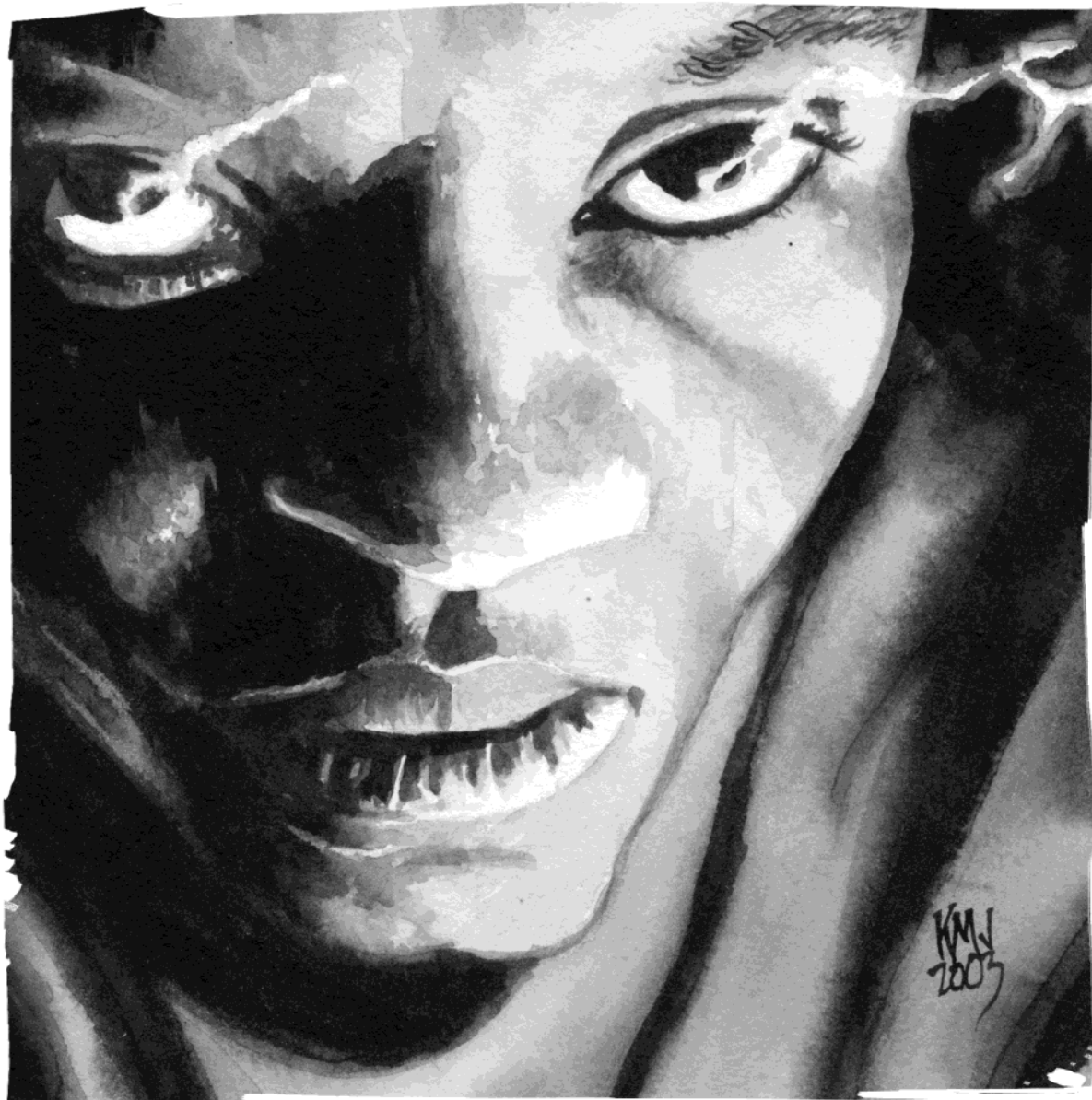
Supernatural Healing (4 or 6 pt. Merit)

Your body shrugs off injury very much like one of the Exalted. For four points, you use the Exalted rather than mortal rules for healing times. For six points, your recuperation is perfect in the same manner as your Exalted relatives, ensuring you don't suffer scars or crippling injuries.

Glow of Divinity (1 pt. Flaw)

If examined by powers which analyze your anima or your soul, your aura hums and crackles with subtle but distinct tracers of elemental manifestations, marking you as a being of magical power. Unfortunately, you wholly lack the power to back up this false-positive, leaving you ill-equipped to deal with attention from the night people.





CHAPTER THREE: THE DRAGON-BLOODED

Alone among the Exalted, the Dragon-Blooded are “natives” of the World of Darkness. They’ve hidden on the periphery of the supernatural world since prehistory. They know the dark prophecies and dire portents of what’s coming. They have families, networks, history, and traditions.

The return of the Celestial Exalted is a flame unleashed upon the world, and it may well consume all of these things. Most of the Terrestrial Exalted were not consulted before the unsealing of the Black Vault, and it’s uncertain how they’ll react as news of its opening spreads. Some, surely, will agree with the motives and decisions made on the slopes of Sagarmatha, but it is just as certain that others will try to protect the world from what they have always been taught is likely to be a calamity beyond comprehension or precedent. Whatever the case, after thousands of years of caution and restraint, the day has come for the Dragon-Blooded to mobilize and act.

Alas that none can be sure what that action will be.

ESSENCE RENEWAL

The Dragon-Blooded are elemental beings, bound to the fabric of Creation rather than chosen for specific duties under Heaven. As such, they draw strength from their ties to the world itself. Once per day, a Terrestrial Exalt can recover 2 Essence by meeting the criteria of her Aspect.

ASPECTS OF AIR

Air Aspects may replenish their Essence by spending an hour meditating in some elevated place where she can feel the wind upon her body.

ASPECTS OF EARTH

Aspects of Earth may replenish their Essence by spending an hour in meditation somewhere beneath the earth, or at least half-submerged in soil.

ASPECTS OF FIRE

Aspects of Fire may replenish their Essence by spending an hour meditating in a sweat lodge, steam bath, or otherwise surrounded by heat or smoke.

ASPECTS OF WATER

Aspects of Water may replenish their Essence by spending an hour floating or meditating in water. Meditating beneath a waterfall is traditional, but laying down in a bathtub while submerged up to the neck will do in a pinch.

ASPECTS OF WOOD

Aspects of Wood may replenish their Essence by spending an hour meditating while surrounded by plant life. Natural settings are preferred, but farmland or a large garden or greenhouse will also serve.

CHARACTER CREATION

Creating one of the Dragon-Blooded works a lot like creating any other **World of Darkness** character. The steps are outlined below:

Step 1: Character Concept

- Consult with other players and come up with an appealing concept.
- Pick out the Aspect that fits best, and note its anima effects (see below).
- Select Nature and Demeanor.

Step 2: Attributes

- Mark down one dot in each Attribute.
- Rank categories of Attributes (Physical, Social, Mental) in order of importance to your character.
- Divide 7 dots among primary Attributes, 5 dots among secondary Attributes, and 3 dots among tertiary Attributes.

Step 3: Abilities

- Note Aspect Abilities (see below).
- Rank categories of Abilities (Talents, Skills, Knowledges) in order of importance to your character.
- Divide 13 dots among primary Abilities, 9 dots among secondary Abilities, and 5 dots among tertiary Abilities.
- No Ability can have more than 3 points without spending Freebie Points.

Step 4: Advantages

- Choose one category of Dragon-Blooded Charms as Favored Charms. Favored Charms receive the same experience point discount as Aspect Charms.
- Choose Charms (5 dots in total). At least 3 dots of Charms must be from your Caste Charms.
- Select 5 dots of Backgrounds.
- Write down three Intimacies.

Step 5: Finishing Touches

- Record Willpower (5), Essence rating (1), and Essence pool (5). Essence pool begins at maximum.



- Spend Freebie Points (15), and, optionally, purchase Merits and Flaws (max. 7 points).

Freebie Point Costs

Trait	Cost (per dot)
Attribute	5
Ability	2
Caste Ability	1
Charm	(rating x 3)
Ancient sorcery spell	5
Essence	10
Backgrounds	1
Willpower	1

ASPECT FEATURES

When you select your Caste, note its *Anima power* and its *Caste Abilities*.

- **Air:** Erudite scholars and fierce fighters, Aspects of Air are equally adept at subtle action and explosive violence.

Aspect Abilities: Academics, Athletics, Awareness, Etiquette, Finance, Firearms, Occult, Stealth

Anima: Air Aspects ignore falling damage, and triple their jumping distance and height.

- **Earth:** Stolid, certain, resolute, and implacable, Aspects of Earth resonate with the hidden depths of things and the ways of crafting the world into permanent forms.

Aspect Abilities: Alertness, Brawl, Computer, Crafts, Intimidation, Leadership, Science, Technology

Anima: Earth Aspects reduce the difficulty of all soak rolls by 1.

- **Fire:** Passionate, impulsive, lusty, and violent, Aspects of Fire are equally at ease in the midst of a wild fight or wild party.

Aspect Abilities: Athletics, Drive, Empathy, Etiquette, Expression, Intimidation, Melee, Technology

Anima: Fire Aspects are immune to damage from fire. Additionally, when a Fire Aspect's anima flares, it does so as real rather than spiritual flames, inflicting lethal damage to anyone in close proximity to the Dragon-Blooded as though she were a bonfire (two levels of lethal damage per round of exposure, difficulty 6 to soak).

- **Water:** Smooth, adaptable, and sometimes sinister, Aspects of Water can go with the flow and exploit whatever situation they find themselves in to their best advantage.

Aspect Abilities: Brawl, Computer, Expression, Investigation, Larceny, Law, Politics, Streetwise, Subterfuge

Anima: Water Aspects may breathe underwater, and swim at their full movement speed. When their anima is flaring, they can also run across the surface of water.

- **Wood:** At times nurturing, at times venomous, Aspects of Wood understand the connections between living things and living systems.

Aspect Abilities: Animal Ken, Athletics, Awareness, Empathy, Finance, Medicine, Performance, Survival

Anima: Wood Aspects are immune to poison. While her anima flares, the Wood Aspect becomes poisonous to the touch; anyone making skin contact with her must soak 2 lethal damage per turn of contact.

APPROPRIATE BACKGROUNDS

When creating your Dragon-Blooded, all of the following Backgrounds are appropriate choices:

Allies (V20, p. 111)

Alternate Identity (V20, p. 111)

Arsenal (**Hunter the Reckoning**, p. 120-121)

Backup (M20, p. 306-307)

Contacts (V20, p. 112)

Destiny (M20, p. 311-312)

Fame (M20, p. 313-314)

Fetish (W20, p. 137-138)

Influence (V20, p. 114-115)

Jade Talisman (**Kindred of the East**, p. 86-87)

Magic Artifact (**Kindred of the East**, p. 87)

Mentor (V20, p. 115)

Resources (V20, p. 115-116)

Retainers (V20, p. 116)

Secrets (W20 **Changing Breeds**, p. 212)

Spies (M20, p. 325)

Totem (W20, p. 140)

Wonder (M20, p. 328)

Dragon-Blooded also have a few new Backgrounds they may purchase, and there are a few things to note about their use about the Backgrounds listed above.

JADE TALISMAN

Dragon-Blooded may use talismans of pure jade in much the same manner as the Hungry Dead, save that they store their own elemental Essence within the talismans rather than stolen chi.

NEW BACKGROUND: DRAGON NEST

Your character has seized or discovered a Dragon Nest—whichever the case may be, it's hers now. Rather than rating its size or power, dots in this Background measure how secure the Dragon Nest is from hostile intrusion. Each dot of Dragon Nest increases the difficulty of all efforts to infiltrate or attack the Nest by anyone you haven't granted access to, and a -1 difficulty bonus to your attempts to spot, track, and identify intruders, or to defend the Nest from assault.

Note that this Background represents a Dragon Nest under the personal control of the character (or at least a group of characters, if the players have pooled their Background dots to buy

it). It does *not* represent access to a Nest controlled by the Exalt's family, which she is permitted to access at their sufferance.

NEW BACKGROUND: DRAGON-TOUCHED

Dragon-Touched are relatives of the Terrestrial Exalted who carry the blood but not the power of the elemental dragons of old. Through this Background, the character has direct and personal relationships with a number of Dragon-Touched relatives. They know who and what you truly are, and are willing to help you out to the best of their mortal and fairly limited abilities.

- Two Dragon-Touched
- Five Dragon-Touched
- 10 Dragon-Touched
- 20 Dragon-Touched
- 50 Dragon-Touched

SPECIAL RULES FOR DRAGON-BLOODED

In addition to the rules that normally govern the Exalted, Dragon-Blooded have a few special rules and features.

ASPECT MARKINGS

Dragon-Blooded Exaltation is physical, and leaves its mark upon their very flesh. Most Dragon-Blooded carry some subtle physical indication of their Aspect.

Aspects of Air may have blue-tinged lips, eyes which reflect clouds even when indoors, gusts of wind which blow through when their passions are high, or skin that is always cold to the touch.

Aspects of Earth are often solidly-built, with heavy frames. Their skin may feel gritty even when they are immaculately clean; as they age, their wrinkles seem like deep cracks or seams. If they are attractive, it may be the flawless polish of a classical statue.

Fire Aspects trend to red hair, red eyes, or birthmarks that look like plumes of smoke.

They're often warm to the touch, or are surrounded by a faint aroma of smoke.

Water Aspects often have wavy hair and dark eyes. They may seem vaguely damp or slick to the touch (even though they're not actually wet). They often smell of the sea, or the earth after rain.

Wood Aspects trend to eyes and hair in brilliant natural shades, from autumn riot to a verdant green others erroneously assume is the product of dye. They smell of the forest.

ANIMA FLUX

All Dragon-Blooded are trained to be cautious with their use of Essence, because alone among the Exalted, their anima flare is highly destructive.

An Aspect of Air in full anima flare is surrounded by rampaging winds and even the occasional blast of wild electrical discharge. Earth animas grind anything caught within their nimbus into rubble. Water animas are filled with wild riptide currents and are powerfully corrosive. Wood animas batter and smash whatever is caught in them, and periodically surge into frantically twisting mandalas of ripping thorns. And fire animas are most destructive of all, manifesting as literal, completely real flames. While an incautious member of any of the other Aspects can wreck the furniture or damage a vehicle with her anima during an incautious flare, a Fire Aspect can easily burn down an entire building if she loses control.

When a Dragon-Blooded anima manifests, everything within 1 yard of the Dragon-Blooded suffers one automatic level of lethal damage each round, which may be soaked as normal. Fire animas are more destructive, inflicting two levels of lethal damage (which may be aggravated for many supernatural beings that are vulnerable to fire).

ELEMENTAL MANIPULATION

Dragon-Blooded may, with a moment's concentration, perform very minor manipulation of their Aspect element. These aren't

mechanically consequential, but rather take the form of parlor tricks such as closing a book with a small gust of wind, lighting a cigarette with a fingertip, or causing a flower to momentarily incline toward the Exalt, or to bloom in response to her gesture. If used in any situation with actual stakes—such as quietly setting a stack of sensitive papers on fire, or using a splash of water to cause a momentary distraction—roll Wits + Occult against difficulty 8 to see if the character can summon the necessary power and precision.

CHARMS

The Charms of the Dragon-Blooded are divine expressions of the five elements, channeled through living flesh.

AIR CHARMS

EXCELLENCE OF THE RAGING STORM: (ABILITY) (•)

By feeding raw Essence into her actions, an Aspect of Air may perform feats far beyond the human norm.

System: Select one of the following Abilities when purchasing this Charm: Academics, Athletics, Awareness, Etiquette, Finance, Firearms, Occult, or Stealth. At any time, the player may reflexively spend 1 Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Raging Storm cannot add more dice than a roll's (Ability) score. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your Ability cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Air Aspects get all versions of this Charm with a single purchase.

SOUNDLESS ACTION PRANA (•)

The Dragon-Blooded stirs the air to smother all noises she makes, or to carry them far away.



System: Spend 1 Essence or 1 Willpower. For the rest of the scene, the character's actions make no noise at all unless she wishes them to.

LANGUAGE LEARNING RITUAL (•)

By spending at least an hour listening to a language, the Dragon-Blooded may gain temporary fluency in it.

System: Spend 1 Essence and roll Intelligence + Academics (difficulty 6) to capture a swirl of unfamiliar words within the familiar embrace of the wind. The character gains fluency in the targeted language for a number of days equal to the successes rolled. If no successes are rolled, gain fluency for one scene.

WIND-CARRIED WORDS TECHNIQUE (•)

The Dragon-Blooded may entrust her words to the wind, letting it carry whatever she says to a desired recipient.

System: The character concentrates and speaks up to several sentences, then rolls Wits + Etiquette. The wind carries her words to a desired character up to (successes x 10) miles away. If the target is the subject of one of her Intimacies, or if the Dragon-Blooded spends 1 Essence, they may be up to (successes x 100) miles away.

DISTRACTING BREEZE MEDITATION (••)

The Dragon-Blooded may stir the wind to knock over small objects, slam doors, rustle curtains, and otherwise cause small distractions.

System: Spend 1 Essence and roll Dexterity + Subterfuge. For the next (1 + successes rolled) scenes, all opposed rolls against the Dragon-Blooded (such as to detect her while she hides, or to dodge her attacks) are made at +1 difficulty.

SPIRIT-DETECTING MIRROR TECHNIQUE (••)

The Exalt may attune her senses to reality's otherworldly emanations, glimpsing them in reflective surfaces such as mirrors or still water.

System: Concentrate and either roll Perception + Occult (difficulty 8) while staring into a reflective surface, or spend 1 Essence to

bypass the roll. For the rest of the scene, the Exalt can see the Penumbra, Shadowlands, or Chimerical reality within that reflective surface.

WIND WEAPONS (••)

With but a moment's concentration, the Exalt may solidify melee or throwing weapons out of the very air itself.

System: Roll Wits + Athletics to sculpt a desired melee or throwing weapon from the air itself. Melee weapons last for the rest of the scene, while throwing weapons dissipate after being hurled, only to be immediately replaced by a fresh copy. Alternately, spend 1 Essence to reflexively begin wielding Wind Weapons without needing to spend a turn in concentration.

ELEMENTAL SUCCOR METHOD (•••)

By seeking refuge in her Aspect element, the Dragon-Blood may rapidly restore herself to health.

System: By resting while surrounded by a potent manifestation of her Aspect—strong winds, bare soil, intense heat, immersing water, or growing things—the Dragon-Blood may heal bashing damage at a rate of one level every fifteen minutes, and lethal damage at a rate of one level per hour.

WIND BETWEEN WORLDS PASSAGE (•••)

The Dragon-Blooded attunes herself to the wind that blows between layers of reality, and follows it into one of the otherworlds.

System: Spend 1 Essence and roll Wits + Occult against a difficulty of the local Shroud, Gauntlet, or Banality rating. Success transports you into an otherworld of your choice: the Penumbra, the Shadowlands, or—if used at a Trod—the Near Dreaming. This Charm may also be used in reverse to return to the material world.

Knowing this Charm also permanently conveys the ability to speak to and understand spirits.

ELEMENTAL BOLT ATTACK (•••)

The Dragon-Blooded concentrates her Essence into a weapon, hurling a deadly elemental manifestation at her enemies. For Air Aspects this Charm takes the form of a lightning bolt. Earth Aspects hurl a jagged stone spike, while Fire Aspects launch a bolt of flame. Water Aspects toss a lance of jagged ice, while Wood Aspects strike with a wooden javelin.

System: Roll Dexterity + Athletics (difficulty 5) to aim the attack. The bolt has a damage rating of 5 (lethal) and a range of 40; spending 1 Essence raises this to damage 8 (lethal), range 60.

ELEMENTAL CONCENTRATION TRANCE (••••)

By intently focusing her Essence, the Dragon-Blooded may compress many days of study into an hour.

System: Spend 1 Essence and roll Intelligence + Academics (difficulty 7). The player may add the character's Essence rating in additional Ability dots to whatever subjects or activities the character studied. These dots remain for a number of days equal to the successes rolled. Only one instance of this Charm may be active at a time.

ELEMENTAL EMPOWERMENT MEDITATION (••••)

In extreme circumstances, the character may cannibalize her Aspect element for power, ripping the Essence out of the world and leaving it injured and barren.

System: Roll Strength + Occult (difficulty 7) in the presence of a significant manifestation of the character's Aspect element (strong winds, great stoneworks, roaring flames, etc). Each success restores one Essence, but also destroys or ruins the focus of this Charm: stone crumbles, the wind stills, water becomes stagnant, plants die, fires are extinguished. Additionally, the Gauntlet rating for a mile around where this Charm was used is raised by 1 per success for the next year. Habitual use of this Charm tends to enrage the

spirit world, and may draw hostile attention from other supernatural beings such as shapeshifters and magicians. Most Dragon-Blooded families absolutely forbid its use within a Dragon Nest.

VENGEFUL GUST STRIKE (••••)

The Dragon-Blooded learns to harness the gale as her weapon, sending foes flying.

System: If one of the character's attacks inflicts at least two points of damage after soak, the player may send the target flying 5 yards per dot of the Exalt's Dexterity (or spend 1 Essence to gain this effect even if the attack's damage isn't sufficient to trigger it automatically). Upon landing, they must soak one level of bashing damage, plus an additional level per 10 yards they didn't travel due to striking a hard surface prematurely. This Charm is equally effective whether delivered with a fist, baseball bat, axe, bullet, or whatever else.

DRAGON SHROUD TECHNIQUE (•••••)

The Dragon-Blooded can wrap herself in a shroud of concealing air, becoming little more than a faint shimmer.

System: Spending 2 Essence renders the Exalt invisible and impossible to notice for the rest of the scene, so long as she doesn't make some sort of loud noise or take blatant action such as attacking or tipping over a bookshelf.

WHIRLWIND SHIELD FORM (•••••)

The Dragon-Blooded bends ferocious air currents around herself, creating a defensive barrier against ranged attacks.

System: Spend 1 Essence reflexively. For the rest of the scene, the character gains her Dexterity in additional soak dice against damage from ranged attacks.

EARTH CHARMS

EXCELLENCE OF THE ETERNAL MOUNTAIN: (ABILITY) (•)

By feeding raw Essence into her actions, the Earth Aspect may perform feats far beyond mortal expectations.

System: Select one of the following Abilities when purchasing this Charm: Alertness, Brawl, Computer, Crafts, Intimidation, Leadership, Science, or Technology. At any time, the player may reflexively spend one Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Eternal Mountain cannot add more dice than a roll's (Ability) score. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your Ability cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Earth Aspects get all versions of this Charm with a single purchase.

RIGHTEOUS LION DEFENSE (•)

The Dragon-Blooded fortifies her convictions with the solidity of the Earth itself, encasing her convictions in the heart of an unassailable mountain.

System: Any attempt to cause or force the Exalt to betray, undermine, or abandon her Intimacies automatically fails.

STONE-CARVING FINGERS FORM (•)

Taking a moment to concentrate her Essence into her fingertips, the Exalt gains the ability to work stone with her bare hands as though it were soft clay.

System: Roll Willpower (difficulty 6) to activate this Charm for a scene. While this Charm has obvious utility in sculpture, it can also be used to dig through or easily climb up stone surfaces.

ALL-ENCOMPASSING EARTH SENSE (•)

By concentrating for a moment, the Dragon-Blooded extends her senses down into the earth itself, "seeing" the weight and tremors of movement upon the ground.

System: Spend 1 Essence or 1 Willpower to activate this Charm for a scene. The character can "see" perfectly in the dark, so long as what she's "seeing" is connected to the ground in any way. This Charm cannot see any flying creature or object, and is entirely useless in or upon deep water or in aircraft.

ENTOMBED MIND TECHNIQUE (••)

The Dragon-Blooded may carefully infuse the somnolent Essence of Earth into someone, placing them into a deep slumber.

System: By force, guile, social obligation or trickery, the Dragon-Blooded must arrange for her target to remain relatively still for five minutes in order to use this Charm. She may then spend 1 Essence and her player roll Stamina + Empathy, contested by the target's Willpower (both at difficulty 6). The target falls asleep for one hour per success by which the Dragon-Blooded wins the contest, and cannot be roused by anything shy of a cacophonous sound or being physically shaken or injured.

IMPERVIOUS SKIN OF STONE MEDITATION (••)

The Dragon-Blooded draws the solidity of stone up from the Earth into her flesh. She must be in contact with stone or soil to use this Charm. Traditionally this is accomplished by standing upon the bare Earth or a stone floor, but many Dragon-Blooded carry a small rock in their pocket, or wear a precious stone on a ring in order to use this Charm at any time.

System: Reflexively spend 1 Essence to activate this Charm. The Dragon-Blooded rolls (Stamina x 2) dice to soak damage for the rest of the scene.

SENSE-RIDING METHOD (••)

Through careful and total concentration, the Dragon-Blooded may insinuate her senses into the mind of another, “riding” their perceptions to see and hear whatever they do.

System: Spend 1 Essence and 1 Willpower to target someone the Dragon-Blooded can see for sense-riding, then roll Perception + Awareness against a difficulty of their Willpower. The Exalt can ride her target’s senses for one hour per success gained, but her own body falls into a comatose state while doing so, and she can only be roused prematurely by voluntarily abandoning the Charm or by taking damage.

OX-BODY TECHNIQUE (•••)

The Terrestrial’s body is fortified with the solidity of the Earth, enabling her to survive grievous injuries.

System: The character permanently gains an additional set of Bruised (-0) and Injured (-1) health levels.

This Charm can be purchased a number of times equal to the character’s Essence rating.

STRENGTH OF STONE TECHNIQUE (•••)

The Dragon-Blooded draws power from the Earth itself into her body. She must be in contact with stone or soil to use this Charm. Traditionally this is accomplished by standing upon the bare Earth or a stone floor, but many Dragon-Blooded carry a small rock in their pocket, or wear a precious stone on a ring in order to use this Charm at any time.

System: Spend 1 Essence to activate this Charm. The Dragon-Blooded adds her Essence rating as automatic successes to any Strength or damage roll for the rest of the scene.

UNFLAGGING VENGEANCE MEDITATION (•••)

Taking a moment to bury her pain and weaknesses deep within, the Dragon-Blooded becomes temporarily unstoppable.



System: Reflexively spend either 1 Essence or 1 Willpower to ignore all wound penalties for the rest of the scene.

UNFEELING EARTH MEDITATION (••••)

With a moment's intense concentration, the Dragon-Blooded may become as enduring as the Earth itself.

System: Spend 1 Essence and roll Willpower (difficulty 6). For each success, the Dragon-Blooded may enjoy one of the following benefits for the rest of the scene:

- She no longer experiences penalties for fatigue and exhaustion, and indeed needs neither rest nor sleep.
- She no longer experiences penalties for starvation or dehydration, and indeed has no need to eat or drink.
- She no longer needs to breathe.
- She does not age.

Alternately, the character may activate this Charm while quietly meditating, and so long as she continues to do so, may extend the Charm's benefits for up to 24 hours.

CHARM OF UNMAKING (••••)

All things are ultimately crafted from that which is gathered from the Earth's bounty. The Dragon-Blooded may return them to their original state.

System: Spend 1 Essence and target an object up to the size of a truck, then roll Strength + Crafts against a difficulty based on the object's complexity (5 for something consisting of only two or three parts or components, 6 for most objects, 7 for complex electronics, large motor vehicles, and the like). Success renders the object back down into its component elements: a car becomes a pile of disassembled parts, while a sword would be reduced to raw iron.

CHAOS-WARDING PRANA (•••••)

The Dragon-Blooded solidifies her Essence to resist hostile magic and the powers of chaos.

System: Whenever the character is the subject of any supernatural power that seeks to transform, infect, taint, transport, or control her body or spirit, the difficulty to do so is raised by 1. If affected anyway, she may spend 2 Essence and roll Stamina + Occult against difficulty 8. Success shatters the hostile magic, protecting the Dragon-Blooded completely.

(ELEMENT)-PROTECTION FORM (•••••)

The Dragon-Blooded enfolds herself in her Aspect element, gaining protection from its hostile manifestations.

System: Spend 1 Essence to activate this Charm. For the rest of the scene, the Dragon-Blooded is immune to environmental damage from her Aspect element (such as storms, avalanches, wildfires, and the like), and lowers the difficulty to soak direct attacks using that element by 1. This Charm may be re-purchased to gain protection from other elements as well, though each version of the Charm must be activated separately. (Metal, it should be noted, is not considered to fall under the direct protection of any element.)

Fire Aspects can skip directly to purchasing protection from other elements, since their anima power already provides comprehensive protection from fire.

RAMPARTS OF OBEDIENT EARTH (•••••)

With but a gesture and a surge of Essence, the Dragon-Blooded may cause trenches to appear in the Earth, walls of stone to burst from the ground, or even to force open gaps in stone surfaces.

System: Spend 2 Essence. For the rest of the scene, the Dragon-Blooded may roll Dexterity + Crafts (difficulty 6 to 8, depending on how large or intricate a trench, pit, wall, or similar manifestation she's trying to create) to manipulate gross quantities of Earth anywhere within 200 yards.

FIRE CHARMS

EXCELLENCE OF THE ROARING FLAME: (ABILITY) (•)

By feeding raw Essence into her actions, the Fire Aspect may perform feats far beyond mortal expectations.

System: Select one of the following Abilities when purchasing this Charm: Athletics, Drive, Empathy, Etiquette, Expression, Intimidation, Melee, or Technology. At any time, the player may reflexively spend one Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Roaring Flame cannot add more dice than a roll's (Ability) score. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your Ability cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Fire Aspects get all versions of this Charm with a single purchase.

BELLOWS-PUMPING STRIDE (•)

The Dragon-Blooded runs, and her footfalls strike flames from the earth, leaving a trail of flames in her wake.

System: Reflexively spend 1 Essence or 1 Willpower. For the rest of the scene, the Dragon-Blooded's movement speed and jumping distance and height are doubled, and when she accelerates to an all-out sprint, she leaves a trail of flames in her wake. These flames are an environmental hazard inflicting one level of automatic lethal damage (difficulty 5 to soak).

ROAD-PUNISHING PEEL OUT (•)

Slamming her accelerator into the floorboard and letting her Essence surge through her vehicle, the Dragon-Blooded leaves a dangerous hazard in her wake.

System: Reflexively spend 1 Essence or 1 Willpower while driving a vehicle all-out to transform the road behind the Exalt into a hazard.

The exact manifestation depends on the character's Aspect.

- **Air:** A massive blast of turbulent air trails in the Exalt's wake, raising the difficulty to maneuver behind her by +2.

- **Earth:** The vehicle's wheels chew up the roadbed, both pulverizing its surface and pulling up spikes of jagged stone from deep within the earth. Anything without tires designed for off-road work will soon be running on four flats.

- **Fire:** The road catches fire in the Exalt's wake, creating an environmental hazard that inflicts two level of lethal damage per round (difficulty 7 to soak).

- **Water:** A slick of ice coats the road where the Exalt passes, increasing the difficulty of all high-speed handling by +2.

- **Wood:** Grasping vines smash up through the road and quickly choke its surface. Everyone trying to drive over the mess suffers a -1 die penalty, and their top movement speed is cut by half.

This Charm lasts as long as the Exalt keeps the pedal to the metal. It can be repurchased to obtain the effects of a non-native Aspect.

DRAGON-GRACED ASSAULT (•)

The Dragon-Blooded imbues an attack with the surging power of elemental Essence. This is the source of fists wreathed in flame, bullets trailing lightning bolts, and baseball bats studded with granite spikes.

System: Reflexively spend 1 Essence when making an attack. The effects of this Charm depend on the Exalt's Aspect:

- **Air:** The attack is surrounded by buffeting winds and crackling lightning. Add two dice to its damage, and if the target suffers any damage after soak, they are knocked sprawling to the ground.

- **Earth:** The attack is studded with jagged protrusions of stone and crystal. Add two dice to its damage, and the target is momentarily stunned; their next action suffers a -2 dice penalty.

- **Fire:** The attack is wreathed in flames. Add three dice to its damage. Some supernatural beings may take aggravated damage due to the flames.

- **Water:** A concentrated edge of water cuts through defenses. The target suffers a -3 penalty to her soak dice.

- **Wood:** The attack is covered in bristling thorns. Add three dice to its damage.

Dragon-Graced Assault can be repurchased to obtain the effects of a non-native Aspect.

LOQUACIOUS COURTIER TECHNIQUE (••)

The Exalt's passion becomes contagious, spilling out of her words to fill the hearts of those around her.

System: Spend 1 Essence. For the rest of the scene, all social rolls reduce their difficulty by -1. If the Dragon-Blooded is speaking in support of one of her Intimacies, reduce the difficulty by -2 instead.

THOUGHTS AS ASHES DEFENSE (••)

Reaching into the passion that burns in her heart, the Dragon-Blooded fans her Essence and burns away any externally imposed thoughts or feelings.

System: Reflexively spend 1 Essence to utterly reject all thought and emotion-altering magic from a specific character or source for the rest of the scene.

MOTH TO THE CANDLE (••)

The Dragon-Blooded stokes her Essence into an irresistible flame which blinds an enemy to all other threats.

System: Select a target, then reflexively spend 1 Essence and roll Charisma + Intimidation against a difficulty of the target's Willpower. For the rest of the scene, they suffer a -2 penalty to attack any other target while the Dragon-Blooded still live. They also suffer +1 difficulty on all attempts to defend against attacks from anyone other than the Dragon-Blooded. An individual can only be subject to one instance of this Charm at a time. If two Dragon-Blooded try to use this

Charm on the same werewolf, for example, the two Charms cancel one another out.

GHOST-FIRE ARSENAL (•••)

The Dragon-Blooded sculpts weaponry out of elemental flames.

System: By taking an action and spending 1 Essence, the Dragon-Blooded can forge almost any personal-scale weapon she desires out of elemental flame, which persists for the rest of the scene. If anyone else tries to pick it up, they suffer 1 automatic level of lethal damage every round they hold onto the weapon. Created weapons may be anything from brass knuckles to a machine gun, but nothing incorporating incendiary or explosive attacks; the Essence of its makeup cannot discriminate between the substance of the weapon and the attack it projects in the case of flamethrowers, and is too inherently unstable to form something like a grenade launcher. Created ranged weapons may be reloaded by exposing them momentarily to another source of fire. Flame-sculpted weapons may inflict aggravated damage to certain supernatural beings.

FLICKERING CANDLE MEDITATION (•••)

Giving herself over to absolute defense, the Dragon-Blooded sways and flickers like a candle before the wind, aggressively untouchable.

System: Reflexively spend 1 Essence. For the rest of the scene, when the Dragon-Blooded uses full defense, she doesn't suffer dice penalties for consecutive defensive actions.

HOPPING FIRECRACKER EVASION (•••)

The Dragon-Blooded twists the Essence of her enemy's killing intent into explosive flames, hurling herself across the battlefield to avoid rapid sequences of attacks.

System: Reflexively spend 1 Essence. For the rest of the round, each time the Dragon-Blooded has been targeted by an attack and finishes resolving it, she may reflexively hurl herself 10 yards in any direction of her choosing. She can use this to get away from a rapid flurry of extra action attacks, disentangle herself from a pile of enemies,

or even try to hurl herself behind cover to avoid automatic gunfire.

PASSION-TRANSMUTING NUANCE (•••)

Blowing on the heart of another, the Dragon-Blooded fills their soul with smoke and flame, confusing their passions and manipulating them into whatever she desires.

System: Spend 1 Essence and roll Manipulation + Empathy against a difficulty of the target's Willpower. This Charm governs the emotions of lust, rage, and terror. If the target is experiencing any of the three, and the Dragon-Blooded's roll succeeds, she may transform that emotion into one of the other two at an equal degree of intensity. This can sometimes force vampires and werewolves to roll to resist anger of fear frenzy, or snap them out of those states.

FIVEFOLD DRAGON SHOUT (••••)

The Dragon-Blooded dredges up all the power of her Essence, and releases it as a mighty roar which bathes the battlefield in a wild and uncontrolled manifestation of elemental fury.

System: Spend 2 Essence and roll Charisma + Intimidation against difficulty 6. A blast of unleashed elemental power washes over everyone within 5 yards for each success rolled.

- **Air:** For Air Aspects, this is the Storm-Throated Thunder Shout. Everyone caught in the blast is knocked prone and must soak 3 levels of bashing damage.

- **Earth:** For Earth Aspects, this is the Earth-Shattering Dragon Roar. Everyone caught in its area of effect is knocked prone, must soak 2 levels of bashing damage, and suffers -1 dice to all actions for the next two rounds.

- **Fire:** For Fire Aspects, this is the Incendiary Fire Dragon Shout. Everyone caught in its area of effect must soak three automatic levels of lethal damage. This may be aggravated damage against some supernatural creatures, and the blast leaves particularly flammable objects still burning.

- **Water:** For Water Aspects, this is the All-Consuming Tsunami Shout. Everyone caught in its

area of effect must soak one automatic level of bashing damage, and their lungs are also filled with water. They suffer a -3 dice drowning penalty on all actions until they successfully take an action to make a Stamina roll (difficulty 7) to vomit up a great quantity of water.

- **Wood:** For Wood Aspects, this is the Verdant Cry of the Wood Dragon. Everyone caught in its area of effect must soak two automatic levels of lethal damage, and the area is left covered in tangles of sudden plant growth that raises the difficulty of all actions taken within the affected area by +1.

Fivefold Dragon Shout can be repurchased to obtain the effects of a non-native Aspect.

RINGING ANVIL ONSLAUGHT (•••••)

The Dragon-Blooded's attacks strike, one after another, like a smith's hammer shaping white-hot steel.

System: Spend 1 Essence reflexively. At the end of the round, after all characters have taken their actions, the character may make a number of additional attacks at her full dice pool equal to the lowest of her Brawl, Melee, or Firearms Abilities (to a minimum of 1). Terrestrial families often train their scions in multiple fields of martial competence to maximize the usefulness of this potent Charm.

COMET-DEFLECTING DEFENSE (•••••)

The Dragon-Blooded moves into a perfected moment, flaring the inner spark of her Essence into a momentary, invincible conflagration. In its wake, she is briefly left as little more than exhausted ashes, but at least she still endures.

System: Reflexively spend 1 Essence to perfectly parry an attack of which the Exalt is aware. This Charm is so taxing that the character loses her next turn. She can only use Comet-Deflecting Defense once per scene.

SAFETY AMONG ENEMIES (•••••)

The Dragon-Blooded dodges through the midst of her enemies, confusing them with the bright gleam of her eyes and contrails of smoke that



trail in her wake. Before they know what has happened, they lay dead, cut down by their own crossfire.

System: Reflexively spend 1 Essence or 1 Willpower after successfully dodging an attack to redirect all the successes of that attack at a different character within range to be plausibly struck by the attack.

WATER CHARMS

EXCELLENCE OF THE CRASHING WAVE: (ABILITY) (•)

By feeding raw Essence into her actions, the Water Aspect may perform feats far beyond mortal expectations.

System: Select one of the following Abilities when purchasing this Charm: Brawl, Computer, Expression, Investigation, Larceny, Law, Politics, Streetwise, or Subterfuge. At any time, the player may reflexively spend one Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Crashing Wave cannot add more dice than a roll's (Ability) score. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your Ability cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Water Aspects get all versions of this Charm with a single purchase.

NAKED THIEF STYLE (•)

The rise and fall of tumblers within a lock is not, in its way, so unlike the motions of ocean waves. The Dragon-Blooded may pick locks and otherwise defeat security measures without any specialized or even improvised tools.

System: The character suffers no penalties for lacking proper tools for lockpicking, safecracking, jimmying windows, and the like, nor is any such action flatly impossible for lack of necessary tools.

WINDOW-IN-THE-DOOR TECHNIQUE (•)

The Dragon-Blooded passes her hand over a wall, and a small portion of it briefly becomes as transparent to her as a calm stream.

System: Spend 1 Essence or Willpower and roll Perception + Larceny against difficulty 6. The Dragon-Blooded can see through a small section of enchanted wall for one minute per success, or one hour per success if she spends 1 Essence *and* 1 Willpower.

PERFECT GAMBLING PRANA (•)

With a tilt of her hand and a small burst of Essence, the Dragon-Blooded may alter the flow of probability so that it takes the course she desires.

System: Spend 1 Essence or 1 Willpower while observing something governed entirely by chance: the dealing of cards, the fall of dice, the automated generation of a random-number string for a password, a raffle drawing. What should be up to sheer randomness instead generates the outcome the Dragon-Blooded desires.

CONFLUENCE OF SAVANT THOUGHT (••)

When the Dragon-Blooded stands amidst the complex workings of a formal organization, knowledge of its structural workings trickle down to inform her smooth interactions with it.

System: When the Exalt engages with bureaucracy or labyrinthine systems such as courts of law, corporate networks, or government offices, red tape parts before her like the Red Sea and she is able to proceed in a mere fraction of the normal time.

HOMEWARD TRAIL DISCOVERY METHOD (••)

Everyone trails the Essence of their home behind them, and the Dragon-Blooded may follow that stream back to its source.

System: Spend 1 Essence and roll Perception + Awareness against a difficulty of the target's Willpower. Success allows the Dragon-Blooded to depart immediately and follow her instincts unerringly back to the building or structure that the

target considers their primary home. This Charm is no more accurate than locating a building—it won't lead to a specific apartment, for example.

DROWNING EMBRACE (••)

The Dragon-Blooded impregnates an attack with the invasive Essence of water, allowing her to drown her enemies on dry land.

System: Reflexively spend 1 Essence to enchant an attack with this Charm. If it deals any damage, then the target's lungs fill with water. They suffer a -3 dice drowning penalty on all actions until they successfully take an action to make a Stamina roll (difficulty 7) to vomit up a great quantity of water. Characters asphyxiate if they cannot do so within (their Stamina x 2) rounds.

If the Dragon-Blooded locks the target into a grapple, they become incapable of vomiting up the water drowning them until they have broken free.

OBSERVER AWARENESS METHOD (••)

No one can gaze upon water without the water capturing their likeness in turn. The Dragon-Blooded becomes keenly aware when she is being watched.

System: The difficulty to determine if the character is under observation is always lowered by -2.

STONE AND RIVER REVELATION (•••)

The Dragon-Blooded, faced with a piece of evidence at the scene of a mystery, can follow her instincts until she reunifies it with the culprit responsible for its creation.

System: The character touches a bit of physical evidence, spends 1 Essence, and roll Perception + Investigation against difficulty 6. If she gains any successes, then she also gains a flash of insight which replays in her mind's eye the events of the crime or occurrence that generated the evidence she found.

RIPTIDE METHOD (•••)

The Dragon-Blooded's muscles surge with the inevitable fury of the undertow, drawing an enemy into an embrace from which there is no escape.

System: Reflexively spend 1 Essence when the character attempts to lock on or maintain a grapple to add her Brawl rating in additional dice. This bonus remains in place until the opponent is unconscious or dead, or is released from or breaks free of the grapple.

THRASHING CARP SERENADE (•••)

The Dragon-Blooded casts turbulent Essence into the workings of a bureau, organization, or project, damming up its efficient function.

System: The character can spend 2 Essence to target a specific office or project with terrible inefficiency for the rest of the current story. Everyone involved in pushing the project forward increases the difficulty of all rolls to do so by 1.

GEESSE FLYING SOUTH ADMINISTRATION (••••)

Sometimes a diligent leader cannot be present for even the most crucial of tasks, and must entrust her power and authority to others. The Dragon-Blooded has learned to do so, and can pour her elemental miracles into one of the Dragon-Touched, as one fills a cup with water.

System: Touch one of the Dragon-Touched and spend as much Essence as desired. The Dragon-Touched gains however many of her Charms the Dragon-Blooded wishes to impart, as well as a pool of Essence with which to use them equal to the Essence contributed to this Charm. While the Dragon-Touched is in possession of the bestowed Charms, their original owner cannot use them, and the Dragon-Touched has no way to replenish their borrowed Essence; once it's gone, it's gone.

This Charm lasts until the Dragon-Blooded spends a moment's concentration to reclaim her loaned-out Charms. She cannot reclaim any unspent Essence; that is simply lost.

FLOW PAST DEFENSES (•••••)

Water finds a way through anything, given time enough. So it is with the Exalt's attacks.

System: Reflexively spend 1 Essence. For the rest of the scene, all defenses rolled against her attacks must discard one success.

FALSEHOOD UNEARTHING ATTITUDE (•••••)

The Dragon-Blooded becomes keenly aware of the disturbances and ripples in a person's Essence that indicate deceit.

System: Reflexively spend 1 Essence to interrogate a statement made to the Dragon-Blooded. If the speaker is intentionally attempting to speak falsehood, the Exalt detects it as a dark shadow passing beneath the speaker's words.

BOTTOMLESS DEPTHS DEFENSE (•••••)

Faced with the inevitability of harm, the Dragon-Blooded learns to trade calamity for lesser suffering, sending her enemy's attack spiraling away into the depths of the element of water itself. That ancient abyss has absorbed so much pain over the years that some measure of it overflows back into the Exalt, making some degree of injury unavoidable.

System: Reflexively 1 Essence when struck by an attack which inflicts damage. That damage is negated, and the Dragon-Blooded instead suffers one automatic level of aggravated damage.

This Charm may only be used once per scene.

WOOD CHARMS

EXCELLENCE OF THE VERDANT FOREST: (ABILITY) (•)

By feeding raw Essence into her actions, the Wood Aspect may perform feats far beyond mortal expectations.

System: Select one of the following Abilities when purchasing this Charm: Animal Ken, Athletics, Awareness, Empathy, Finance, Medicine, Performance, or Survival. At any time, the player may reflexively spend one Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Verdant Mountain cannot add more dice than a roll's (Ability) score. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your Ability cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to

add dice to each Ability separately. Wood Aspects get all versions of this Charm with a single purchase.

HIDDEN PETAL ARIA METHOD (•)

As beautiful flowers may conceal deadly poison, so the Dragon-Blooded's performance contains concealed messages for select members of her audience.

System: Spend 1 Essence while enacting a live performance to embed a secret, hidden message inside the words, motion, or music. This hidden message can only be discerned by those the Dragon-Blooded intends to address it to.

TALENTED IMPROVISATION (•)

So bright is the Exalt's smile, so ringing her laughter, so disarming her mannerisms that she can smoothly recover from any misstep or mistake.

System: Should the Dragon-Blooded botch or fail at any social roll, she may spend 1 Essence to attempt to re-roll it once.

DISEASE-BANISHING TECHNIQUE (••)

By infusing a patient with the Essence of the good and growing Earth throughout the course of a treatment, the Dragon-Blooded empowers them to throw off any disease.

System: After a holistic regimen of traditional remedies lasting several hours, the Dragon-Blooded's patient makes a Stamina roll against difficulty 6 (or 9 in the case of an illness deemed incurable by mortal medicine), adding one die for each Essence the Exalt spends on this Charm (minimum of 1). A single success cures whatever ailment they are being treated for.

TRAIL-CONCEALING MEASURE (••)

The world tidies itself in the Dragon-Blooded's wake, making it nearly impossible to tell where she has passed.

System: Spend 1 Essence or 1 Willpower. Henceforth, anyone trying to track the Exalt across the route she takes for the next several hours does so at difficulty 9.

WILD-WANDERING FORESTER STYLE (••)

Nature welcomes the return of the Dragon-Blooded. Predators avoid her, and the wilderness offers up shelter and bounty for the taking.

System: The Dragon-Blooded makes all Survival rolls to remain safe, comfortable, and fed in the wilderness at difficulty 3. By spending 1 Essence, she becomes immune to environmental damage from extreme weather or temperatures (but not actual flames, lava, etc) for one day.

ENCHANTING PERFORMANCE (••)

Over the course of an intimate, one-on-one artistic performance, the Dragon-Blooded lulls her target into a suggestive state, and may plant commands deep into their psyche.

System: Spend 2 Essence and roll Appearance + Performance against a difficulty of the target's Willpower rating. One or two successes will allow the Dragon-Blooded to command her target to do anything that doesn't seem tremendously unusual or out of character. With three or four successes, she can command the target to do anything that doesn't endanger themselves or a loved one. With five or more successes, the target will risk his lives and the lives of others at the Exalt's command.

Enchanting Performance cannot hypnotize a target into harming or killing himself, compel him into certain death, or force him to betray his Nature. It also can't create indefinite orders like "mail me a letter every Saturday telling me what the Prince is doing." Any lingering orders fade after a year has passed.

QUARRY REVELATION TECHNIQUE (•••)

The Dragon-Blooded can read the shape her quarry leaves in the world; it is as though the land, the plants, the air itself conspire to lead her to her prey.

System: Once the character finds some evidence of a trail to follow, her player may spend 1 Essence to perfectly track the target for the next 24 hours. No roll is needed.

WOUND-CLOSING TOUCH (•••)

The Dragon-Blooded's ministrations fortify the burgeoning life within her patient, urging his flesh to recover in record time.

System: After a mere scene of treating and ministering another character, the Dragon-Blooded may spend 1 Essence and roll Intelligence + Medicine. For each success, her patient converts one level of lethal damage into a level of bashing damage, or heals one level of bashing damage altogether.

LIFE-SWELLING SAP STRIKE (•••)

In the hands of the Dragon-Blooded, wood is not merely a hard substance suitable for cracking skulls or shaping into arrows, it is a vector for life itself, and thus inimical to the undead.

System: Reflexively spend 1 Essence when wielding a wooden weapon. For the rest of the scene, it inflicts aggravated damage to undead targets, causing their flesh to untwist into fresh flowers and to transform into knotted roots.

SWALLOWS DEFEND THE NEST (••••)

Guided by an unerring instinct to protect life, the Dragon-Blooded may send forth deadly projectiles to protect herself or another, parrying attacks with knives, arrows, or bullets.

System: Reflexively spend 1 Essence or 1 Willpower in response to an attack, and roll Dexterity (Athletics or Firearms) to parry it. The attack needs not be made against the Exalt herself. If parrying with wooden projectiles such as arrows or throwing batons, roll against difficulty 5 rather than 6.

BLOSSOM HIDES THORNS (••••)

Nature is a constant dance of life and death, but most observers see only the tranquility of the glade. So it is with the struggles of the Dragon-Blooded, who may conceal a raging firefight with a pack of werewolves as nothing more than students filming a movie, or a particularly energetic flash mob.

System: Reflexively spend 1 Essence to entangle a scene of violence in a concealing shroud of Essence that weaves it into the normal goings-on of the world. Ordinary people cannot perceive the battle as anything supernatural or even truly threatening unless they suffer a direct injury from it.

ELEMENTAL HALO'S MERCY (••••)

The Dragon-Blooded, through careful practice and refinement, learns to modulate her anima flux so that it discriminates between friend and foe.

System: The Dragon-Blooded no longer destroys anything with her anima flux that she does not mean to destroy.

RAVENOUS THORN TECHNIQUE (•••••)

Imbuing a wooden weapon with the febrile Essence of unchecked growth, the Dragon-Blooded fills her target's flesh with rapidly-expanding roots and thorns that relentlessly seek the heart.

System: Reflexively spend 1 Essence when making an attack with a wooden weapon. If it inflicts any damage, then the target must soak a level of automatic lethal damage at the beginning of each round for a number of rounds equal to twice the Dragon-Blooded's Essence rating. If this Charm inflicts 3 lethal damage on a vampire or one of the hungry dead in permanent yin imbalance, they are staked.

MOST BENEFICENT SEED OF THE FIVE DRAGONS (•••••)

Through the most careful cultivation of her Essence, the Dragon-Blooded awakens the seed of the other four elements within her soul.

System: By spending ten minutes in absolute meditation and spending 1 Essence, the Dragon-Blooded may change her Aspect to that of a different element for 24 hours. She exchanges her anima power for that of her new Aspect, and all of her Charms treat her as though her assumed Aspect was her native one. The 1-dot "Excellence" Charms are a special case; while wearing an assumed Aspect, these grant her temporary access to any Ability boosts her new Aspect ought to confer, but she *doesn't* lose access to any Abilities her native Aspect should grant her.



CHAPTER FOUR: THE SOLAR EXALTED

The returned Solars have both the potential and the likelihood to crash into the World of Darkness like runaway trains. Chosen from the ranks of those aware of the supernatural world—often as its victims—most of the newly resurgent Solars know little of the night people, or the complex societies, pacts, and power balances they maintain. What they *are* likely to know is that they saw a vampire attack their sister at the club, and now they can outrun and outfight that vampire.

It's a surefire recipe for chaos. Let's take a look at the ingredients.

Essence Renewal

In the age of legends, each Solar caste was selected to fulfill particular duties at Heaven's behest. Although Heaven has grown silent, each Exaltation still remembers its original purpose, and surges with power when it fulfills that ancient function. Once per scene, a Solar can recover 3 Essence by meeting the criteria of her caste.

Dawn Caste

Solars of the Dawn Caste may replenish their Essence whenever they defeat a supernatural opponent or overwhelming mortal opposition, protect a vulnerable friend or ally, or use their martial prowess to advance or protect an Intimacy.

Zenith Caste

Solars of the Zenith Caste may replenish their Essence whenever they inspire someone else, endure great hardship to support or protect an Intimacy, or accomplish a great deed.

Twilight Caste

Solars of the Twilight Caste may replenish their Essence whenever they learn a secret of the supernatural world, learn something that helps them advance or protect an Intimacy, or teach someone else valuable knowledge that materially helps them in some way.

Night Caste

Solars of the Night Caste may replenish their Essence whenever they advance their goals through blackmail, assassination, theft, or similar underhanded means, or protect or support an Intimacy in this fashion.

Eclipse Caste

Solars of the Eclipse Caste may replenish their Essence whenever they advance their goals with their words, connections, and resources; create accord where there was formerly strife; or manipulate people or systems to advance or protect an Intimacy.

Character Creation

Creating one of the Solar Exalted works a lot like creating any other **World of Darkness** character. The steps are outlined below:

Step 1: Character Concept

- Consult with other players and come up with an appealing concept.
- Pick out the Caste that fits best, and note its anima effects (see below).
- Select Nature and Demeanor.

Step 2: Attributes

- Mark down one dot in each Attribute.

- Rank categories of Attributes (Physical, Social, Mental) in order of importance to your character.
- Divide 8 dots among primary Attributes, 6 dots among secondary Attributes, and 4 dots among tertiary Attributes.

Step 3: Abilities

- Note Caste Abilities (see below).
- Rank categories of Abilities (Talents, Skills, Knowledges) in order of importance to your character.
- Divide 13 dots among primary Abilities, 9 dots among secondary Abilities, and 5 dots among tertiary Abilities.
- No Ability can have more than 3 points without spending Freebie Points.
- Divide an additional 5 dots among Caste Abilities. *These* dots are allowed to raise a Caste Ability above 3.

Step 4: Advantages

- Choose one category of Solar Charms as Favored Charms. Favored Charms receive the same experience point discount as Caste Charms.
- Choose Charms (7 dots in total). At least 5 dots of Charms must be from your Caste Charms.
- Select 5 dots of Backgrounds.
- Write down three Intimacies.

Step 5: Finishing Touches

- Record Willpower (5), Essence rating (1), and Essence pool (10). Essence pool begins at maximum.
- Spend Freebie Points (15), and, optionally, purchase merits and flaws Merits and Flaws (max. 7 points).

Freebie Point Costs

Trait	Cost (per dot)
Attribute	5
Ability	2
Caste Ability	1
Charm	(rating x 3)
Ancient Sorcery spell	5
Essence	10
Backgrounds	1
Willpower	1

Caste Features

When you select your Caste, note its *Anima power* and its *Caste Abilities*.

- **Dawn:** Warriors and generals who long ago led and championed the armies of the gods. Dawns are forged in battle, and were often soldiers, boxers, gangsters, or others who had to fight to survive before their Exaltation.

Caste Abilities: Alertness, Athletics, Brawl, Drive, Firearms, Intimidation, Melee, Leadership

Anima Power: Once per scene, you can re-roll an attack, damage, or soak roll and keep the preferred result.

- **Zenith:** Priest-kings, prophets, and orators, who long ago ruled and inspired the people of the age of legends. Zeniths often come from the ranks of activists, community leaders, monks and priests, and those focused on personal excellence.

Caste Abilities: Animal Ken, Empathy, Expression, Intimidation, Law, Leadership, Performance, Survival

Anima Power: By touching an inanimate corpse and spending 1 Essence, the Zenith can immediately burn it to ashes and send its soul onward from this world. This can destroy torpid vampires, and sends wraiths on to Transcendence.

- **Twilight:** Savants, wonder-makers, and occultists, who filled the age of legends with works of power. Twilights are drawn from the ranks of academics, physicians, occultists, investigators, and others whose genius illuminates the world.

Caste Abilities: Craft, Academics, Computer, Investigation, Medicine, Occult, Science, Technology

Anima Power: By spending 2 Essence, the Twilight may disincorporate herself into the dragon lines of the world, reforming some hours later at the boundary of a nearby place of power.

- **Night:** Criminals, spies, and assassins, who filled the wicked with fear and brought death in the night. Nights are drawn from the ranks of those who live outside the acceptable bounds of society.

Caste Abilities: Alertness, Athletics, Computer, Investigation, Larceny, Stealth, Streetwise, Subterfuge

Anima Power: The first 2 Essence the Night spends in a scene don't count toward flaring her anima. Additionally, when her anima *does* flare, she may shroud herself in it like an obscuring cloak, making her impossible to recognize.

- **Eclipse:** Diplomats and bureaucrats who held the golden age together with their deals and their words. Eclipses are drawn from the ranks of those who live by word and by association: politicians, deal-brokers, lawyers, clerks, and the like.

Caste Abilities: Awareness, Empathy, Etiquette, Expression, Finance, Law, Politics, Subterfuge

Anima Power: The Eclipse may spend 1 Essence to sanctify any oath she has personally witnessed, scribing the words of the pact on the air with Essence. Any who should break this oath suffers the wrath of Heaven and is afflicted with a subtle or obvious curse of the Storyteller's devising.

Appropriate Backgrounds

When creating your Solar, all of the following Backgrounds are appropriate choices:

Allies (V20, p. 111)

Alternate Identity (V20, p. 111)

Arsenal (**Hunter the Reckoning**, p. 120-121)

Backup (M20, p. 306-307)

Contacts (V20, p. 112)

Destiny (M20, p. 311-312)

Fame (M20, p. 313-314)

Fetish (W20, p. 137-138)

Influence (V20, p. 114-115)

Magic Artifact (**Kindred of the East**, p. 87)

Mentor (V20, p. 115)

Resources (V20, p. 115-116)

Retainers (V20, p. 116)

Totem (W20, p. 140)

Wonder (M20, p. 328)

Solars may also benefit from the following new Background:

Dragon Nest

Your character has seized or discovered a Dragon Nest—whichever the case may be, it's hers now. Rather than rating its size or power, dots in this Background measure how secure the Dragon Nest is from hostile intrusion. Each dot of Dragon Nest increases the difficulty of all efforts to infiltrate or attack the Nest by anyone you haven't granted access to, and a -1 difficulty bonus to your attempts to spot,

track, and identify intruders, or to defend the Nest from assault.

Charms

These are the miracles by which the Solar Exalted may, perhaps, shift the course of the world... or speed it on its way to disaster.

Dawn Charms

Excellence of the Rising Sun: (Ability) (•)

By feeding raw Essence into martial endeavor, the Chosen of the Dawn may perform feats of battle far beyond the human norm.

System: Select one of the following Abilities when purchasing this Charm: Alertness, Athletics, Brawl, Drive, Firearms, Intimidation, Melee, or Leadership. At any time, the player may reflexively spend 1 Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Rising Sun cannot more than double a roll's (Attribute + Ability) total. Alternately, you may add one Willpower to the Charm's activation cost to add as

many dice as your (Attribute + Ability) cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Dawn Castes get all versions of this Charm with a single purchase.

Hungry Tiger Technique (•)

When the Solar focuses all her attention on a single foe, her strikes become peerlessly deadly.

System: If the character takes no other actions during a round save to attack a single opponent once, then count her extra successes twice for the purpose of determining damage. Spend 1 Willpower to gain this benefit on an attack even if the Solar takes additional actions. Reflexively spend 1 Essence and 1 Willpower to gain this benefit on *all* attacks made during a round.

Heaven Thunder Hammer (•)

The Solar's blows and bullets land with a crash that sends foes flying like leaves in a hurricane.

System: If one of the Solar's attacks inflicts at least two points of damage after soak, the player may

Creatures of Darkness...?

To formally cover the major supernatural beings of the World of Darkness:

Creature	...of Darkness?
Vampires	Yes, unless in Golconda
Most werewolves/Fera	No
Black Spiral Dancers	Yes
Banes	Yes
Fomori	Yes
Most mages	No
Nephandi	Yes
Wraiths and Spectres	Yes
Most Changelings	No
Sluagh, Redcaps, Thallain	Yes
Imbued Hunters	No
Demons	Yes
Mummies	No
Kuei-jin	Yes

In general, mortals "touched" by the supernatural such as ghouls and Kinfolk aren't creatures of darkness. If in doubt, assume that anything that is undead, intrinsically connected to darkness or nightmares, or has been corrupted by or born from forces of cosmic corruption or entropy is a creature of darkness, while anything else isn't.

send the target flying 10 yards per dot of the Solar's Strength (or reflexively spend 1 Essence to gain this effect even if the attack's damage isn't sufficient to trigger it automatically). Upon landing, they must soak one level of bashing damage, plus an additional level per 10 yards they didn't travel due to striking a hard surface prematurely. This Charm is equally effective whether delivered with a fist, baseball bat, axe, bullet, or whatever else.

Fire and Stones Strike (••)

The Solar's strikes burn with the long-dimmed fires of Creation, striking grievous wounds through the strongest armor and the most potent defenses.

System: After successfully striking a target, the player may reflexively spend 1 Essence to add (rating of the Ability she's attacking with) automatic damage to her damage roll.

Ox-Body Technique (••)

The Solar's body is fortified with divine power, enabling her to survive grievous injuries.

System: The character permanently gains an additional set of Bruised (-0), Hurt (-1), and Wounded (-2) health levels.

This Charm can be purchased a number of times equal to the character's Essence rating.

Edge of Morning Sunlight (••)

The Solar's attacks burn the undead, the unholy, and other such creatures of darkness like fire.

System: The Solar's attacks inflict aggravated damage against all undead beings, servants of the Wyrms, demons, Nephandi, and similarly depraved monstrosities.

Immortal Armory of the Sun (•••)

The Solar becomes absolute master of all weaponry.

System: With a moment's concentration and a Wits + Athletics roll, the Solar can call any weapon she can see into her hand, so long as it's not actively in someone else's possession. By taking an action and spending 1 Essence, she can forge any personal-scale weapon she desires out of raw Essence; this weapon persists for the rest of the scene, but becomes ephemeral and useless in any hands save the Solar's own. Created weapons may be anything from brass knuckles to a bazooka. Created ranged weapons may be

reloaded with a round of concentration spent summoning additional ammunition. Alternately, a Solar may reflexively spend 1 Essence to charge an existing ranged weapon with power, granting it infinite ammunition for the rest of the scene.

Heavenly Guardian Defense (•••)

Focusing her Essence into an unassailable barrier, the Solar may block or parry any single attack of which she is aware.

System: Reflexively spend 1 Essence. The attack fails to strike the Solar without any further dice rolls. Area-of-effect attacks and the like harmlessly splash around her Essence-fueled defense. If the Solar spends 2 Essence, then she perfectly defends against *all* attacks from a single source or opponent for the rest of the round.

Fifefold Bulwark Stance (••••)

Focusing her battle awareness into a preternatural trance, the Solar beholds the violent intent of her foes as golden tracers forecasting where their attacks will occur.

System: Spend 1 Essence reflexively to activate this Charm and roll Dexterity + (highest of Brawl, Melee, or Athletics) against difficulty 6. For the rest of the scene, the Solar subtracts her successes from the successes of all attack rolls made against her as she smoothly dodges, blocks, or parries.

Peony Blossom Technique (••••)

The Solar moves like ice on hot metal, like a deadly mirage, like an enraged angel amidst bullet casings and blood spatter.

System: Spend 1 Essence reflexively. At the end of the round, after all characters have taken their actions, the character may make a number of additional attacks at her full dice pool equal to the highest of her Brawl, Melee, or Firearms Abilities.

Ready in Eight Directions Stance (•••••)

The Solar directs Essence into her killing intent until it becomes a deadly guardian angel guiding her motions by sheer instinct, cutting down those who would strike at her.

System: Spend 1 Essence reflexively to activate this Charm. For the rest of the scene, the Solar responds to every attack against her by launching a reflexive counterattack at her full dice pool, if it's possible to strike back at the attacker.



Accuracy Without Distance (•••••)

The Solar may close her eyes before striking, if she desires; she aims with her heart, kills with her will.

System: Reflexively spend 1 Essence when making an attack. The attack automatically hits with no extra successes, no matter how well the opponent defends; no roll is required. Accuracy Without Distance can't strike through a perfect defense such as Heavenly Guardian Defense, however, nor can it strike a target if there's simply no way to reach them (such as if they're on the other side of a wall).

Tiger Warrior Training Technique (•••••)

By putting a mortal through a dedicated training regimen, the Solar can transform him into a finely-tuned killing machine.

System: During each day of training a mortal or group of mortal students, spend 1 Essence per student. At the end of seven days of training, all students gain 30 experience points to spend raising their Physical Attributes, Wits, and Alertness, Athletics, Brawl, Melee, or Firearms Abilities. No Ability can be raised

higher than that of their Solar instructor. This Charm *can* be used on the same students repeatedly, but bestows only 20 experience points on subsequent training regimens. Any unspent experience is lost.

Zenith Charms

Excellence of the Blazing Sun: (Ability) (•)

By feeding raw Essence into her sense of self and surety, the Zenith Caste may perform feats of inspiration and endurance far beyond mortal expectations.

System: Select one of the following Abilities when purchasing this Charm: Animal Ken, Empathy, Expression, Intimidation, Law, Leadership, Performance, or Survival. At any time, the player may reflexively spend 1 Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Blazing Sun cannot more than double a roll's (Attribute + Ability) total. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your (Attribute + Ability) cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Zenith Castes get all versions of this Charm with a single purchase.

Righteous Lion Defense (•)

The Solar fortifies her convictions with the very fabric of the cosmos, making an invincible fortress of her heart.

System: Any attempt to cause or force the Solar to betray, undermine, or abandon her Intimacies automatically fails.

Iron Skin Concentration (•)

The Solar fortifies her body with Essence, making her skin as tough as steel.

System: Reflexively spend 1 Essence to activate this Charm. The Solar rolls (Stamina x 2) to soak all damage for the rest of the scene, rather than (Stamina). By spending 2 Essence to activate this Charm, the Solar may make soak rolls at -2 difficulty (generally meaning she rolls at difficulty 4) rather than the normal 6.

Listener-Swaying Argument (••)

The Solar's words burn with conviction, striking through the cynicism and doubt of any who listen.

System: By spending 1 Essence, the Solar's words become impossible to ignore, and she reduces the difficulty of all social rolls by 2 (minimum of 3) for the rest of the scene.

Harmony with Nature Approach (••)

The Solar becomes as one with the natural world. Even the most savage of predators will avoid rather than attack her. The world offers up shelter from extreme environments merely for the asking, and finding forage is effortless.

System: The Solar needs never make a Survival roll to remain safe, comfortable, and fed in the wilderness. The difficulty to feed and protect others in such environments is reduced by 3 (minimum of 3). By spending 1 Essence, she becomes completely immune to environmental damage for the rest of the scene.

Integrity-Protecting Prana (••)

Fortifying her will with Essence, the Solar throws off any attempt to control or beguile her.

System: Reflexively spend 1 Essence or 1 Willpower to become immune to all thought and emotion-altering magic for the rest of the scene.

Enemy-Castigating Solar Judgment (•••)

The Solar's words burn and sear with righteous truth, laying bare the souls of the enemies of Creation before her sermons.

System: Creatures of darkness suffer a -3 penalty to all dice pools to resist the Solar's social rolls.

Body-Mending Meditation (•••)

The Solar may heal at an accelerated rate by resting.

System: So long as she takes no strenuous activity, the Solar heals all bashing damage or one level of lethal damage per 15 minutes of rest. An hour of rest mends one level of aggravated damage.

Unshakeable Bloodhound Technique (•••)

No force can evade the Solar once she's picked up her quarry's trail.

System: Once the character finds some evidence of a trail to follow, her player may spend 1 Essence to perfectly track the target for the next 24 hours. No roll is needed. If she knows she's tracking a creature of darkness, this Charm's Essence cost falls to 0.

Memory-Reweaving Discipline (••••)

Focusing her will and her words, the Solar may rewrite the memories of another.

System: Spend 2 Essence while detailing the subject's new memories and roll Manipulation + Expression, resisted by the target's Willpower (both at difficulty 6). The subject's memories can be rewritten based on the number of successes left after subtracting the result of the opposed Willpower roll:

1 success: The events of a recent scene can be rewritten.

2 successes: The events of a recent day can be rewritten.

3 successes: A single pivotal memory in the subject's life can be rewritten. Alternately, entire weeks of the subject's past can be written so long as they're not crucial to the substance of her life or identity.

4 successes: A major feature of the subject's life can be rewritten (such as who they're married to, where they

went to school, or whether the Solar is a hated enemy or their childhood friend).

5+ successes: The subject can be given an entirely new history.

Immunity to Everything Technique (••••)

The Solar gains the hardiness of the gods of old.

System: Poison and disease can no longer harm the character in any way whatsoever.

Demon-Wracking Shout (•••••)

The Solar can bellow forth a wordless but divine cry of condemnation, shattering the resolve of the unholy.

System: Spend 1 Essence and roll Charisma + Performance, difficulty 7. For each success, all creatures of darkness who hear the Demon-Wracking Shout lose 1 Willpower. If this reduces them to 0 Willpower or less, they must flee from the Solar in a blind stew of panic and self-loathing; while doing so, creatures capable of fear frenzy, such as vampires, enter that state automatically.

Adamant Skin Technique (•••••)

Focusing her Essence into her body, the Solar becomes momentarily indestructible.

System: The player may reflexively spend 1 Essence *after* the character is struck by an attack, but before damage is rolled. The Solar negates the damage roll and suffers no damage.

Twilight Charms

Excellence of the Setting Sun: (Ability) (•)

By feeding raw Essence into her sense of self and surety, the Twilight Caste may perform feats of research, insight, and creation far beyond mortal limits.

System: Select one of the following Abilities when purchasing this Charm: Craft, Academics, Computer, Investigation, Medicine, Occult, Science, or Technology. At any time, the player may reflexively spend 1 Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Setting Sun cannot more than double a roll's (Attribute + Ability) total.



Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your (Attribute + Ability) cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Twilight Castes get all versions of this Charm with a single purchase.

Craftsman Needs No Tools (•)

The Solar is a genius with her hands, able to improvise whatever works of craftsmanship she may need in even the most adverse of circumstances. Give her a cave and a box of scraps, and she can make just about anything.

System: The Solar can work ten times faster than normal when creating, modifying, or repairing something. Generally this Charm enhances Crafts or Technology actions, but might also apply to coding a program with Computer, creating explosives with Science, or preparing a meal. By spending 1 Essence, she can forego any need for tools for the next 8 hours, as well.

All-Encompassing Sorcerer's Sight (•)

The character may attune her senses to otherworldly emanations, glimpsing places of power or even other worlds.

System: Roll Perception + Occult against difficulty 7. Success allows the character to see the aura of power emanating from places of otherworldly or supernatural energy such as Nodes, Caerns, Freeholds, or Haunts. These appear as rising auras of Essence, visible from up to (Essence rating) miles away. Spending 1 Essence permits the Solar to attune her senses to the vibrations of another realm of existence for a scene, seeing through the Gauntlet or Shroud and into the Penumbra or Shadowlands, or to behold reality's Chimerical aspect.

Essence-Lending Method (••)

By touching another Exalt or other supernatural being, the Solar may grant them a gift of her Essence.

System: Spend an action touching another character and spend as much Essence as desired. If the recipient is an Exalt, they gain that Essence. If the target is another sort of supernatural being, they gain whatever form of spiritual energy they are capable of storing and using, according to the chart.

Supernatural Energy	Points per Essence Given
Blood Points	Not valid for this Charm
Rage	Not valid for this Charm
Gnosis	2
Quintessence	1
Pathos	1
Spite	Not valid for this Charm
Glamour	2
Conviction	2
Sekhem	2
Faith	3

This Charm's cost does not contribute to anima banner manifestation.

Wound-Mending Care Technique (••)

The Solar's ministrations grant health and hardiness with a speed and efficiency unknown to modern medicine.

System: After a mere scene of treating and ministering another character, the Solar may spend 1 Essence and roll Intelligence + Medicine. Her patient heals one lethal or two bashing damage per success, or one aggravated damage per two successes.

Ghost-Eating Technique (••)

The Solar rediscovers the ancient art of destroying souls and ephemera, scattering them into raw energy and becoming empowered by the destruction.

System: When the Solar slays a spirit, demon, or ghost, the player can opt to roll Wits + Occult. Doing so prevents the being from ever returning or reforming, and grants the Solar 3 Essence on the spot. Furthermore, the Solar can reflexively spend 1 Essence to gain the ability to strike and damage intangible beings for the rest of the scene, so long as she can perceive them.

Chaos-Repelling Pattern (•••)

The Solar draws a fortifying pattern of Essence to protect her from hostile curses and transformations.

System: Whenever the character is the subject of any supernatural power that seeks to transform, infect, taint, transport, or control her body or spirit, she may reflexively spend 1 Essence or 1 Willpower and roll Wits + Occult against difficulty 7. Success shatters the hostile magic, protecting the Solar completely, and immunizes her against repeated attempts to exert the same sort of influence for the rest of the scene.

Burning Eye of the Deliverer (•••)

The Solar's searing gaze burns through supernatural deceptions and cuts through to the truth.

System: The character may spend 1 Essence to pierce supernatural disguises and transformations for the rest of the scene. If another character is using magic to appear to be someone or something she is not, the Solar automatically sees through their disguise. This pierces *deceptions*, not attempts at hiding. Thus, it could see through Obfuscate's Mask of a Thousand Faces, but not Obfuscate powers that prevent a vampire from being noticed or detected at all. Burning Eye of the Deceiver sees the true face of changelings through their mortal seemings, and will detect spirits or wraiths possessing a person. Transformed werewolves are exactly what they seem to be—all of their various forms are who they “really” are—and so don't show up as anything special to Burning Eye of the Deliverer unless using some additional disguise or illusion Gift.

Instant Treatment Methodology (•••)

The Solar becomes capable of blindingly swift medical treatment, able to cycle through an entire hospital ward in under ten minutes while providing world-class care.

System: Spend 1 Essence. For the rest of the scene, the Solar can complete any medical assessment or treatment she undertakes, regardless of its complexity, in no more than a minute at most; most treatments take mere seconds.

Soul Projection Method (••••)

The Solar may suffuse her flesh with the raw power of the cosmos, translating herself into spirit-stuff.

System: Spend 1 Essence and roll Wits + Occult against a difficulty of the local Shroud, Gauntlet, or Banality rating. Success transports the character into an otherworld of her choice: the Penumbra, the Shadowlands, or—if used at a Trod—the Near Dreaming. By raising the difficulty by 1 (to a maximum of 9) and spending 1 additional Essence per ally, the Solar can also draw other willing characters into the otherworlds with her. This Charm may also be used in reverse to return to the material world.

The character also permanently gains the ability to understand the language of spirits and to make herself clearly understood by them.

Wholeness-Restoring Meditation (••••)

Such is the Solar's genius that her medical care can cure the incurable, or mend permanent maiming or ailments.

System: The Solar may spend several hours treating an untreatable ailment, then spend 2 Essence and roll Intelligence + Medicine (difficulty 8). Success cures her patient of any illness, disease, or disorder, or repairs any one physical debility, such as blindness, a weak heart, a missing limb, or a damaged spine.

Judge's Ear Technique (•••••)

None can lie to the canny Chosen of the Sun without their deceit being known. Some distinct sensation alerts the Solar to attempted deception—a sour taste or smell, perhaps, or a ringing in her ears.

System: Spend 1 Essence. For the rest of the scene, whenever someone knowingly lies to the Solar, she recognizes the lie immediately for what it is.

Legendary Scholar's Curriculum (•••••)

By putting a mortal through a dedicated training regimen, the Solar can fill him with wisdom to rival the sage-kings of old. In little more than a week, a Solar with this Charm can transform a group of poor farmers into world-class neurosurgeons or chemists.

System: During each day of training a mortal or group of mortal students, spend 1 Essence per student. At the end of seven days of training, all students gain 30 experience points to spend raising their Mental Attributes, Manipulation, and Craft, Academics, Computer, Investigation, Medicine, Occult, Science, or Technology Abilities. No Ability can be raised higher than that of their Solar instructor. This Charm *can* be used on the same students repeatedly, but bestows only 20 experience points on subsequent training regimens. Any unspent experience is lost.

Night Charms

Excellence of the Hidden Sun: (Ability) (•)

By feeding raw Essence into criminal endeavor, the Chosen of the Night may perform legendary feats of skullduggery.

System: Select one of the following Abilities when purchasing this Charm: Alertness, Athletics, Computer, Investigation, Larceny, Stealth, Streetwise, or Subterfuge. At any time, the player may reflexively

spend 1 Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Hidden Sun cannot more than double a roll's (Attribute + Ability) total. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your (Attribute + Ability) cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Night Castes get all versions of this Charm with a single purchase.

Sensory Acuity Prana (•)

By focusing Essence into her awareness of the world, the Solar's senses become impossibly, superhumanly sharp. She can hear a person's heartbeat from rooms away, read a sheet of paper by letting her fingers trail across the ink on it, and count the hairs on a fly's legs from across a room.

System: Reflexively spend 1 Essence or 1 Willpower. For the rest of the scene, the difficulty of all Perception rolls drops by 3, to a minimum of difficulty 3.

Graceful Crane Stance (•)

The Solar becomes near-weightless, and enjoys perfect balance.

System: The character needs never roll to maintain her balance, no matter how precarious her footing, and may stand or run upon even the weakest or most insubstantial of surfaces, such as falling leaves, individual threads, drops of rain, or even the surface of water. Reflexively spending 1 Essence allows her to run and stand upon walls or even to cling to ceilings.

Ten-Ox Meditation (••)

Essence burns and surges in the Solar's muscles, granting strength beyond strength.

System: Reflexively spend 1 Essence or 1 Willpower to add the Solar's Strength as automatic successes to any Strength roll or Strength-based damage roll.

Soaring Crane Leap (••)

Essence surges through the Solar's legs, propelling her effortlessly through the air.

System: The Solar's jumping distance and height is tripled. By reflexively spending 1 Essence, the Solar may increase her jumping distance or height tenfold.

Flawlessly Impenetrable Disguise (•••)

The Solar becomes a master of disguise, able to appear as whoever or whatever she likes with only a few moments of preparation.

System: The difficulty to see through any of the Solar's disguise attempts is permanently set at 9. By spending 2 Essence, the character can make her disguise absolutely perfect so long as she chooses to maintain it, even mimicking supernatural elements such as a vampire's pale aura, lack of breath, and room-temperature flesh. These are tricks and cosmetic imitations, and won't grant any special powers (the Solar *does* still need to breathe, even if it looks like she doesn't).

Lightning Speed (•••)

The Solar moves with the speed of darting sunbeams, able to flash from place to place almost faster than the eye can follow.

System: The Solar's movement speed is permanently tripled, and she doubles the result of all Initiative rolls. By reflexively spending 1 Essence, she can instantly flash to any location within (Essence x 100) yards. This is super-fast movement, not teleportation: the Solar has to actually be able to reach the place she wants to go.

Vanishing From Mind's Eye Method (•••)

The Solar can still her Essence, vanishing from sight and awareness completely.

System: By standing still in a shadowed place or obscure corner and remaining quiet, the Solar can become functionally invisible and impossible to notice so long as nobody's actively watching her. This obscurity remains in place so long as she doesn't move or make noise. Spending 1 Essence renders her invisible and impossible to notice for the rest of the scene, so long as she doesn't make some sort of loud noise or take blatant action such as attacking or tipping over a bookshelf.

Seven Shadow Evasion (••••)

Letting her Essence instinctively carry her out of harm's way, the Solar may dodge any single attack of which she is aware.

System: Reflexively spend 1 Essence. The attack fails to strike the Solar without any further dice rolls. If the Solar spends 2 Essence, then she can perfectly

defends against (Essence) additional attacks between the moment of activation and her next turn.

Eye of the Unconquered Sun (••••)

The Solar's eyes cut through all supernatural obscurity, unerringly sighting her foes.

System: Reflexively spend 1 Essence to immediately defeat all forms of supernatural concealment, invisibility, and the like. Any character that is trying to hide from the Solar is immediately revealed to her senses.

Seasoned Criminal Method (•••••)

The Solar is a master of all criminal enterprise, able to trivially go where she will and take what she likes.

System: Spend 1 Essence or 1 Willpower to perform any of the following feats: Cause a lock to spring open, pass through a closed door or window without disturbing it, or attempt to steal an object in plain sight without anyone noticing the attempt.

Foe-Scenting Method (•••••)

The Solar's senses, attuned to darkness, immediately pick out the supernatural.

System: Reflexively spend 1 Essence. For the rest of the scene, the Solar becomes aware when she stands in the presence of any supernatural being, though she doesn't inherently know what *sort* of supernatural being any given individual may be. Imbued hunters don't register as supernatural beings.

Eclipse Charms

Excellence of the Crowned Sun: (Ability) (•)

By feeding raw Essence into martial endeavor, the Chosen of the Eclipse may effortlessly broker deals, cut through red tape, and speak with impossible eloquence.

System: Select one of the following Abilities when purchasing this Charm: Awareness, Empathy, Etiquette, Expression, Finance, Law, Politics, or Subterfuge. At any time, the player may reflexively spend 1 Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Crowned Sun cannot more than double a roll's (Attribute + Ability) total. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your (Attribute + Ability) cap will permit, rather than three.



This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Eclipse Castes get all versions of this Charm with a single purchase.

Whirling Brush Method (•)

Words pour through the Solar's mind like a rushing river, leaving wisdom behind in their wake without consuming her precious time.

System: Spend 1 Essence. For the rest of the scene, the Solar may read and absorb information as fast as she can track her eyes across the page or screen. Books can be consumed in moments, online databases memorized as quickly as the data can be loaded and scrolled across the screen. Moreover, she can copy text by hand at lightning speed, transcribing an entire book in minutes, up to and including any diagrams or illustrations.

Speed the Wheels (•)

The Solar is like a saint of complex systems, leaving efficiency in her wake.

System: When the Solar engages with bureaucracy or labyrinthine systems such as courts of law, corporate networks, or government offices, red tape parts before her like the Red Sea and she is able to proceed in a mere fraction of the normal time. Moreover, she can spend 2 Essence to place her blessing upon a project such a certain police investigation, bit of legislation, or attempt at reforming city government, and everyone involved in pushing the project forward reduces the difficulty of all rolls to do so by 2.

Sagacious Reading of Intent (••)

The Solar's keen insight cuts through all attempts at dissembling, allowing her to easily decipher the intentions of others.

System: By taking a few moments to concentrate on another character or a piece of writing, the Solar may roll Wits + Subterfuge against a difficulty of (3 + the target or author's Subterfuge). Success reveals what the subject wants to get out of the current interaction, or any agendas present in a written work. Spending 1 Essence after a successful roll will also let the Solar read the target's surface thoughts for a few moments.

Subtle Speech Method (••)

The Solar becomes a master of hidden meaning, coding messages inside messages that only reveal themselves to those she wishes.

System: Spend 1 Essence while speaking or composing a written work to embed a second, hidden message inside the statement or writing. This hidden message can only be discerned by those the Solar intends to address it to.

Foul Air of Argument Technique (••)

The Solar may embed her Essence in a bureaucracy or project like a curse, causing it to bog down in inefficiency, errors, and red tape.

System: The character can spend 3 Essence to target a specific office or project with terrible inefficiency for the rest of the current story. Everyone involved in pushing the project forward increases the difficulty of all rolls to do so by 2.

Strange Tongue Understanding (•••)

The Solar is a master of tongues, able to understand and be understood despite any language barrier.

System: The Solar can understand any earthly language after a few minutes of exposure to it, and make herself understood after a few minutes more. Spending 1 Essence grants instant fluency for the rest of the scene, and makes the character sound like a native speaker.

Mastery of Small Manners (•••)

An instinctive facility for etiquette and social currents ensures that the Solar never commits *faux pas* or social gaffes when dealing with unfamiliar cultures or social situations.

System: The Solar lowers the difficulty of all Etiquette and Streetwise rolls by 1, and cannot botch with either Ability. Should she fail at any social roll, she may reflexively spend 1 Essence to attempt to re-roll it once.

Guarded Thoughts Meditation (•••)

The Solar's mind is a vault, holding her thoughts within like precious gems.

System: Whenever someone attempts to read the Solar's mind by any means, roll Perception +

Awareness against difficulty 6. Success reveals not only the mind-reading attempt, but also who is responsible. The Solar may then pay 1 Essence to reflexively shield her thoughts, making them impossible to read for the rest of the scene.

Asp Bites Its Tail (••••)

Such is the Solar's assurance and bearing that she may effortlessly turn barbs and imprecations cast against her back on those so foolish as to slander her.

System: When slighted, humiliated, or accused of wrongdoing, the player can reflexively spend 1 Essence and roll Manipulation + Subterfuge against the accuser's resisted Charisma + Expression. Should the Solar gain more successes, then everyone present becomes convinced the aggressor was in fact the one who belittled, insulted, or implicated herself.

Venomous Rumors Technique (••••)

Insinuating a thread of her Essence into ill-intended gossip, the Solar assures that her poison reaches every ear that might matter.

System: Spend 2 Essence and roll Manipulation + Subterfuge against a difficulty of (3 + the target's most relevant Background, such as Influence or Fame). While this Charm can't ensure that everyone *believes* whatever terrible rumor the Solar wishes to spread, success does guarantee that within a day or two, everyone who matters has at least *heard* it.

Knowing the Soul's Price (•••••)

Everyone, no matter their integrity, no matter their morals, has a price for which they will bend to the Solar's desires. This Charm cuts through to the soul's innermost secrets, revealing that price.

System: Spend 3 Essence and roll Perception + Empathy against a difficulty of the target's Willpower. Success reveals the price that will cause the target to

do what the Solar wants, whether it's as simple as a sum of money or as daunting as the return of a dead loved one.

All-Seeing Master Procurer (•••••)

Essence connecting her to the world around her, the Solar has learned to be all things to all people.

System: By spending an hour in meditation and spending 3 Essence, the Solar may grant herself a dot of a Background of her choice for the next 24 hours, letting her Essence lead her to the needed contacts, money, parties, or whatever else.

Special

The following Charm can't be Favored and belongs to no specific Caste. A Solar must have an Essence rating of at least 3 to purchase it.

Final Ray of Light (•••••)

Though even her very flesh and divinity falters under the claws and curses of a world of monsters and darkness, the Solar rises up one last time in defense of those she loves.

System: If the Solar dies in the course of protecting or fighting for one of her Intimacies, she immediately returns to life in a blaze of golden Essence. Her Essence pool restores itself to full, and she heals (Essence rating) levels of damage immediately. Final Ray of Light can only activate once per story.

THE LUNAR EXALTED

Once upon a time the Lunar Exalted were guardians, then slaves, then wild and bloody souls who chewed off parts of themselves to escape their chains, and grew stronger for it. Now they are Chosen from among the outcast and forsaken, the unwanted and broken, the different and discarded. At long last, they no longer have a grand and unifying agenda.

They have *power*. A Lunar's power carries with it only one insistent and absolute command: *that it be used*. A Lunar's course through the World of Darkness is one entirely of her own choosing, but rest assured that her passing will transform those lives she touches, and end those which attempt to restrain her.



Essence Renewal

The Lunar castes are not designed for duty or service, but only for survival. When they strive and struggle and overcome, they are renewed to prepare them for the next challenge that awaits. Once per scene, a Lunar can recover 3 Essence by meeting the criteria of her caste.

Full Moon Caste

Lunars of the Full Moon Caste may replenish their Essence whenever they defeat a supernatural opponent or overwhelming mortal opposition, overcome a significant obstacle through physical prowess, or use their strength, speed, or endurance to advance or protect an Intimacy.

Changing Moon Caste

Lunars of the Changing Moon Caste may replenish their Essence whenever they use guile, fast-talk, seduction, wordplay, or sheer force of presence and will to accomplish a significant goal, escape a dangerous situation, defeat an enemy, or support or defend an Intimacy.

No Moon Caste

Lunars of the No Moon Caste may replenish their Essence whenever they learn a secret of the supernatural world, or overcome a significant obstacle or dangerous enemy through knowledge, learning, clever plans, or by leveraging the ways or denizens of the supernatural world against the problem, or when they support or protect an Intimacy through those means.

Character Creation

Creating one of the Lunar Exalted works a lot like creating any other **World of Darkness** character. The steps are outlined below:

Step 1: Character Concept

- Consult with other players and come up with an appealing concept.
- Pick out the Caste that fits best, and note its anima effects (see below).
- Select Nature and Demeanor.

Step 2: Attributes

- Mark down one dot in each Attribute. Note your Caste Attributes.

- Rank categories of Attributes (Physical, Social, Mental) in order of importance to your character.

- Divide 8 dots among primary Attributes, 6 dots among secondary Attributes, and 4 dots among tertiary Attributes.

- Divide an additional 2 dots among Attributes. At least 1 dot must go to a Caste Attribute.

Step 3: Abilities

- Rank categories of Abilities (Talents, Skills, Knowledges) in order of importance to your character.

- Divide 13 dots among primary Abilities, 9 dots among secondary Abilities, and 5 dots among tertiary Abilities.

- No Ability can have more than 3 points without spending Freebie Points.

Step 4: Advantages

- Choose one category of Lunar Charms as Favored Charms. Favored Charms receive the same experience point discount as Caste Charms.

- Choose Charms (6 dots in total). At least 3 dots of Charms must be from your Caste Charms.

- Select 5 dots of Backgrounds.

- Write down three Intimacies, as well as a fourth Intimacy which may never be discarded or invalidated: "I will never wear chains."

Step 5: Finishing Touches

- Record Willpower (5), Essence rating (1), and Essence pool (8). Essence pool begins at maximum.

- Spend Freebie Points (15), and, optionally, purchase merits and flaws Merits and Flaws (max. 7 points).

Freebie Point Costs

Trait	Cost (per dot)
Attribute	5
Caste Attribute	4
Ability	2
Charm	(rating x 3)
Ancient Sorcery spell	5
Essence	10
Backgrounds	1
Willpower	1

Caste Features

When you select your Caste, note its *Anima power* and its *Caste Attributes*.

- **Full Moon:** Fighters, athletes, and hardened survivors. A Full Moon's greatest asset is her body, and any sort of physical prodigy might Exalt as a member of this Caste.

Caste Attributes: Strength, Dexterity, Stamina

Anima Power: While the Full Moon's anima is flaring, she doesn't roll for Initiative, instead always adding 10 to her Dexterity + Wits total.

- **Changing Moon:** Tricksters, liars, and leaders. A Changing Moon lives and dies by her force of personality, her silver tongue, or her incredible looks.

Caste Attributes: Charisma, Manipulation, Appearance

Anima Power: The Changing Moon may pay 1 Essence to wrap herself in a veil of illusion for a scene, perfectly disguising herself as anyone she has ever seen. When her anima banner is burning, she may pull it around herself to make herself impossible to recognize.

- **No Moon:** Shamans, witches, and hoarders of wisdom. A No Moon's greatest weapons are her wits and intellect, and these are powerful weapons indeed.

Caste Attributes: Perception, Intelligence, Wits

Anima Power: All No Moons can speak to and be understood by spirits. By fixing her eyes upon the moon and rolling her Essence rating against the local Gauntlet or Shroud, the No Moon may attempt to cross into the Spirit World or Underworld. If the moon isn't present or visible, she can use a reflection of her Caste Mark or can fix her eyes on another Lunar's caste mark, but this raises the difficulty by +1.

Appropriate Backgrounds

When creating your Lunar, all of the following Backgrounds are appropriate choices:

Allies (V20, p. 111)

Alternate Identity (V20, p. 111)

Arsenal (Hunter the Reckoning, p. 120-121)

Backup (M20, p. 306-307)

Contacts (V20, p. 112)

Destiny (M20, p. 311-312)

Fame (M20, p. 313-314)

Fetish (W20, p. 137-138)

Influence (V20, p. 114-115)

Magic Artifact (Kindred of the East, p. 87)

Mentor (V20, p. 115)

Resources (V20, p. 115-116)

Retainers (V20, p. 116)

Totem (W20, p. 140)

Wonder (M20, p. 328)

Lunars may also benefit from the following new Background:

Dragon Nest

Your character has seized or discovered a Dragon Nest—whichever the case may be, it's hers now. Rather than rating its size or power, dots in this Background measure how secure the Dragon Nest is from hostile intrusion. Each dot of Dragon Nest increases the difficulty of all efforts to infiltrate or attack the Nest by anyone you haven't granted access to, and a -1 difficulty bonus to your attempts to spot, track, and identify intruders, or to defend the Nest from assault.

Special Rules for Lunars

In addition to the rules that normally govern the Exalted, Lunars have a few special rules and features.

Shapeshifting

All Lunars gain the power to don the shape of beasts along with their Exaltation.

Before a Lunar can assume an animal form, she must first personally hunt and kill the animal whose form she wishes to wear, and then drink its blood or consume its flesh. Blood or flesh from a deli or supermarket are of no use; without the intimate connection of hunter and prey, without dealing death herself, part of a beast means nothing. Once the Lunar has completed her hunt, she masters the beast's shape forever after. Valid targets include any creature between the size of a house cat and a tiger.

In order to transform into a beast-skin, the Lunar spends a moment concentrating and the player rolls the Lunar's Essence rating against difficulty 6. Success allows the Lunar to adopt the beast form. Alternately, she can reflexively spend 1 Essence to transform instantly without need of a roll or action.

A Lunar in beast form gains any inherent abilities the animal has, such as flight or venom, and uses its Physical Attributes. Examples of common animal traits may be found in **V20** on pages 388-391 or **M20** on pages 618-620. Lunars *don't* adopt a beast form's Perception, but if the form possesses any superhumanly acute senses, then Perception rolls using them enjoy a difficulty reduction of -1 or -2.

When a Lunar's anima flares, she's forced to abandon her library of stolen shapes, and must reflexively assume her human, totem, or rage form.

The Totem Form

Upon Exaltation, each Lunar's soul expresses itself in the form of an animal that is iconic of the Lunar's spirit and personality. The Lunar may shapeshift into this totem form from the moment of her Exaltation without first needing to hunt anything; the totem animal is already within her Essence. Moreover, she can always reflexively assume the totem form without needing to spend Essence.

The Rage Form

In moments of dire need, every Lunar can don the *rage form*: a terrifying mix of human and the Lunar's totem shape, designed for violence and fueled by repressed fury baked into her very Exaltation since the dawn of time. A Lunar's rage form is usually significantly larger and heavier than her human aspect, endowed with natural killing tools, and completely impossible to mistake for anything other than a primordial killing machine dredged up from prehistory and nightmare.

To assume her rage form, the Lunar concentrates for a round as her player rolls the character's Essence rating against difficulty 7, with success transforming her into her hybrid killing shape. Alternately, she may reflexively spend 1 Essence to automatically transform into the rage form without a dice roll or spending an action.

To design a Lunar's rage form, choose one of the trait arrays below, then add the listed number of Aspects from the Aspect list. All rage forms are capable of inflicting lethal damage with natural attacks, whether this comes from sharp teeth, small horns, talons, or simply bone-crushing strength. Most are capable of using bite attacks without needing to grapple an opponent first.

Lord of Fangs Form

This set of traits is appropriate for totems based on most large predators, such as wolves, lions, sharks, and the like.

Strength: +4
Dexterity: +1
Stamina: +3
Manipulation: -3
Appearance: 0
Aspects: Choose two

Scutterling Form

This set of traits is appropriate for totem forms based on swift, precise, cunning creatures such as spiders, serpents, or lizards.

Strength: +2
Dexterity: +3
Stamina: +2
Manipulation: -1
Appearance: 0
Aspects: Choose two

Nightstalker Form

This set of traits is appropriate for totems based on creatures which run, stalk, and strike, such as most cats, great or small.

Strength: +3
Dexterity: +2
Stamina: +3
Manipulation: -3
Appearance: 0
Aspects: Choose two

Farstrider Form

This set of traits is appropriate for totems based on small, mobile beasts such as most flying creatures.

Strength: +1
Dexterity: +1
Stamina: +1
Manipulation: -2
Appearance: 0
Perception: +3
Aspects: Choose three

Earthshaker Form

This set of traits is appropriate for totems based on the largest and most powerful of creatures, such as bears, elephants, or whales.

Strength: +5

Dexterity: -1
Stamina: +5
Manipulation: -3
Appearance: 0
Aspects: Choose one

Beastman Form

This set of traits is appropriate for rage forms which are smaller and more human in aspect—the “wolfman” form of silver screen renown, rather than the more common nightmare shapes of most rage forms. Beastman forms can sometimes pass for human at a distance or in bad light.

Strength: +1
Dexterity: +4
Stamina: +2
Manipulation: -2
Appearance: -1
Perception: +1
Aspects: Choose two

Aspects

Aspects are special features to enhance a Lunar's rage form. Most are animalistic qualities such as flight or poison, but a few draw upon fantastic, legendary elements such as fire breath.

- **Body Spikes:** The rage form is covered in spikes, quills, bony protrusions, or something similar. Anyone who directs an unarmed attack against the Lunar must soak one level of lethal damage. The Lunar's grapples inflict Strength + 2 lethal damage.

- **Camouflage:** The rage form is adept at blending in with its environment. Reduce the difficulty of Stealth attempts by -2.

- **Deadly Breath:** The rage form can issue some deadly expulsion such as fire or corrosive gas (Essence) times per day. This is an attack made with Dexterity + Athletics at difficulty 7, with an absolute range of 10 yards, and inflicts (Essence x 3) dice of lethal damage.

- **Extra Limbs:** The rage form possesses more than the normal complement of arms and legs, or perhaps sports a prehensile tail or trunk. When the Lunar takes multiple actions, each subsequent action raises its difficulty as normal but doesn't suffer a penalty to its dice pool.

- **Fins/Webbed Hands and Feet:** The rage form can move through the water at twice its normal movement speed.

- **Gills:** The rage form is fully amphibious.

- **Horrible Odor:** The rage form can project a nauseating stink which inflicts a -1 penalty on all actions taken by anything with a sense of smell.

- **Keen (Sense):** One of the rage form's senses (sight, hearing, or smell) is incredibly acute. Lower the difficulty of all Perception rolls using that sense by -2.

- **Natural Weapons:** The rage form is equipped with deadly natural weapons such as claws, fangs, or horns. Its Brawl attacks inflict Strength + 2 damage.

- **Poisonous Flesh:** The rage form's flesh and blood are deadly if ingested. Anyone who bites the Lunar or drinks her blood must immediately soak three levels of lethal damage.

- **Predator King:** The rage form's natural attacks inflict aggravated rather than lethal damage.

- **Rugged Hide:** The rage form is covered in some manner of natural protection: a carapace, thick fur, scales, or just a tough, leathery hide. Increase its soak by +2 dice.

- **Sickening Slime:** The rage form is coated in a glistening layer of disgusting slime. The difficulty of all grapple attempts against the Lunar increases by 8, and anyone who bites her loses their next turn retching.

- **Stealthy:** The rage form has foot pads, dark coloration, and other adaptations to help the Lunar creep up on her prey. Add two dice to all Stealth rolls.

- **Swift Stride:** The rage form's movement speed and jumping distances are doubled.

- **Tentacles:** The rage form has, if not actual tentacles, then at least some body parts of unusual length, such as a long prehensile tail, frog tongue, or very long neck. The Lunar can take appropriate actions against targets up to 5 yards away.

- **Venomous:** The rage form may inject venom with one of its natural attacks (usually a bite, but more exotic options such as tail stingers are also available). This attack inflicts three additional dice of lethal damage.

- **Wall Crawler:** The rage form can climb up and cling to walls without the need of a roll.

- **Webbing:** The rage form can project a sticky substance such as webbing or a slimy glue, with a range up to 20 yards. Roll Dexterity + Athletics to aim this projectile. Anyone struck by it suffers a -2 die penalty to all actions per coating until they spend an action and roll Strength + Athletics (difficulty 7) to disentangle themselves. Webbed or otherwise “stuck” victims also slow their movement speed by half, or become entirely immobilized with two coatings.

- **Wings:** The rage form is capable of flight at its normal movement speed.

The Marks of Luna

After Exaltation, the Lunar's body gains some subtle marking of feral divinity. This uncanny feature—be it a shock of silver hair, strange eyes, a feral musk, or whatever else—only manifests in the character's human, rage, and totem forms; the Mark of Luna hides itself in every other skin she might wear. Because of its presence, someone who has seen her in any of the three forms might potentially recognize her in another skin that wears the Mark. If someone has reason to try to put two and two together, they can roll Intelligence + Subterfuge against difficulty 8 to attempt to do so.

After having her caste fixed by the Lunes, each Lunar also bears a series of gleaming silver tattoos across much of her body. A Lunar can roll Willpower against difficulty 6 to cause her tattoos to fade into invisibility for a scene, or difficulty 8 to hide them until her anima next flares, and they hide themselves automatically when she dons a shape other than that of her human self, totem, or her rage form. When a Lunar's anima flares, however, her tattoos not only return to visibility, they blaze with argent light in the same manner as her Caste Mark.

A Lunar's tattoos offer her permanent and irrevocable protection against any magic which would transform or mutate the Lunar's body against her will. This requires no dice roll; all such effects flatly fail.

Charms

These are the uncanny arts and changing ways by which the Lunar Exalted adapt and overcome in the face of any challenge.

Full Moon Charms

Excellence of the Raging Moon: (Ability) (•)

By looping raw Essence through her body, the Full Moon may perform incredible physical feats.

System: Select one of the following Attributes when purchasing this Charm: Strength, Dexterity, or Stamina. At any time, the player may reflexively spend 1 Essence to add three dice to all rolls using this Attribute for the rest of the scene, including damage or soak rolls. Excellence of the Raging Moon cannot add more dice than the Lunar's human-form rating in the



relevant Attribute. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your Attribute cap will permit, rather than three.

This Charm can be repurchased to unlock additional Attributes, but Essence must be spent to add dice to each Attribute separately. Full Moon Castes get all versions of this Charm with a single purchase.

Monkey Arm Style (•)

The Lunar may stretch a limb out to strike or grasp from a frightening distance.

System: Spend 1 Essence or 1 Willpower to activate this Charm. For the rest of the scene, the Lunar may cause any of her limbs, or even her neck, to extend up to (Essence x 2) yards, and they gain a serpentine flexibility. Actions taken with an extended limb suffer a -1 die penalty for every 3 yards the limb extends.

Ferocious Biting Strike (•)

The Lunar's attacks curve through the air as they seek out organ and artery, smoothly eliding her opponent's defenses.

System: If the character takes no other actions during a round save to attack a single opponent once, then reduce the difficulty of the attack roll by 1. Spend 1 Willpower to gain this benefit on an attack even if the Lunar takes additional actions. Reflexively spend 1 Essence and 1 Willpower to gain this benefit on *all* attacks made during a round.

Predator Grace Method (•)

The Lunar moves with the grace and surety of a jungle cat on the prowl.

System: The character needs never roll to maintain her balance, no matter how precarious her footing, and may stand or run upon even the weakest or most insubstantial of surfaces, such as falling leaves, individual threads, drops of rain, or even the surface of water. Reflexively spending 1 Essence makes her immune to falling damage for the rest of the scene, and ensures she always lands on her feet.

Armor-Rending Claw Fist (••)

Exerting all of her force into an attack, the Lunar smashes through the toughest opposition as though it did not exist.

System: Spend 1 Essence when making a Brawl or Melee attack. The attack ignores any soak dice

gained from armor, and the opponent's soak roll increases its difficulty by 1.

Ox-Body Technique (••)

The Lunar's body is so rugged as to endure the most catastrophic damage imaginable.

System: The character permanently gains an additional set of Hurt (-1), Injured (-1), Wounded (-2), and Maimed (-2) health levels.

This Charm can be purchased a number of times equal to the character's Essence rating.

Wary Swallow Technique (••)

The Lunar, sure-footed and with keenly tuned instincts, dances away from danger.

System: Reflexively spend 1 Essence. Until the end of the round, you may make a reflexive parry, block, or dodge attempt against all attacks that target you, using your full dice pool each time.

Crouching Tiger Exercise (••)

The Lunar's muscles bunch and surge as she feeds them Essence almost to the point of self-destruction.

System: Reflexively spend 1 Essence to add the Lunar's Strength as automatic successes to any Strength roll or Strength-based damage roll, but also suffer 1 level of lethal damage in the process.

Instinct-Driven Beast Movement (•••)

The Lunar moves with terrifying speed and agility, inescapable in her pursuit of her prey.

System: The Lunar's movement speed, as well as jumping height and distance, are permanently doubled. and she doubles the result of all Initiative rolls. By reflexively spending 1 Essence, she transforms this into a fourfold increase for the rest of the scene.

Armor-Forming Technique (•••)

The Lunar extrudes her Essence into bone armor or a hardened carapace.

System: The character spends a moment in concentration, and then the player spends 1 Essence and rolls Willpower against difficulty 6. Each success grants the character 1 additional soak for the rest of the scene (minimum 1).

Flowing Body Evasion (•••)

The Lunar flows like quicksilver away from an attack.

System: Reflexively spend 1 Essence. The Lunar perfectly dodges away from a single attack.

Octopus and Spider Barrage (••••)

The Lunar moves like something out of primordial nightmare, either launching a flurry of attacks, or else splitting her extremities momentarily into several, perhaps even dozens, of darting tentacles and killing limbs.

System: Spend 1 Essence reflexively. At the end of the round, after all characters have taken their actions, the character may make a number of additional attacks at her full dice pool equal to her unmodified (human) Dexterity rating.

Lightning Stroke Attack (••••)

The Lunar drives home a killing blow, faster than the wind and as unstoppable as an avalanche.

System: Spend 1 Essence reflexively while making a single attack. Any attempt to parry, block, or dodge the attack (including ongoing defenses from effects such as Fivefold Bulwark Stance) generates 0 successes.

Halting the Scarlet Flow (•••••)

The Lunar's Essence is a dynamo that will keep her up and fighting no matter what, beyond sanity and beyond the limits of bodily endurance. Her very rage pulls her back together.

System: Spend 2 Essence reflexively to activate this Charm. For the rest of the scene, the Lunar reflexively heals 2 bashing or 1 lethal damage at the beginning of each round.

Scorpion and Toad Mastery (•••••)

The Lunar transforms her body into a transcendent poison.

System: The Lunar permanently reduces the damage suffered by any poison to a single die. By spending 1 Essence and spending a moment in concentration, she can use her Essence to flood her body with deadly toxins for the rest of the scene. Any being which bites the Lunar, drinks her blood, or eats her flesh must immediately attempt to soak three levels of lethal damage.

Changing Moon Charms

Excellence of the Laughing Moon: (Ability) (•)

By enchanting her words with the Essence of the ever-changing moon, the Changing Moon may perform feats of guile and wordplay far beyond normal limits.

System: Select one of the following Attributes when purchasing this Charm: Charisma, Manipulation, or Appearance. At any time, the player may reflexively spend 1 Essence to add three dice to all rolls using this Attribute for the rest of the scene. Excellence of the Laughing Moon cannot add more dice than the Lunar's human-form rating in the relevant Attribute. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your Attribute cap will permit, rather than three.

This Charm can be repurchased to unlock additional Attributes, but Essence must be spent to add dice to each Attribute separately. Changing Moon Castes get all versions of this Charm with a single purchase.

Righteous Lion Defense (•)

The Lunar shields her convictions in an invulnerable shell of Essence, guarding them against all hostile influence.

System: Any attempt to cause or force the Lunar to betray, undermine, or abandon her Intimacies automatically fails.

Dog Tongue Method (•)

The Lunar learns the trick of understanding the intentions and speech of animals, and can make herself understood to them in turn.

System: The Lunar reduces the difficulty of all Animal Ken rolls by -2. Additionally, she can employ human speech in any of her beast forms, regardless of the shape of her mouth or throat. Finally, she may spend 1 Essence or 1 Willpower to understand and make herself understood by animals for a scene.

Glance-Oration Technique (•)

The Lunar can communicate even complex concepts with nothing but a sultry glance, toss of her head, subtly adjusted eyebrow, shrug, or other bit of body language.

System: The Lunar's player may roll Appearance + Subterfuge (difficulty 7) to communicate a message of any degree of complexity silently, through body language alone, and this communication is only perceptible to those she intends to understand her.

Imposing Presence Attitude (••)

The Lunar's words, threaded with Essence, entrance and beguile.

System: By spending 1 Essence, the Lunar's presence and words become deeply compelling. She reduces the difficulty of all social rolls by 2 (minimum of 4) for the rest of the scene.

Mirror Sight Dismay (••)

Using her Essence as a mirror, the Lunar can use clever wordplay to reflect a target's views back at them in reverse, briefly convincing them that something they believe is not true.

System: Spend 1 Essence or 1 Willpower and roll Manipulation + Subterfuge against difficulty 8. Success allows the Lunar to convince the target that one of her beliefs is false. This confusion lasts for 10 minutes per success.

Chameleon Skin Disguise (••)

The Solar becomes a master of hidden meaning, coding messages inside messages that only reveal themselves to those she wishes.

System: The Lunar can shift her coloration to match her environment, becoming difficult to detect. The difficulty of all Stealth rolls is lowered by 2. For 1 Essence, she can intensify this capability for one scene, making her functionally invisible so long as she moves no faster than a slow walk and doesn't make any sudden, violent motions, which obviate the illusion.

Traceless Passage Technique (•••)

The Lunar may smooth her passage through the world with an occulting expenditure of Essence.

System: Spend 1 Essence. For the rest of the scene, the Lunar leaves absolutely no evidence of her passage behind, making her completely impossible to track.

Forgetful Victim Prana (•••)

The Lunar may blank out the memories of those she meets, either through terror or delight.



System: Spend 1 Essence and roll either Appearance + Subterfuge (if the target's interaction with the Lunar was pleasant), or Charisma + Intimidation (if it wasn't) against a difficulty of the victim's Willpower. Each success allows the Lunar to erase the memory of one scene from the target's life. No new memories take the place of these devoured moments; the victim's mind simply develops blanks containing only a vague sense of bliss or terror.

Unspeakable Aura of Dread (•••)

The Lunar bristles with the Essence of a predator king, causing others to tremble at the thought of opposing her.

System: Spend 2 Essence. For the rest of the scene, any character who wishes to oppose, insult, demand something from, or attack the Lunar must either do so at +2 difficulty, or else spend a Willpower point to momentarily negate the power of this Charm for a round.

New Friend Aroma (•••)

Perhaps it's something in her pheromones, or simply her incredible confidence, but everyone who meets the Lunar regards her well.

System: During the scene when someone first meets the Lunar (or at least, when someone *thinks* they're first meeting the Lunar) they're favorably inclined toward her, and all her social actions against them are rolled at -2 difficulty.

Cobra Hypnotic Method (••••)

By maintaining eye contact with her victim, the Lunar may hypnotize them into doing whatever she likes. They *will* be aware their actions are unusual and inexplicable afterwards.

System: Spend 2 Essence and roll Manipulation + Leadership against a difficulty of the target's Willpower rating. One or two successes will allow the Lunar to command her target to do anything that doesn't seem tremendously unusual or out of character. With three or four successes, she can command the target to do anything that doesn't endanger themselves or a loved one. With five or more successes, the target will risk his lives and the lives of others at the Lunar's command.

Cobra Hypnotic Method cannot hypnotize a target into harming or killing himself, compel him into certain death, or force him to betray his Nature.

Emotion-Shaping Technique (••••)

By merely smiling, scowling, or otherwise emoting at her subject, the Lunar can afflict them with the pantomimed emotion. They are helpless not to feel it.

System: Spend 1 Essence and roll Manipulation + Empathy against a difficulty of the target's Willpower. Their heart is filled with sorrow, fear, anger, despair, joy, apathy, contentment, or whatever else the Lunar wishes them to feel for one hour per success.

Mind-Blanking Fear Technique (•••••)

The Lunar unleashes her rage in a single concentrated scream, stunning an enemy.

System: Spend 1 Essence and roll Charisma + Expression against a difficulty of the target's Willpower. Success stuns them and causes them to be unable to use their next turn to do anything but defend themselves. If the Lunar immediately departs, they can't bring themselves to follow after her for one minute per success rolled.

Animal Magnetism (•••••)

The Lunar wears her power and allure like a mantle, making her irresistible, terrible, compelling.

System: Spend 1 Essence and roll Willpower, difficulty 7. For each success, the Lunar may add a dot to one of her Social Attributes for the rest of the scene.

No Moon Charms

Excellence of the Absent Moon: (Ability) (•)

Argent Essence sharpens the No Moon's senses and quickens her thoughts, pushing her to feats of intellect and insight far beyond the norm.

System: Select one of the following Attributes when purchasing this Charm: Perception, Intelligence, or Wits. At any time, the player may reflexively spend 1 Essence to add three dice to all rolls using this Attribute for the rest of the scene. Excellence of the Absent Moon cannot add more dice than the Lunar's human-form rating in the relevant Attribute. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your Attribute cap will permit, rather than three.

This Charm can be repurchased to unlock additional Attributes, but Essence must be spent to add dice to each Attribute separately. No Moon Castes get all versions of this Charm with a single purchase.

Sense-Sharpening Change (•)

The Lunar coaxes subtle transformations out of her flesh to give herself the keen senses of a menagerie of beasts.

System: Reflexively spend 1 Essence or 1 Willpower. For the rest of the scene, the difficulty of all Perception rolls drops by 3, to a minimum of difficulty 4.

Calls of the Human Prey (•)

The Lunar may refine the subtleties of language from the heady tang of blood.

System: The Lunar can learn a single language from anyone whose blood she drinks or whose flesh she devours.

Eyes of the Cat (•)

The character may attune her senses to otherworldly emanations, glimpsing places of power or even other worlds.

System: Roll Perception + Occult against difficulty 7. Success allows the character to see the aura of power emanating from places of otherworldly or supernatural energy such as Nodes, Caerns, Freeholds, or Haunts. These appear as rising auras of Essence, visible from up to (Essence rating) miles away. Spending 1 Essence permits the Lunar to attune her senses to the vibrations of another realm of existence for a scene, seeing through the Gauntlet or Shroud and into the Penumbra or Shadowlands, or to behold reality's Chimerical aspect.

Life Without Chains (••)

Letting a surge of unbridled rage rip through her psyche, the Lunar shatters any magic that attempts to enslave her mind.

System: Reflexively spend 1 Essence or 1 Willpower to become immune to all thought and emotion-altering magic for the rest of the scene. If used in response to an attempt to use such magic upon the character, the Lunar is compelled to attack the responsible creature until it has died or fled, or until the scene ends.

Devil-Restraining Grip (••)

Clenching her fist, the Lunar entangles a spirit or other supernatural being in a snare of Essence and drags it bodily into the physical world.

System: Target a spirit or other intangible being the Lunar can perceive and spend 1 Essence, then make a contested Willpower roll. If the Lunar gains more successes, the spirit, ghost, or similar being is immediately forced into the physical world and materializes for the rest of the scene.

Spirit-Maiming Essence Attack (••)

The Lunar imbues her strike with Essence which negates the coherence of the otherworldly.

System: Reflexively spend 1 Essence when launching an attack. The attack inflicts aggravated damage to spirits, ghosts, and other beings not clothed in flesh. Additionally, should it strike any supernatural being, they lose (Lunar's Essence rating) points of whatever mystical substance fuels their powers—blood points, Gnosis, Quintessence, Glamour, Pathos, Essence, and the like.

Sense-Borrowing Method (••)

The Lunar may cast her Essence into a person or animal and perceive as they do.

System: Spend 1 Essence to target a creature the Lunar can see, then roll Perception + Awareness against a difficulty of their Willpower. The Exalt can ride her target's senses for one hour per success gained. She can remain active while borrowing the senses of another, but raises the difficulty of all actions by +2 due to distraction. If the subject has tasted the Lunar's blood before, she may waive the Charm's Essence cost.

Resisting the Lure of Madness (•••)

The Lunar trusts to her own inherent mutability to slip free of any attempts to taint her Essence.

System: Whenever the character is the subject of any supernatural power that seeks to transform, infect, taint, transport, or control her body or spirit, she may reflexively spend 1 Essence or 1 Willpower and roll Wits + Occult against difficulty 7. Success shatters the hostile magic, protecting the Lunar completely.

Walking Between Worlds Methodology (•••)

The Lunar learns to find the secret ways that wind between worlds.

System: Spend 1 Essence and roll Wits + Occult against a difficulty of the local Shroud, Gauntlet, or Banality rating. Success transports the character into an otherworld of her choice: the Penumbra, the Shadowlands, or—if used at a Trod—the Near

Dreaming. By raising the difficulty by 1 (to a maximum of 9) and spending 1 additional Essence per ally, the Lunar can also draw other willing characters into the otherworlds with her. This Charm may also be used in reverse to return to the material world.

The character also permanently gains the ability to understand the language of spirits and to make herself clearly understood by them.

Labyrinth of the Beast (•••)

The Lunar hides her thoughts within an Essence-sculpted warren, leading those who would try to steal them astray.

System: Whenever someone attempts to read the Lunar's mind by any means, roll Perception + Awareness against difficulty 6. Success reveals not only the mind-reading attempt, but also who is responsible. The Lunar may then pay 1 Essence to reflexively shield her thoughts, making them impossible to read for the rest of the scene.

Truth-Scenting Method (••••)

The Lunar recoils when she detects the stink of deceit. Woe betide those who would persist in such folly.

System: Reflexively spend 1 Essence to interrogate a statement made to the Lunar. If the speaker is intentionally attempting to speak falsehood, the Lunar detects it as a terrible stench. Moreover, she learns something of the nature of the liar, and her next roll directed against him is made at -1 difficulty.

Pulse of the Invisible (••••)

The Lunar becomes unerringly attuned to the supernatural world and may detect the night folk when they draw near.

System: Reflexively spend 1 Essence. For the rest of the scene, the Lunar becomes aware when she stands in the presence of any supernatural being, though she doesn't inherently know what *sort* of supernatural being any given individual may be. Imbued hunters don't register as supernatural beings.

Lore-Speaking Method (•••••)

The Lunar tells a tale before an audience—a recounting, a recitation of history that she has witnessed or which has been passed down to her with this Charm, which was once among the holiest rites of the Lunar Exalted. Those who listen to her descend into a waking dream in which they may interact with

the history the Lunar recounts, exploring its complexities firsthand.

System: Spend 2 Essence. This Charm is primarily a narrative device permitting interaction with the tales and histories the Lunar spins. No one exploring one of her waking visions can truly be injured, although anyone who dies in a vision may lose a point of Willpower when they return to themselves.

Harmony With Reality Technique (•••••)

By giving a gift of her Essence, the Lunar may harmonize some aspect of the otherworlds with prosaic reality.

System: Spend 3 Essence and spend at least a minute in unbroken concentration, focusing upon the object or being to be blessed. Enchanted objects become entirely capable of existing in the physical world for a year and a day, or permanently if the Lunar gives up a point of permanent Willpower. Ghostly relics and artifacts may survive the weight of reality, sorcerous wonders become immune to the Paradoxical friction of reality's laws, and chimerical objects and treasures are granted immunity to Banality's ravages and become entirely real in all aspects of the world. If this blessing is granted to a creature such as a ghost, changeling, or Bygone, then they become able to exist in their true aspect with full physical presence in reality for (Lunar's Essence rating) days.

Shapeshifting Charms

Humble Mouse Shape (•)

The Lunar expands her shapeshifting prowess, learning to don the forms of animals smaller than a housecat. Forms taken with this Charm must still be easily visible to the naked eye, and so while mice and most spiders are valid, fleas and water bears are not.

System: This Charm's effects are permanent. A character must take this Charm during character creation if she wants a totem form smaller than a housecat.

Towering Beast Form (•)

The Lunar expands her shapeshifting prowess, learning to don the forms of great beasts of enormous size. Forms taken with this Charm may encompass any large animal, from a grizzly bear to an elephant to a whale.

System: This Charm's effects are permanent. A character must take this Charm during character creation if she wants a totem form larger than a tiger.

Prey's Skin Disguise (•)

The Lunar expands her shapeshifting prowess. By slaying and drinking the heart's blood of a human being, the Lunar may take his appearance into her shapeshifting library.

System: Learning a specific human appearance works the same as hunting and consuming an animal form. The shapeshifting roll to assume a human skin is made at difficulty 7 rather than 6.

Changing Plumage Mastery (•)

The Lunar may recast her appearance through the application of Essence and will, making minor cosmetic changes.

System: Spend 1 Essence and roll Appearance + Subterfuge (difficulty 6). For each success, the Lunar may change one feature about her appearance from the following list:

- Hair length and/or texture (including body hair).
- Hair color.
- Eye color.
- Skin color.
- Apparent age.
- Height.
- Build and weight.
- Facial or bodily features (cheekbone structures, shape of chin, presence or absence of scars, etc).

Changing Plumage Mastery can't banish the Mark of Luna. If used on the Lunar's true form, rage form, or totem form, the changes wrought by this Charm last until the Charm is used again to manually revert them one by one, and are otherwise permanent. If used to alter any other form, the changes vanish once the Lunar shifts out of that form, and are not present when she next dons it. This Charm may be used repeatedly to stack up a dramatic number of alterations.

Many-Faced Moon Transformation (••)

The Lunar may transform her physical gender characteristics, assuming a fully male, female, intersex, or androgynous or sexless body.

System: Spend 2 Essence. This is no mere cosmetic transformation; if the Lunar gives their body reproductive organs, they are fully functional. If used in any of the Lunar's human, rage, or totem forms, the transformation carries over to the other two, and its

effects are permanent unless the Charm is used again. If used in a stolen skin, the gender transformation only lasts until the Lunar changes into a different form, and is not present when she next dons that skin.

Somnolent Statuary Method (••)

The Lunar can press herself against an inorganic surface—a wall, a statue, the Earth itself—and sink into it, merging with its substance and hiding perfectly within. She remains aware of her surroundings while inanimate.

System: Spend 1 Essence to merge with an object, which must be at least as large as the Lunar's current form. Any serious disruption to the Lunar's hiding place (smashing a statue, digging up the ground) ejects her, and she suffers a -2 penalty to her actions for a minute afterwards due to disorientation. Otherwise, she may voluntarily emerge from hiding whenever she likes. The Lunar ages at only half her normal rate while using this Charm.

Tyrant Mouse Dominion (•••)

The Lunar may increase or decrease the size of any of her animal forms, becoming a bear capable of creeping in through pipes or a cobra of terrifying size.

System: Reflexively spend 1 Essence while transforming into an animal shape. The shape may be adjusted up to the scale of any beast the Lunar can hold in her form library (and so Humble Mouse Shape and Towering Beast Form significantly expand the scope of this Charm). An animal made much smaller than its normal size suffers -1 to its Strength and Stamina (to a minimum of 1), but +1 to Dexterity. A scaled-up form adds +1 to Strength and Stamina, but reduces Dexterity by -1 (to a minimum of 1).

Hybrid Body Rearrangement (•••)

The Lunar may conjure beastly features into whatever shape she currently wears.

System: Spend a round in concentration and roll the Lunar's Essence rating against difficulty 7 to manifest one of her rage form's Aspects while wearing a different shape. Alternately, reflexively spend 1 Essence to manifest the Aspect without need of an action or a dice roll. This feature remains present until this Charm is used again to dismiss it, or until the Lunar changes into a different form.

Hybrid Body Rearrangement can be repurchased as many times as desired. Each additional purchase

allows the Lunar to manifest a new Aspect based on some shape in her shapeshifting library.

Blood and Ash Banquet (••••)

The Lunar may learn to take on the form of one of the undead.

System: Vampires, Risen, and other walking corpses become valid targets for the Lunar's form library. A vampire's ashes can be consumed in the place of blood or flesh, if need be. The Lunar doesn't gain any vampiric Disciplines or similar powers, but she *does* dispense with the need to breathe while wearing an undead form. Shapeshifting into an undead form works the same as donning an animal shape, but at difficulty 8.

Hungry Dream Cloak (••••)

The Lunar learns to consume the rarefied stuff of dreams, and may take on the form of a changeling or other denizen of the Dreaming.

System: The Lunar may add fae creatures and even chimera to her shapeshifting library in the usual manner. If she transforms into one of the Kithain, she dons both that individual's mortal and chimerical shapes, though she doesn't gain any special powers such as a Sidhe's immunity to being made to look foolish. Shapeshifting into a Dreaming-touched form works the same as donning an animal shape, but at difficulty 8.

Predator Emperor Consumption (•••••)

The Lunar gains the ability to hunt and consume the most dangerous prey Creation has to offer. She may slay and consume the blood or flesh of a shapeshifter, and learn all of that being's forms.

System: The Lunar may add Garou and other Fera to her shapeshifting library in the usual manner. The Lunar concentrates for a round and spends 1 Essence to assume any form the shapeshifter knew, from Crinos to Gladius. She gains any natural features of that form such as wings or claws, along with Attribute adjustments.

Becoming the Swarm (•••••)

The Lunar can multiply her Essence again and again, becoming not merely a small creature, but a swarm of them. She must already have Humble Mouse Shape to learn this Charm.

System: The Lunar concentrates for a round and spends 2 Essence, then erupts into a swarm of small creatures—insects, rats, bats, nothing larger. Rules for

swarms can be found on page 391 of V20. If the Lunar suffers enough damage to disperse the swarm, the Charm ends and she returns to her human, totem, or rage form, having suffered 3 lethal damage for the dispersal.

Chimerical Ascension (•••••)

Giving her flesh and mind over to the beast within her soul, the Lunar fortifies her rage form with additional beastly or otherworldly features. These new alterations need not match the Lunar's totem shape.

System: The Lunar adds one new Aspect to her rage form. This Charm may be purchased as many times as desired, but while the Lunar has more purchases of this Charm than her Essence rating, she suffers one permanent derangement (see V20, p. 290-293, W20, p. 485-486, or M20, p. 649-650) per purchase over that limit, as her mind is consumed by bestial impulses and instincts.



CHAPTER SIX: THE SIDEREAL EXALTED

Once upon a time, the Sidereals were the advisors and viziers of the Chosen, guiding their fellows to wise decisions and harmonious action. Then they were the hidden masters of destiny, pulling the world's strings from behind the scenes. Now the seers are half-blind, restored to a world whose secrets and conspiracies are utter mysteries, and over which they have no built-up influence, no place of refuge to retreat to spin their plans, no inheritance of allies or training manuals or mystic weapons—in short, they have nothing save their insight and their fingertips resting upon destiny's threads.

On the other hand, though as the Sidereals have lost their once-incomparable libraries and networks, they've also been forgotten by all the world with a thoroughness they once broke Heaven to try to obtain. Their enemies will never see them coming.

It's time to start building a better world, once again. A second chance to get things right.

Essence Renewal

Each Sidereal is filled with the Essence of one of the long-vanished Maidens of Destiny. When he tends to his Caste's aspect of destiny, he is repaid in Essence by a grateful cosmos. Once per scene, a Sidereal can recover 3 Essence by meeting the criteria of her caste.

Chosen of Journeys

Chosen of Journeys replenish their Essence by causing, safeguarding, guiding, or participating in a journey that destiny demands must occur.

Chosen of Serenity

Chosen of Serenity replenish their Essence by bringing different parties together in accordance with fate's requirements, or by bringing joy or peace to those who need it in their darkest hour.

Chosen of Battles

Chosen of Battles replenish their Essence by instigating, manipulating the outcome of, or enabling conflicts in accordance with destiny's demands.

Chosen of Secrets

Chosen of Secrets replenish their Essence by preventing the world at large from learning of the supernatural world, including the existence and affairs of the Exalted, or by concealing or revealing secret knowledge according to fate's decree.

Chosen of Endings

Chosen of Endings replenish their Essence by bringing about those conclusions that destiny demands.

Character Creation

Creating one of the Sidereal Exalted works a lot like creating any other **World of Darkness** character. The steps are outlined below:

Step 1: Character Concept

- Consult with other players and come up with an appealing concept.
- Pick out the Caste that fits best, and note its anima effects (see below).
- Select Nature and Demeanor.

Step 2: Attributes

- Mark down one dot in each Attribute.
- Rank categories of Attributes (Physical, Social, Mental) in order of importance to your character.
- Divide 8 dots among primary Attributes, 6 dots among secondary Attributes, and 4 dots among tertiary Attributes.

Step 3: Abilities

- Note Caste Abilities (see below).
- Rank categories of Abilities (Talents, Skills, Knowledges) in order of importance to your character.
- Divide 13 dots among primary Abilities, 9 dots among secondary Abilities, and 5 dots among tertiary Abilities.
- No Ability can have more than 3 points without spending Freebie Points.
- Divide an additional 3 dots among Caste Abilities. *These* dots are allowed to raise a Caste Ability above 3.

Step 4: Advantages

- Choose one category of Sidereal Charms as Favored Charms. Favored Charms receive the same experience point discount as Caste Charms.
- Choose Charms (6 dots in total). At least 4 dots of Charms must be from your Caste Charms.
- Select 5 dots of Backgrounds.
- Write down three Intimacies.

Step 5: Finishing Touches

- Record Willpower (5), Essence rating (1), and Essence pool (8). Essence pool begins at maximum.
- Spend Freebie Points (15), and, optionally, purchase merits and flaws Merits and Flaws (max. 7 points).

Freebie Point Costs

Trait	Cost (per dot)
Attribute	5
Ability	2
Caste Ability	1
Charm	(rating x 3)
Ancient Sorcery spell	5
Essence	10
Backgrounds	1
Willpower	1

Caste Features

When you select your Caste, note its *Anima power* and its *Caste Abilities*.

- **Chosen of Journeys:** Chosen by destiny to facilitate travels and movements of great importance. These Chosen come from lives marked by extensive travel: truckers, diplomats, couriers, commercial pilots, naval officers, hobos, pilgrims, refugees.

Caste Abilities: Animal Ken, Athletics, Drive, Empathy, Firearms, Politics, Streetwise, Survival

Anima Power: Spend 1 Essence and make the Lesser Sign of Mercury. For the rest of the scene, the Sidereal and her nearby allies triple their movement speed, whether on foot or in a vehicle.

- **Chosen of Serenity:** Chosen by destiny to facilitate unions and to bring peace and joy into the world when it is most needed. These Chosen come from lives marked by service to life and those things that make it worth living: priests, social workers, musicians, dancers, sex workers, writers, painters.

Caste Abilities: Awareness, Crafts, Empathy, Etiquette, Expression, Law, Leadership, Performance

Anima Power: Spend 1 Essence and make the Lesser Sign of Venus. For the rest of the scene, the Sidereal and her nearby allies gain the warm and favorable regard of anyone who does not explicitly have an active reason to dislike or mistrust them.

- **Chosen of Battles:** Chosen by destiny to bring about war and guide the course of conflicts to their ordained outcome. These Chosen come from lives marked by strife: soldiers, latchkey kids, drunkards, sailors, chess masters, competitive athletes, esports players, political activists.

Caste Abilities: Athletics, Brawl, Expression, Firearms, Intimidation, Leadership, Melee, Technology

Anima Power: Spend 1 Essence and make the Lesser Sign of Mars. For the rest of the scene, the Sidereal and her nearby allies reduce all damage inflicted upon them by 1 health level after rolling soak.

- **Chosen of Secrets:** Chosen by destiny to safeguard dangerous knowledge, and to release it into the world when its time finally arrives. These Chosen come from lives concerned with keeping or unearthing secrets: criminals, archaeologists, spies, members of forbidden subcultures, investigators, security experts, hackers, conspiracy theorists.

Caste Abilities: Academics, Computer, Investigation, Larceny, Occult, Stealth, Streetwise, Subterfuge

Anima Power: Spend 1 Essence and make the Lesser Sign of Jupiter. For the rest of the scene, the Sidereal and her nearby allies cannot have their thoughts read or be subjected to magical mind control of any sort.

- **Chosen of Endings:** Chosen by destiny to bring about the ending of those things whose time destiny has decreed to have passed. These Chosen come from lives concerned with endings and beginnings of things: physicians, morticians, real estate agents, judges, clerks, referees, construction workers, gravediggers.

Caste Abilities: Alertness, Athletics, Brawl, Firearms, Finance, Law, Medicine, Science

Anima Power: Spend 1 Essence and make the Lesser Sign of Saturn. For the rest of the scene, when the Sidereal and her nearby allies make an attack which inflicts at least one health level of damage after soak, that damage is increased by one additional health level.

Appropriate Backgrounds

When creating your Sidereal, all of the following Backgrounds are appropriate choices:

Allies (V20, p. 111)

Alternate Identity (V20, p. 111)

Arsenal (Hunter the Reckoning, p. 120-121)

Backup (M20, p. 306-307)

Contacts (V20, p. 112)

Fetish (W20, p. 137-138)

Influence (V20, p. 114-115)

Magic Artifact (Kindred of the East, p. 87)

Mentor (V20, p. 115)

Resources (V20, p. 115-116)

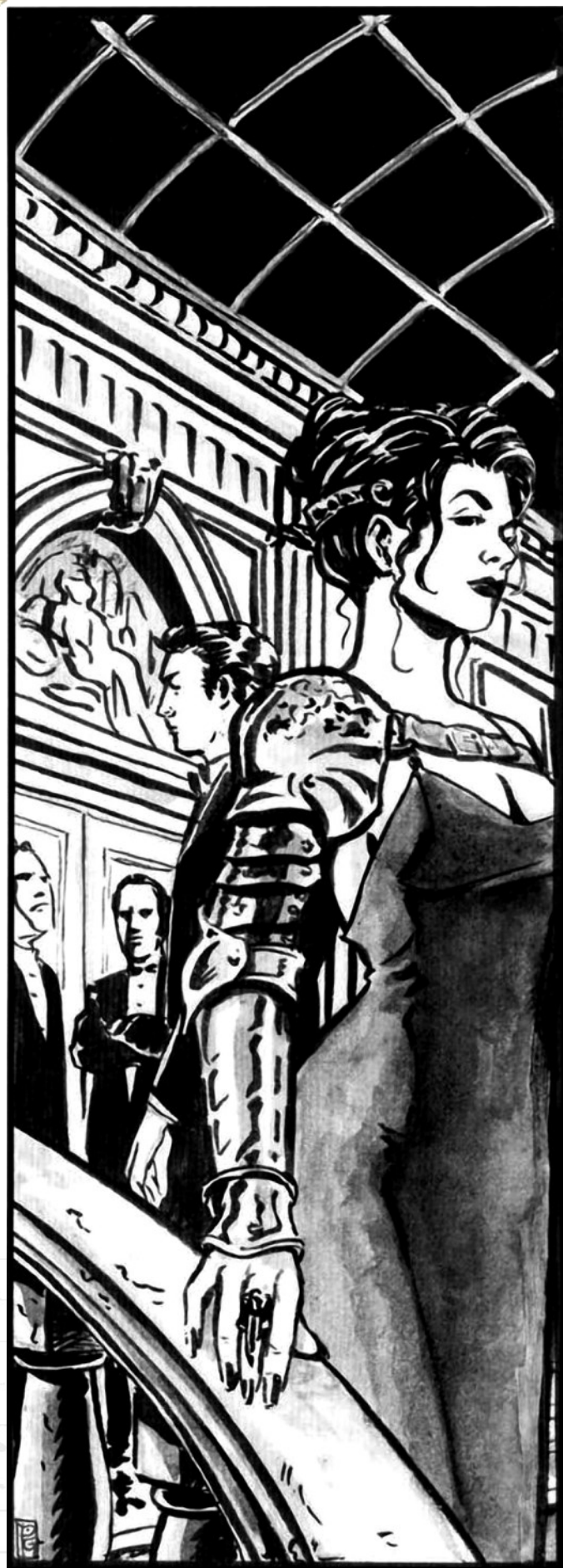
Retainers (V20, p. 116)

Secrets (W20 Changing Breeds, p. 212)

Totem (W20, p. 140)

Wonder (M20, p. 328)

Sidereals also have a few new Backgrounds they may purchase, and there are a few things to note about their use about the Backgrounds listed above.



Arcane

Not only are Sidereals able to buy the Arcane Background (see **M20**, p. 305), but they gain two dots of it for free. If you don't have **Mage 20th Anniversary**, the short version is that each dot of Arcane adds one die to all Stealth rolls, and subtracts one die from all attempts to track the Sidereal down, identify her, or otherwise locate her. Additionally, the more dots purchased, the harder a time people have accurately remembering the Sidereal. At 3+ dots, photographs, computer records, and paperwork about the Exalt have a way of losing themselves.

Fame

A Sidereal's Arcane rating is subtracted from the maximum amount she can have in the Fame Background (see **M20**, p. 313-314). As a result, *no* Sidereal can have higher than Fame ••• at best.

Destiny

No Sidereal can have the Destiny Background (see **M20**, p. 311-312), although all first-generation Sidereals once *had* that Background; Exaltation burned it away. On a similar note, no Sidereal can take the Dark Fate Flaw, or any similar Merit or Flaw which dictates her fate. The Sidereal must write her own destiny.

New Background: Dragon Nest

Your character has seized or discovered a Dragon Nest—whichever the case may be, it's hers now. Rather than rating its size or power, dots in this Background measure how secure the Dragon Nest is from hostile intrusion. Each dot of Dragon Nest increases the difficulty of all efforts to infiltrate or attack the Nest by anyone you haven't granted access to, and a -1 difficulty bonus to your attempts to spot, track, and identify intruders, or to defend the Nest from assault.

Special Rules for Sidereals

In addition to the rules that normally govern the Exalted, Sidereals have a few special rules and features.

Dynamic LARPing

Sidereals soon learn that destiny moves in comfortable courses, and that for every unique and world-changing destiny, there are countless soldiers or fishermen whose destiny is simply to be a soldier or fisherman. With just a bit of practice, a Sidereal can

learn to wear one of these “template” destinies like a cloak.

When a Sidereal wears a false destiny, nobody can recognize her for who she truly is. Instead they instinctively see a sailor, a cop, priest, or whatever else the Sidereal is masquerading as, plus any embellishments she’s added such as a name or more specific job (“homicide detective” rather than a generic “cop”). If she “breaks character,” then her assumed destiny cracks and others can potentially see through it (such as if a stern drill sergeant expresses concern for someone’s feelings). At that point, anyone who notices the lapse can roll Perception + Subterfuge against difficulty 9 to realize who the Sidereal is (or at least that they’re not who they seem to be).

In order to don a false destiny, the Sidereal must spend 1 Willpower point and spend a moment aligning herself with the design of destiny. It’s worth noting that this “disguise” doesn’t have to be in *any* way intuitively convincing: an enormous musclebound Sidereal man can don the destiny of a “mother” and that’s the vibe people will read from his presence, papering over any inconsistencies in their minds.

A Sidereal can’t don a false destiny while being observed by anyone other than fellow Sidereals, and other Sidereals can always see through another of their kind’s false destinies. To shuck a false destiny requires only a moment spent in total concentration.

A Sidereal’s Arcane Background does *not* apply to a false destiny. People have no difficulty remembering it, and Sidereals can recycle the same particular false destiny again and again if they wish to.

There are limits to what sort of role a Sidereal can assume through Dynamic LARPing, based on their Caste.

Chosen of Journeys

Chosen of Journeys may assume the following sorts of false destinies: Work-boss, ship’s officer, professional soldier, vagabond, mendicant, ditch digger, secretary, house servant, messenger, butler, assistant, diplomat, manual laborer, pilot.

Chosen of Serenity

Chosen of Serenity may assume the following sorts of false destinies: Marriage-seeker, revolutionary, virtuous priest, sex worker, slave, debtor, beggar, gourmet, poet, hanger-on, matriarch, mother, drinking buddy.

Chosen of Battles

Chosen of Battles may assume the following sorts of false destinies: Rumormonger, reporter, witness, martyr, tyrant, sergeant, surgeon, judge, thug in uniform/cop, boxer, socialite, general, scout (military scout, talent scout for a baseball team, either works), assassin, mercenary, gambler, drunkard.

Chosen of Secrets

Chosen of Secrets may assume the following sorts of false destinies: Medium, charlatan, midwife, physician, archaeologist, inventor, pawnbroker, spy, priest, librarian, supernatural being, magician, teacher, prophet, professor.

Chosen of Endings

Chosen of Endings may assume the following sorts of false destinies: Person on their deathbed, affianced youth, undertaker, young widow, old man, ghost, powerful retiree, journeyman, salesman, virgin, pregnant woman.

The Greater Signs

As a Sidereal’s Essence grows potent, the murky remnants of power from out of time begin to present themselves to her. These are the Greater Signs of the Maidens-That-Were, and although they demand a great price, they also offer incredible power that may be wielded in a crucial moment to pivot the course of the world.

To wield one of the Greater Signs, a Sidereal must be of the appropriate Caste and have an Essence rating of at least 4.

The Greater Sign of Mercury

The Sidereal spends 1 point of permanent Willpower and makes the Greater Sign of Mercury. She and all allies within the same city are instantly teleported to a point of her choosing anywhere on Earth.

Chosen of Serenity

The Sidereal spends 1 point of permanent Willpower and makes the Greater Sign of Venus. For one scene, violence becomes impossible throughout the entire city or similar-sized stretch of countryside around the Sidereal. Hostile uses of magic are similarly stymied. This ban lasts for one scene.

Chosen of Battles

The Sidereal spends 1 point of permanent Willpower and makes the Greater Sign of Mars. For the

rest of the scene, no attack directed against the Sidereal or any of her allies within the same city or city-sized area is capable of inflicting more than a single health level of damage, no matter how many are rolled.

Chosen of Secrets

The Sidereal spends 1 point of permanent Willpower and makes the Greater Sign of Jupiter. For the rest of the scene, the Gauntlet and Shroud become completely impassable in the city where the Sidereal makes the Sign, and no portals (such as Trods) or powers can bring characters into or out of other worlds. This effect lasts for 12 hours.

Chosen of Endings

The Sidereal spends 1 point of permanent Willpower and makes the Greater Sign of Saturn. For the rest of the scene, all of the attacks made by the Sidereal and her allies within the same city inflict automatic damage rather than rolling dice.

Charms

These are the miracles by which the Sidereal Exalted reweave the destiny of the World of Darkness.

Journeys Charms

Excellence of the Golden Barque:

(Ability) (•)

The Chosen of Journeys uses her Essence to align herself with destiny's weave.

System: Select one of the following Abilities when purchasing this Charm: Animal Ken, Athletics, Drive, Empathy, Firearms, Politics, Streetwise, or Survival. At any time, the player may reflexively spend 1 Essence to add the character's Essence rating in dice to all rolls using this Ability for the rest of the scene. Alternately, she can lower the difficulty of all actions using that Ability by -2. For 1 Essence and 1 Willpower, she gains both effects from a single invocation.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Chosen of Journeys get all versions of this Charm with a single purchase.

Auspicious Prospects for

Journeys (•)

The Sidereal is finely attuned to the tenor of the world's desires where journeys and travel are concerned.

System: This Charm's effects are largely in the hands of the Storyteller. In general, it provides the Sidereal with a sixth sense that tells her when someone really ought to undertake a particular journey, or in what way they should best go about it. Facilitating the realization of destiny in this fashion not only gives Sidereals goals to strive for, it also helps Chosen of Journeys replenish their Essence. A Sidereal can also attempt to use this Charm proactively, to determine whether a given journey is auspicious or not, by rolling Intelligence + Awareness against difficulty 6.

Righteous Lion Defense (•)

The Sidereal anchors her passions and convictions into the very foundation of destiny. The weave of the world ensures that her commitments endure.

System: Any attempt to cause or force the Sidereal to betray, undermine, or abandon her Intimacies automatically fails.

Never an Empty Alley Technique (•)

Wherever the Sidereal might be, her getaway vehicle is always nearby.

System: Spend 1 Essence and spend a moment searching the Sidereal's immediate surroundings. She inevitably discovers that a car, riding animal, motorcycle, or other conveyance that she owns is patiently waiting for her in the nearest space capable of hiding such a thing, and that any necessary keys or codes are on her person.

Dreaming the Wild Lands (••)

Mirroring her Essence to the land, the Sidereal shifts the wilderness to suit her design. She may shift the elevation of hills, subtly bend the curve of rivers, and move trees about in any way that suits her. Wild animals also become furious or docile at her command.

System: Spend 2 Essence. For the next (Essence rating) days, the Sidereal may reshape the landscape of any untamed wilderness in whatever fashion suits her. Man-made elements such as hunting lodges, shotgun shacks, or roads are utterly immune to alteration by this Charm.

Yellow Path (••)

The shining yellow light of destiny illuminates the fastest—if not most straightforward or safest—path to the Sidereal's destination.

System: The Sidereal fixes a destination firmly in mind. Spend 1 Essence and roll Wits + Survival against

difficulty 6. For one success, the Sidereal finds a path that cuts her travel time in half. For three successes, if the character has a deadline and there is *any* possibility of making it on time, the Sidereal does so. Five successes allow the Sidereal to arrive by the time of her deadline or appointment no matter what.

Ox-Body Technique (••)

Destiny demands that the Sidereal endure until her appointed hour, and her body obeys.

System: The character permanently gains an additional Bruised (-0) health level.

This Charm can be purchased a number of times equal to the character's Essence rating.

Glory Path (••)

Essence enwraps the character's mount or vehicle in a nimbus of yellow light, speeding it along its path and ensuring no obstacle can stand in its way.

System: Spend 1 Essence while riding a mount or driving a vehicle. The conveyance's speed is doubled, and it can navigate any obstacle it must without crash or calamity. The Sidereal can jump chasms, drive up the side of buildings, or speed over the surface of water with no difficulty at all.

Rain and Sky Mantra (•••)

The Sidereal's fingers find the strings of destiny which control the weather, and bend them to her will.

System: Spend 2 Essence and roll Stamina + Survival against difficulty 7. If the Sidereal wishes to calm the weather or produce unseasonable weather, she does so for one day per success rolled. If she wishes to produce violent storms which raise the difficulty of all actions attempted by those exposed to them by +1, then the storm lasts for one hour per success rolled.

Mirror Shattering Method (•••)

The Sidereal seats herself within or upon a conveyance, or, lacking that, stands upon a symbolic bit of wood representing a ship upon the sea, then strikes the surface of the Gauntlet. The barrier between worlds shatters into ash and foam for a moment, and when it reforms, the Sidereal stands within the Spirit World.

System: Spend 1 Essence and roll Intelligence + Drive against a difficulty of the local Gauntlet. Success transports the Sidereal into the Spirit World, along with anyone also upon or within her conveyance or chosen bit of wood. The Sidereal's conveyance only makes the translation across if she wishes it to do so.

This Charm may also be used in reverse to return to the material world; when doing so, the Sidereal needs only to spit upon the ground rather than bother with vehicles or wood.

The Sidereal also permanently gains the ability to understand the language of spirits and to make herself clearly understood by them.

Heartless Maiden Trance (•••)

The Sidereal's chest convulses as she swallows her heart. Henceforth she becomes as unfeeling as a stone.

System: Spend 2 Essence. The Sidereal no longer suffers penalties from wounds, poison, hunger, thirst, disease, fatigue, inclement weather, or temperature. She doesn't need to breathe. She can still be killed, but cannot be rendered unconscious by any means. So long as she maintains this Charm—and it lasts until she takes an action to restore her heart—the Sidereal automatically fails all Empathy rolls, and does not regain Essence when the sun sets.

Unswerving Juggernaut Principle (••••)

Yellow stardust cascades around the Sidereal and glitters in her footsteps. So long as she moves forward without stopping, she is inexhaustible.

System: Spend 1 Essence. So long as the Exalt advances without stopping, she adds three dice to all soak rolls, is immune to fatigue, has no need for sleep or rest, and if driving, her vehicle consumes no fuel.

Life Gets Worse Approach (••••)

The Sidereal makes the Inferior Sign of the Gull over her weapon, whispers to it to seek its target, and attacks. Not only is the shot quite deadly, but if it strikes, it bends the fate of all other harmful things toward the target.

System: Spend 1 Essence and make a ranged attack. If it strikes, the attack adds the Sidereal's Essence rating to its damage dice. Moreover, until the victim draws out the offending knife, arrow, or bullet, all other ranged attacks suffer -1 difficulty to strike him. If left in place long enough, the embedded projectile may even attract stray insects and floating debris.

Optimistic Security Practice (•••••)

The Sidereal passes a hand over the weave of fate, infecting it with her own generosity of spirit. The universe becomes very protective of her, turning aside all sources of harm.

System: The Sidereal reflexively spends 1 Essence. For the rest of the scene, she adds her Essence rating to her soak dice. Any being whose Willpower rating is lower than the Sidereal's Empathy must spend one Willpower point each time they attack her, or the attack automatically fails. This Charm doesn't function if the Sidereal is wearing armor: destiny frowns on those who hedge their bets.

Riding the Dragon (•••••)

The Sidereal seizes a prayer strip from thin air, burning with brilliant yellow Essence, and affixes it to the forehead of a mortal strongly connected to the weave of her life. The mortal transforms into a mighty dragon who serves as the Sidereal's obedient mount for a time; afterwards, it transforms back into the mortal it formerly was, but that individual's mind is shattered beyond repair.

System: Spend 3 Essence to summon the prayer strip. Upon affixing it to the forehead of a Contact, Ally, Retainer, Mentor, or similar mortal Background asset, they transform into a mighty celestial dragon for one scene. At the end of the scene their body returns to normal, but their mind is riddled with multiple derangements, leaving them barely functional if not entirely catatonic.

The Dragon of Mercury

The dragon created by Riding the Dragon has 10 in all Physical Attributes, Athletics 5, Brawl 5, and terrible claws and fangs which inflict Strength + 3 aggravated damage. It has 10 Bruised health levels, and can fly at 500 miles per hour.

Serenity Charms

Excellence of the Cerulean Lute: (Ability) (•)

The Chosen of Serenity uses her Essence to align herself with destiny's weave.

System: Select one of the following Abilities when purchasing this Charm: Awareness, Crafts, Empathy, Etiquette, Expression, Law, Leadership, or Performance. At any time, the player may reflexively spend 1 Essence to add the character's Essence rating in dice to all rolls using this Ability for the rest of the scene. Alternately, she can lower the difficulty of all actions using that Ability by -2. For 1 Essence and 1 Willpower, she gains both effects from a single invocation.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Chosen of Serenity get all versions of this Charm with a single purchase.

Auspicious Prospects for Serenity (•)

The Sidereal is finely attuned to the tenor of the world's desires where matchmaking, fertility, happiness, and peace are concerned.

System: This Charm's effects are largely in the hands of the Storyteller. In general, it provides the Sidereal with a sixth sense that tells when destiny strongly wishes to bring people together, or when peace or happiness need to enter someone's life. Facilitating the realization of destiny in this fashion not only gives Sidereals goals to strive for, it also helps Chosen of Serenity replenish their Essence. A Sidereal can also attempt to use this Charm proactively, to determine whether a potential union is auspicious or not, by rolling Intelligence + Awareness against difficulty 6.

Fauleless Ceremony (•)

When the Sidereal officiates over a ceremony, her actions impart a meaningful bias to destiny within the purview of her Caste. The world will bend in its best attempt to impart happiness and fertility on a couple wed by a Chosen of Serenity; a Chosen of Endings who oversees the conclusion of a dead man's affairs speeds those affairs toward a swift, equitable, and relatively painless resolution; and a warship launched by a Chosen of Battles will find fortune and opportunity in war, at least up to the point that the influence of happenstance and circumstance can influence its success or failure.

System: There are no dice rolls or resource costs associated with this Charm. It's a permanent modification to the impact of the Sidereal's actions upon the world.

World-Shaping Artistic Vision (•)

The Sidereal develops a signature specialty in manipulating the threads of fate, which slightly influences her appearance over time. A Sidereal who specializes in destiny manipulation "in the halls of power" becomes more urbane and imposing, while one who specializes "against wicked spirits" may take on a shamanic or martial aspect, clothes dramatically stirred by an unseen wind from time to time.

System: Define a specialty with roughly the scope of an Ability Specialty such as "rural communities," "against wicked spirits," "formal debates," or "on

Sundays." All actions the Sidereal takes which fall under this specialty reduce their difficulty by -1.

Blue Vervain Binding (••)

The Sidereal conducts a minute-long formal blessing in a language she somehow half-remembers, dating back to the dawn of time. It ties together the fates of two beings (one of whom can be the Sidereal herself). After the successful conclusion of the ceremony, the two beings can forever after understand one another and make themselves understood, regardless of any barriers of language or even physical or mental disability.

System: Spend 1 Essence and roll Intelligence + Law (difficulty 6) to establish the binding.

Favorable Inflection Procedure (••)

The Sidereal may speak a being's name or nickname with an inflection which affirms and completes their sense of being in the world, granting a momentary gift of true inner peace.

System: Spend 1 Essence and roll Charisma + Empathy against a difficulty of the target's Willpower rating. Success creates a moment of peace, happiness, and personal connection to the Sidereal. If the target is upset or violent, he loses his train of thought and forgets whatever has caused his unhappiness, although events *can* actively remind him (such as noticing the Sidereal standing over the murdered bodies of his family, covered in their blood). This Charm instantly ends frenzies in beings such as vampires or werewolves, as well as supernaturally induced manias in other characters.

Avoidance Kata (••)

There are some problems whose best solution is to have not been there to get into them in the first place. The Sidereal can escape from danger (or just meeting tedious people at parties) by retroactively having been somewhere else all along.

System: Spend 1 Essence within the first minute after encountering someone socially or within the first two rounds of combat. The Sidereal relocates immediately to somewhere else she might plausibly have been instead, and her magic amends destiny to patch up the inconsistencies as best it can, giving everyone involved new memories of the Sidereal *not* having been present where she was, and *having* been present where she now is... although they don't actually *lose* their existing memories of the Sidereal



having been present before she absented herself, or not having been present before she appeared.

This magic also doesn't remove the consequences of actions anyone took before the Sidereal made herself absent, so if she stabbed someone before vanishing, they're still perforated and bleeding, even though the Sidereal was never there to perform the stabbing to begin with. Maybe they just burst into cuts spontaneously? It happens sometimes.

The limitation that the Sidereal can only go somewhere else she might have plausibly been makes Avoidance Kata good for escaping danger, but bad for escaping confinement. A Sidereal who finds a group of inmates coming to murder her in her prison cell might have plausibly been in solitary confinement or the infirmary instead, but by that point it's implausible that she wasn't in jail at all.

Perfection in Life (•••)

The dance of Venus is the dance of completed patterns, whole fates, and perfection in life: the realization of all that those who witness it might be, and strive to be, bringing temporary peace and affirmation to the most broken heart. This Charm imbues the Sidereal's words and actions with the cadence of that most sacred of dances, even though outwardly she may be doing no more than chatting at a café or cooking dinner for her friends.

System: Spend 2 Essence and roll Charisma + Performance (difficulty 6). If successful, then for the rest of the scene the Sidereal grants 1 Willpower point to herself and everyone she interacts with, so long as this wouldn't raise their current Willpower above either their maximum, or the number of successes she rolled to activate Perfection in Life. A character can't benefit from Perfection in Life more than one per day.

Duck Fate (•••)

The Sidereal senses danger approaching in the weave of destiny, and viciously twists its threads aside to deflect whatever this misfortune might be.

System: Reflexively spend 1 Essence and roll Dexterity + Athletics against difficulty 7. If successful, the Sidereal perfectly avoids any damaging, deleterious, or unwanted effect aimed against her. This could be a physical attack, a magician attempting to summon her with magick, the formation of a blood bond upon drinking vampire blood for the third time, possession by a ghost, or anything else—even surprise attacks and other threats the Sidereal isn't actively aware of. Continuous effects (such as being burned and

asphyxiated by a house that's burning down with the Sidereal inside of it) need be avoided only once to protect the character while she remains exposed.

Shun the Smiling Lady (•••)

Fixing an individual's name or face in her mind, the Sidereal strikes their name out of the book of love.

System: Spend 2 Essence and roll Manipulation + Subterfuge against a difficulty of the target's Willpower. Success curses them for one day per success. They have an effective rating of Appearance 0 while under the curse (although their physical form doesn't change), and if they wish to use any sort of supernatural power which leverages unnatural appeal (such as the vampire Discipline of Presence) they must first spend a Willpower point to do so. If anyone of significantly less supernatural power than the Sidereal (according to the Storyteller's judgment; all ordinary mortals definitely qualify) has romantic feelings for the target, this curse terminates those feelings instantly. They do not automatically reappear when the curse ends.

Harmonic Completion (••••)

The Sidereal conjures a cerulean prayer strip and binds it across her eyes, allowing her to see into the world's Chimerical aspect. Moreover, she can spot the cracks in reality's gray and decaying crust that lead into the homeland of dreams and nightmares, and pass through them, even taking others with her, so long as they link hands and follow her lead.

System: Spend 1 Essence to conjure the prayer strip and behold the reality of changelings. Spend 1 additional Essence to pass through into the Dreaming, even without use of a Trod. Any number of characters can accompany the Sidereal into the Dreaming, so long as they hold or hand, or hold onto someone who is holding her hand. Harmonic Completion can also be used in reverse to return to the mundane world, but only from within the Near Dreaming, and it's always a bit random where in the world it's going to spit you out unless used at a Trod.

Cash and Murder Games (••••)

Brutally looping several threads of destiny together, the Sidereal informs the world that one character has dominion over another—generally through fear or desire, sexual or otherwise—and fate acknowledges that this is so.

System: Spend 1 Essence and roll Manipulation + Leadership against a difficulty of the Willpower rating of the target to be dominated. Henceforth they are enthralled, intimidated, or impressed to the point of

servitude by the character granted power over them. This Charm can be resisted for a scene by spending 1 point of Willpower, and once a number of Willpower points have been spent equal to the successes the Sidereal rolled when activating Cash and Murder games, its power comes to an end. The Sidereal *can* name herself as the beneficiary of this Charm, if she likes.

You and Yours Stance (••••)

The Sidereal entangles herself in every thread of fate which gives rise to lust and desire. She becomes impossible to recognize: those who behold her see only that which their heart most fervently desires, and know that to harm or deny her is to shatter their own heart.

System: Spend 1 Essence. For the rest of the scene, anyone who wishes to harm or deny the Sidereal must make a Willpower roll (difficulty 8) to do so. She lowers the difficulty of all seduction rolls by -2.

Defense of Shining Joy (•••••)

Taking up fate's threads between her fingers and infusing herself with the Essence of the dance, the Sidereal's every movement becomes the perfect instinctive match of the movements of those who move against her, allowing her to smoothly pirouette through storms of bullets and flurries of savage claws without harm.

System: Reflexively spend 1 Essence and roll Dexterity + (higher of Athletics or Performance) against difficulty 6. For the rest of the scene, the Sidereal subtracts her successes from the successes of all attack rolls made against her as she smoothly dodges her enemies' blows.

Neighborhood Relocation Scheme (•••••)

The Sidereal summons a long cerulean prayer strip and binds it around her waist, where it becomes a band of Essence the color of a clear sky. She connects herself to the destiny of the landscape around her, and then begins to run, dragging the local geography along in her wake until it has been relocated to a more auspicious location.

System: Spend 3 Essence. The Sidereal connects herself to all geographic features and buildings within (Essence rating) miles, and may drag them somewhere else by walking or running: no other manner of conveyance is acceptable, although she can increase her running speed by as many forms of magic as she may have available. The Sidereal must soak one level

of bashing damage each hour until she releases this Charm, which cannot be healed while it remains active.

This Charm isn't destructive. The relocated geography slides smoothly through the world, rerouting existing terrain around itself as it goes, and when it arrives in its new location, it integrates into the existing landscape in a way that makes sense. For example, a borough moved from one end of a city to the other would configure itself so that all of its sewage and electrical lines are still connected to the grid in a functional manner. Likewise, the world "fills in" the missing gap left behind by the Sidereal's efforts with a new geographical arrangement that makes sense for the location, whether that means collapsing surrounding neighborhoods together, or simply creating a new patch of generic parks or woodland. Even the dragon lines reroute themselves so that a Dragon Nest relocated by this Charm doesn't have its power disrupted.

As far as the world is concerned, the new geographical configuration is the way things have always been; old land surveys and other records reflect as much, and people form new memories of the relocated land having always been where it is now... although they *also* retain their old memories of it having been somewhere else.

Battles Charms

Excellence of the Crimson Panoply: (Ability) (•)

The Chosen of Battles uses her Essence to align herself with destiny's weave.

System: Select one of the following Abilities when purchasing this Charm: Athletics, Brawl, Expression, Firearms, Intimidation, Leadership, Melee, or Technology. At any time, the player may reflexively spend 1 Essence to add the character's Essence rating in dice to all rolls using this Ability for the rest of the scene. Alternately, she can lower the difficulty of all actions using that Ability by -2. For 1 Essence and 1 Willpower, she gains both effects from a single invocation.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Chosen of Battles get all versions of this Charm with a single purchase.

Auspicious Prospects for Battles (•)

The Sidereal is finely attuned to the tenor of the world's desires where conflict and battle are concerned.

System: This Charm's effects are largely in the hands of the Storyteller. In general, it provides the Sidereal with a sixth sense that tells her when individuals, regions, or organizations should come into conflict, and how the course of that conflict ought to best proceed. Facilitating the realization of destiny in this fashion not only gives Sidereals goals to strive for, it also helps Chosen of Battles replenish their Essence. A Sidereal can also attempt to use this Charm proactively, to determine whether a given battle is auspicious or not (and for who), by rolling Intelligence + Awareness against difficulty 6.

Any Direction Arrow (•)

The Sidereal's attacks curve along the vectors and threads of inevitability to find their targets.

System: The character's ranged attacks ignore anything less than 100% cover.

Impose Nature (•)

The Sidereal taints someone else's destiny with her Essence, imposing her own nature upon them.

System: The Sidereal makes her own personal sign at another character. Spend 1 Essence and roll Charisma + Leadership against a difficulty of the target's Willpower. The target gains the Sidereal's own Nature in addition to their own, as well as the Sidereal's Intimacies. They may regain Willpower according to both Natures, and benefit in full from the bestowed Intimacies. This Charm's effects lasts for one day per success gained.

Holistic Bullet Methodology (••)

Destiny blesses the Sidereal's ongoing quest to propel objects into her enemies at high speeds, enabling her to do so in any circumstance.

System: This Charm grants a number of blessings once the Sidereal reflexively spends 1 Essence to activate it. First, however many bullets she may burn through, she always has another spare magazine or handful of shells hidden *somewhere* on her person or in her immediate surroundings. Second, when firing a bow, she can use nearly anything as an arrow: a scream, some flames, a sunbeam, a beehive, an angry squirrel; as long as it's not too large and unwieldy to fit it to her bow, she can fire it. Third and finally, if she has no ranged weapon of any sort available, she can cock her fingers like guns and shoot her enemies to death that way. A Sidereal's fingers have the traits of light pistols.

Wearing Red to a Wedding (••)

The Sidereal wraps herself in a nonchalant skein of desensitized violence. No matter how alarming her appearance, she seems unthreatening and unworthy of special notice, even if she's covered in blood and openly carrying several high-caliber firearms. Unless the Sidereal actually attacks someone, it seems ridiculous to consider her a threat.

System: Spend 1 Essence. This Charm's effects last for the rest of the scene.

Force Decision (••)

When she beholds someone about to make a choice, the Sidereal reaches out and severs all future possibilities save the one she desires.

System: Spend 1 Essence and roll Charisma + Leadership against a difficulty of the target character's Willpower rating. If the roll is successful, then the target makes his decision as the Sidereal chooses. The target must be confronted by some manner of clear choice, such as what to order off of a menu, or whether or not they'll cheat on their spouse; the Sidereal cannot force someone goofing around on their phone while waiting for the bus to "decide" to give the Exalt their wallet unprompted.

Horrific Wreath (•••)

The Sidereal fortifies herself with the Essence of every manner of bane and calamity, every being's worst day all rolled into one. Should she shoot a werewolf, her bullets are silver. Should she strike a vampire, her fists glow with the light of the sun. Should she cut down a changeling, her baseball bat is momentarily wrought from cold iron.

System: Reflexively spend 1 Essence. For the rest of the scene, the Sidereal's attacks inflict aggravated damage, and if the target has a particular bane, then it is specifically aggravated damage from their worst and most devastating bane.

Presence in Absence Technique (•••)

The Sidereal crafts a message or performance and infects someone's future with it. At some point the Sidereal specifies, no matter what the target says or does, their words and deeds will resonate with the Sidereal's intended meanings and connotations, and she *will* deliver the Exalt's message.

System: Spend 1 Essence and make a social roll, then specify the circumstance when it will go off—"when this vampire next meets the Prince of Milwaukee," let's say. At that point, the Sidereal's

social action deploys through the target's words and deeds; to continue the example, let's say the vampire she tagged earlier, upon meeting the Prince of Milwaukee, unknowingly becomes the vector for a Manipulation + Subterfuge roll to convince the Prince that the tagged vampire is plotting to betray and murder him.

A target can only have one instance of this Charm "hanging" on them at a time.

Someone Else's Destiny (•••)

The Sidereal compresses a drug or poison within her body into a memorandum attached to her destiny. At some point in the future, she attaches that memo to an attack, and passes the toxin or drug on to her target.

System: Reflexively spend 1 Essence to purge the drug or poison. At any point in the future, the Sidereal may discharge it through an attack which inflicts at least one level of lethal or aggravated damage, afflicting her target with the drug or poison.

Harmony of Blows (••••)

The Sidereal exists in harmony with the battlefield, letting the gleaming crimson lattice of destiny guide her into auspicious moments and opportunistic blows.

System: The Sidereal's base Initiative is Dexterity + Wits + Essence rating. She may reflexively spend 1 Essence during battle to gain (Essence rating) extra attacks at the end of the turn.

Impeding the Flow (••••)

A casual flick of the Exalt's hand momentarily severs the strand of destiny connecting an attack with the possibility of harming her.

System: Reflexively spend 1 Essence to force an attack roll directed at the Sidereal to generate 0 successes.

Shield of Mars (••••)

Tangling her destiny with that of her foe, the Sidereal passes on damage that she might have suffered to the one who sought to inflict it.

System: Reflexively spend 1 Essence or 1 Willpower after rolling soak. Each level of damage soaked is inflicted instead on the Sidereal's attacker.

Storm's Eye Stance (•••••)

The Sidereal conjures a crimson prayer strip and casts it into the air above her. The Sidereal's surroundings darken, and she is illuminated by the

prayer strip which burns like a coal. By the blessings of war, any injury inflicted upon her is also visited upon her foes.

System: Spend 2 Essence and select a number of enemies equal to the Sidereal's Essence as this Charm's targets. For the rest of the scene, whenever the Sidereal suffers damage, make a reflexive Essence roll against difficulty 6. Success causes the same damage to be inflicted on the targeted enemies, which may be soaked as normal.

Easily Accepted Proposition Stance (•••••)

In the heat of battle the Sidereal summons a crimson prayer strip, whispers her proposal to the fortunes of war into it, and then knots it into her shadow, where it vanishes into the design of destiny. So long as the Sidereal's request is the sort of thing that might happen within the course of a battle, it comes to pass: reinforcements could arrive, or a wall collapses to create an escape route, or the character's decimated allies might turn out to be merely stunned and dazed rather than wounded and dead. The Gauntlet won't tear open and unleash a horde of spirits upon her foes, though, nor is a comet going to fall from the heavens to destroy her enemies.

System: Spend 3 Essence and roll Intelligence + Brawl against the Willpower rating of the most prominent, dangerous, or highest-ranking enemy on the battlefield. If the roll succeeds, then that enemy must make a decision: either allow the Sidereal's dictate to occur, or else stand in destiny's path. If they stand in destiny's path, then they suffer a number of automatic, unsoakable levels of aggravated damage equal to the successes rolled as the crimson prayer strip appears upon their forehead and burns away in a welter of crimson Essence.

Secrets Charms

Excellence of the Forbidding Manse: (Ability) (•)

The Chosen of Secrets uses her Essence to align herself with destiny's weave.

System: Select one of the following Abilities when purchasing this Charm: Academics, Computer, Investigation, Larceny, Occult, Stealth, Streetwise, or Subterfuge. At any time, the player may reflexively spend 1 Essence to add the character's Essence rating in dice to all rolls using this Ability for the rest of the



scene. Alternately, she can lower the difficulty of all actions using that Ability by -2. For 1 Essence and 1 Willpower, she gains both effects from a single invocation.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Chosen of Secrets get all versions of this Charm with a single purchase.

Auspicious Prospects for Secrets (•)

The Sidereal is finely attuned to the tenor of the world's desires where secrets and the occult are concerned.

System: This Charm's effects are largely in the hands of the Storyteller. In general, it provides the Sidereal with a sixth sense that tells her when information must be concealed or revealed. Facilitating the realization of destiny in this fashion not only gives Sidereals goals to strive for, it also helps Chosen of Secrets replenish their Essence. A Sidereal can also attempt to use this Charm proactively, to gain insight into what direction her own life should next take (read: to get a hint from the Storyteller), by spending 1 Essence and rolling Intelligence + Awareness against difficulty 6.

Name Pilfering Practices (•)

Quickly tugging on a string of fate, the Sidereal palms and pockets her target's name. Not only does she learn the individual's true name, but while she holds onto it no one save the Exalt can think or speak it.

System: Roll Dexterity + Larceny against difficulty 8. The Sidereal can keep hold of her target's name for (Essence rating) days per success.

Systematic Understanding of Everything (•)

Each night while the Sidereal sleeps, she dreams of what is, what was, and what might be. With practice, she learns to filter these visions down to a useful few which will guide her when she wakes.

System: Each day when the Sidereal awakens, she may assign a specialty of her choice to one of her Abilities, even if it already has a specialty or is rated lower than 4.

Creation-Smuggling Procedures (••)

The Sidereal entwines herself in the solid and reliable weave of the mundane until it encases her like armor.

System: Whenever the Sidereal is the subject of any supernatural power that seeks to transform, infect, taint, transport, or control her body or spirit, she may reflexively spend 1 Essence and roll Wits + (highest of

Academics, Science, or Technology) against difficulty 7. Success deflects the hostile magic, protecting the Sidereal completely, and immunizes her against repeated attempts to exert the same sort of influence for the rest of the scene.

Mark of Exaltation (••)

The Sidereal's caste mark glows with an otherworldly light visible from both the Spirit World and the Underworld, but invisible to ordinary people. As she wills, it lets her see into either the Spirit World or the Underworld.

System: Roll Perception + Occult against difficulty 7. Success allows the Sidereal to see through the Gauntlet or Shroud and into the Penumbras or Shadowlands. By spending 1 Essence, she can re-roll all social actions directed at spirits or ghosts for the rest of the scene, keeping the better result.

Efficient Secretary Technique (••)

Upon learning this Charm, the Sidereal spits out a small jubilant spider sculpted from emerald Essence. When asked to do so by the Sidereal, it scurries off along the threads of fate to find and retrieve some fact, so long as that information is neither generally lost nor actively hidden. Five seconds later, it whispers its answer in the Exalt's ear.

System: The Sidereal rolls Intelligence + Investigation against difficulty 8, or spends 1 Essence to automatically succeed. When not in use, the spider rests within the Sidereal's Essence.

Avoiding the Truth Technique (••)

The Sidereal ties threads of fate connected to the most horrible and unthinkable of things to a statement she knows to be true, making that truth unthinkable. All who hear her speak become convinced that she is lying.

System: Spend 1 Essence. All listeners become mortally certain the Sidereal is lying. If they *know* she is telling the truth (for instance, she says the sky is blue, and they can look up and clearly see this is so), they can spend 1 Willpower to resist this Charm. Otherwise, they will disbelieve the Sidereal even if their own knowledge and senses argue otherwise.

Tell-Tale Symphony (•••)

Magic and the supernatural announce themselves in the Sidereal's presence as a series of chimes and tones that only she can hear. With some practice, she can

even learn to differentiate the sound of a magician's ward from a lurking vampire.

System: Reflexively spend 1 Essence. For the rest of the scene, the Sidereal becomes aware when she stands in the presence of any supernatural being or active magical effect, though she doesn't inherently know what *sort* of supernatural being or effect it may be. She can try to puzzle it out by rolling Perception + Awareness against difficulty 9, or difficulty 7 if she's encountered this sort of being or effect in the past.

Blinding the Boar (•••)

The Sidereal enwraps herself in the interstice of a thousand potential futures, obscuring the truth of her existence. Though she remains clearly visible to all senses, it's impossible to pick out any of her features, understand what she's saying, or tell precisely what she's doing.

System: Reflexively spend 1 Essence and roll Manipulation + Stealth against difficulty 6. For one round per success, the Sidereal's existence is blurred, and any attempts to attack her, restrain her, or defend against her actions raise their difficulty by +1.

Sidereal Shell Games (•••)

The Sidereal calls the weave of events to hand, then deftly crosses her wrists and steals power from another.

System: Select a target, then reflexively spend 1 Essence and roll Wits + Larceny against a difficulty of their Willpower. For each success, the Sidereal can steal one point of one of the following values from the target and add it to her own for the rest of the scene: soak dice, damage dice, or dice from a specific pool (such as Dexterity + Firearms). Only one instance of this Charm can be active at a time.

Of Secrets Yet Unfold (••••)

The Sidereal whispers in a language older than sea or sky, imparting an ancient secret to a spirit of the natural world, which the spirit may never repeat. In exchange, the spirit must perform some favor for the Sidereal at a future date. The spirit knows the nature of the service it must perform, but the Exalt does not.

System: Spend 2 Essence while interacting with a Gaian spirit. Until the spirit has discharged its obligation, it must make a Willpower roll at difficulty 8 to initiate any hostile action against the Sidereal.

Of Truths Best Unspoken (••••)

Settling into deep meditation, the Sidereal casts her Essence deep into the archives of Armageddon, letting her awareness wind deep, deep, deep into the darkest tangles of destiny's weave, in search of those secrets the future knows, but fears to acknowledge.

System: The character spends 5 Essence and three hours in meditation, casting through the threads of the future for knowledge she seeks. She may make one Intelligence + Lore roll (difficulty 6) to uncover some knowledge she desires as though consulting a comprehensive history of the world penned on the last night of the Fifth Age, the eve of Gehenna, the prelude to the Apocalypse. For example, seeking to find the vampire Meneleus, a Sidereal attempts to discover moments in the future where he is destined to openly act. Five successes might lead her directly to the vampire's lair, while one would merely reveal that the city of Chicago is deeply influenced by his machinations.

Use of this Charm deeply tangles the threads of destiny, and the Sidereal can employ it no more than once per month.

Of Horrors Best Unknown (•••••)

The Sidereal draws a net of Essence from within the weave of destiny, its strands thinner than the space between a man and his shadow. That which the Sidereal casts the net across becomes entangled in the skein of destiny, condemning her to a terrible misfortune of the Sidereal's devising.

System: Spend 2 Essence and roll Dexterity + Athletics (difficulty 6) to cast the net. If it entangles its target—and the net is capable of snaring even ghosts, chimera, and similarly ephemeral beings—then the Sidereal may name a certain circumstance or criteria, such as “so long as you support the Camarilla” or “whenever you drive this vehicle.” Whenever that circumstance applies, *all* dice pools to oppose the target lower their difficulty by -1. This Charm's effects last for the Sidereal's Essence rating in weeks.

Ceasing to Exist Approach (•••••)

The Sidereal summons an emerald prayer strip, affixes it to her chest, and ceases to exist. She becomes a different person of her own devising, existing somewhere in the world. She reappears somewhere else, having become that new person, complete with a home, relationships, possessions, and a history to support her new existence.

System: Spend 5 Essence. The Sidereal vanishes and ceases to exist, and while she does not exist, no magic can identify her if it targets her through her identity rather than physical location.

The Sidereal's new life may be any manner of intelligent being: mortal, Exalt, vampire, ghost, or even a spirit. She is transported through the weave of destiny to a place appropriate to begin her new existence. She has 10 dots of Backgrounds supporting her new life. Those around her develop memories and relationships to support the legitimacy of her existence. Thus, if she became a vampire of Clan Brujah, the Prince of her new city would recognize her and remember having approved her presence; if she took the Mentor Background then one of the local Brujah might remember Embracing her; and so forth.

She gains no new powers or abilities from her new life, but her existing Sidereal powers tend to disguise themselves as best they can as whatever sort of powers the kind of being the Sidereal pretends to be ought to have. Those around her will ignore any inconsistencies in the Sidereal's existence if she offers up at least a flimsy excuse. Finally, the Sidereal's Arcane Background doesn't carry over into her new life.

The Sidereal may end this Charm at any time, and it automatically terminates if her anima flares. When this Charm ends, the Sidereal is plucked out of her false life, and teleported back to a place appropriate for her true identity.

Endings Charms

Excellence of the Violet Bier:

(Ability) (•)

The Chosen of Endings uses her Essence to align herself with destiny's weave.

System: Select one of the following Abilities when purchasing this Charm: Alertness, Athletics, Brawl, Firearms, Finance, Law, Medicine, or Science. At any time, the player may reflexively spend 1 Essence to add the character's Essence rating in dice to all rolls using this Ability for the rest of the scene. Alternately, she can lower the difficulty of all actions using that Ability by -2. For 1 Essence and 1 Willpower, she gains both effects from a single invocation.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Chosen of Endings get all versions of this Charm with a single purchase.

Auspicious Prospects for Endings (•)

The Sidereal is finely attuned to the tenor of the world's desires where conclusions and endings are concerned.

System: This Charm's effects are largely in the hands of the Storyteller. In general, it provides the Sidereal with a sixth sense that tells her when something or someone's time upon the Earth is coming to an end. Facilitating the realization of destiny in this fashion not only gives Sidereals goals to strive for, it also helps Chosen of Endings replenish their Essence. A Sidereal can also attempt to use this Charm proactively, to determine whether it is appropriate for something to end or not, by rolling Intelligence + Awareness against difficulty 6.

Forgotten Earth (•)

The Sidereal momentarily severs the connection between herself and the ground.

System: The Sidereal's jumping distance and height is doubled. By reflexively spending 1 Essence, she may increase her jumping distance or height fivefold.

Wise Choice (•)

When confronted by many choices, the Sidereal may evaluate the future to learn which is most immediately beneficial.

System: Reflexively spend 1 Essence to learn which of an array of options will lead to the best short-term outcome. This Charm only evaluates the immediate future, not long-term or cumulative repercussions; for example, a Sidereal who uses it to win every game of chance in a casino is likely to be quickly kicked out of the building as the management comes to suspect her of cheating.

Burn Life (••)

The Sidereal burns hours from the ordained duration of her life to suffuse herself with short-term power.

System: Reflexively spend 2 Essence. For the rest of the scene, the Sidereal adds her Essence rating to her damage, soak, and feat of strength rolls.

Smooth Transition (••)

With but a gentle touch, the Sidereal enables a peaceful and painless transition between life and death.

System: Spend 1 Essence while touching the Charm's subject. The Charm instantly and painlessly kills any Incapacitated or dying target, as well as anyone who wishes to die. If used on a corpse laying upon the naked ground, it sinks into the earth, quietly arranging for its own burial. If used on a torpid vampire, the vampire peacefully becomes ash. No one slain by this Charm ever lingers as a ghost. If used upon a wraith's fetter, the ghost is painlessly severed from that fetter and does not undergo a Harrowing.

Terminate Illness (••)

The Sidereal makes the Lesser Sign of the Corpse against the spirit of an illness, bringing that disease to an end.

System: Spend 2 Essence. The Sidereal's target is immediately cured of one disease or sickness.

Prior Warning (••)

The Sidereal's awareness constantly probes the near future, warning her of impending danger.

System: Spend 1 Essence and roll Perception + Awareness against difficulty 6. This Charm lasts a number of hours equal to the Sidereal's Essence rating. For each success rolled, she gets one minute of advance warning when she is about to be in danger, as well as an awareness of the nature of the danger ("In three minutes, a vampire is going to try to lure you into an alley.").

Invocation of the Storm-Following Silence (•••)

The Sidereal may use death as a doorway to pass into the Underworld.

System: So long as the Sidereal is in the presence of a dead body, a grave, a memorial marker, a funeral procession, or some other worldly reminder of death, she may pay 1 Essence and roll Wits + Occult against the local Shroud rating to slip into the Underworld. Since the entire Underworld is a place of death, she can use this Charm anywhere in the Shadowlands to cross back into the land of the living.

Icy Hand (•••)

The Sidereal crystallizes a narrow array of possible futures as she touches an officer of a bureaucracy or similarly formal organization, making it impossible for them to succumb to corruption or graft in the course of their duties.

System: Touch the target, spend 1 Essence, and roll Charisma + Law against a difficulty of their

Willpower rating. They are compelled to perform their duties honestly for one day per success rolled.

Underling Invisibility Practice (•••)

It is the will of destiny that those who consider themselves above the process of fate shall become most vulnerable to it. The Sidereal wraps her destiny in threads of humble obscurity, making herself completely imperceptible to anyone who considers himself superior to the Sidereal, be it morally, personally, or hierarchically. They cannot even perceive the efforts of others to point out the Sidereal's presence or existence.

System: Spend 1 Essence to enjoy this Charm's effects for a scene. Its benefits cease to hide the Sidereal from someone if she physically interacts with them, and the Charm collapses altogether if her anima flares.

Inevitable Pursuit (••••)

The character's quarry can no more hide from her than from his own past. The Sidereal tracks her prey, not based on the physical signs of his passing, but on the impressions he leaves on the fate of the world and those he comes in contact with.

System: Once the character finds some evidence of a trail to follow, her player may spend 1 Essence to perfectly track the target for the next 24 hours. No roll is needed.

Terminal Sanction (•••••)

The Sidereal calls upon an ancient sanction granting her the authority of Heaven to call even the gods themselves to answer her audit, and to destroy them if found wanting.

System: Target a spirit or ghost in the same location as the Sidereal, then spend 2 Essence and roll Intelligence + Law against a difficulty of the targeted being's Gnosis or Spite rating. If the target is in the Spirit World or Underworld, it immediately manifests physically in the physical world, whether or not the Sidereal's roll succeeded. If the roll succeeded, then the Sidereal gains Terminal Sanction over the spirit or ghost. If she slays it during the current scene, then she has the following options: She can destroy the being utterly and permanently, bind it into an object (creating a fetish; see **W20**, p. 221), or compel its service for a year and a day.

Earth and Sky Bargain (•••••)

The Sidereal summons a violet prayer strip and buries it in the earth. An intuition steals over her, and leads her to a spirit of the earth or air that is, for whatever reason, on the verge of death. The Sidereal may offer it a bargain: bind itself to her for a time, and survive.

System: Spend 3 Essence and roll Perception + Occult against difficulty 9. Success will lead the Sidereal to an appropriate spirit. While the spirit is bound to her, she regenerates all levels of bashing damage or one level of lethal damage per hour, and adds three dice to her soak rolls. She can transfer the spirit to someone else if she desires, granting them its benefits, although she has no power to reclaim it. The spirit remains bound to service for one day per success rolled, after which it springs free, restored to its ordinary state of health. It may or may not feel indebted to the Sidereal, depending on how long it was bound and whether or not she had anything to do with its being on death's doorstep in the first place.

Supernal Awareness (•••••)

The Sidereal filters her awareness of the complex weave of destiny as the present cascades into the future around her. She may sweep the weave of fate for specific disturbances, denoting individuals or phenomena she wishes to locate.

System: Spend 1 Essence and roll Perception + Awareness against difficulty 6. Her supernal sense extends out to 200 yards per success rolled. The Sidereal sets this sense to sweep for the presence of whatever she specifies—vampires, other Exalted, warding spells, Dragon Nests, haunted houses, corpses, murder scenes. If there's anything to detect, then the Sidereal gains a vague sense of what direction she should head in to locate the thing she seeks, although this Charm's of no further use once she arrives at her destination. She might know, upon arriving at a nightclub, that there is a vampire somewhere inside, but that doesn't tell her which person in the club is the vampire... or even if there might be more than one vampire present.

CHAPTER SEVEN: THE ABYSSAL EXALTED

Abyssal Exaltation is nothing more and nothing less than a bullet fired at the heart of the cosmos thousands years ago. Since the opening of the Black Vault, it is once more in motion, finding individuals of great potential cut tragically short and transforming them into agents of extinction.

In the Time of Legends the Abyssal Exalted were the students and slaves of powers older, darker, and mightier still, but those hoary ghosts are long since lost to Oblivion. Now annihilation's children bow before their new-crowned kings, heaping adoration upon them and urging them to take up their historical mantle and end the world.

The Red Star looks down from the heavens like the baleful eye of God... and trembles at what it sees unleashed upon the World of Darkness.



Essence Renewal

What was once a mighty servant of Heaven has long-since become a peerless bringer of death and destruction. Forsaken by Heaven, an Abyssal's Essence surges when she acts in accordance with her purpose as a weapon cast into the heart of life itself. Once per scene, an Abyssal can recover 1 Essence by meeting the criteria of her caste.

Dusk Caste

Abyssals of the Dusk Caste may replenish their Essence whenever they defeat a supernatural opponent or overwhelming mortal opposition, protect a useful minion or ally, or use their martial prowess to advance or protect an Intimacy.

Midnight Caste

Abyssals of the Midnight Caste may replenish their Essence whenever they terrify someone else or fill them with awe at the power of death, endure great hardship to support or protect an Intimacy, or bring about some great work of the grave.

Daybreak Caste

Abyssals of the Daybreak Caste may replenish their Essence whenever they learn a secret of the supernatural world, learn something that helps them advance or protect an Intimacy, or increase the influence of the dead over the living.

Day Caste

Abyssals of the Day Caste may replenish their Essence whenever they advance their goals through blackmail, assassination, theft, or similar underhanded means, or protect or support an Intimacy in this fashion.

Moonshadow Caste

Abyssals of the Moonshadow Caste may replenish their Essence whenever they advance their goals with their words, connections, and resources; create accord between the dead, or between the dead and the living; or manipulate people or systems to advance or protect an Intimacy.

Power in the Blood

Abyssals may roll their Essence rating against difficulty 6 to manifest small, sharp fangs for a scene. These fangs inflict lethal damage, and if the Abyssal wishes to use them as weapons, she must first grapple an opponent to do so. By using her fangs to drink the warm blood of the living, an Abyssal may replenish her Essence. Drinking enough of a person's blood to leave them weakened (at least 3 levels of lethal damage) restores 1 Essence. Drinking a person to death restores 2 Essence.

Mortals bitten by an Abyssal feel a creeping, terrible lassitude spread through them, numbing their body and thoughts. The effect is much like a vampire's Kiss in terms of incapacitating the Abyssal's victim, but significantly less pleasant.

Character Creation

Creating one of the Abyssal Exalted works a lot like creating any other **World of Darkness** character. The steps are outlined below:

Step 1: Character Concept

- Consult with other players and come up with an appealing concept.
- Pick out the Caste that fits best, and note its anima effects (see below).
- Select Nature and Demeanor.

Step 2: Attributes

- Mark down one dot in each Attribute.
- Rank categories of Attributes (Physical, Social, Mental) in order of importance to your character.
- Divide 8 dots among primary Attributes, 6 dots among secondary Attributes, and 4 dots among tertiary Attributes.
- *All* Abyssals are either figures of unnerving and predatory beauty, or else wear the face of a corpse. The Abyssal *must* have an Appearance rating of at least 3, or else take the Aspect of the Corpse Flaw (see Chapter Two).

Step 3: Abilities

- Note Caste Abilities (see below).

- Rank categories of Abilities (Talents, Skills, Knowledges) in order of importance to your character.

- Divide 13 dots among primary Abilities, 9 dots among secondary Abilities, and 5 dots among tertiary Abilities.

- No Ability can have more than 3 points without spending Freebie Points.

- Divide an additional 5 dots among Caste Abilities. *These* dots are allowed to raise a Caste Ability above 3.

Step 4: Advantages

- Choose one category of Abyssal Charms as Favored Charms. Favored Charms receive the same experience point discount as Caste Charms.

- Choose Charms (7 dots in total). At least 5 dots of Charms must be from your Caste Charms.

- Select 5 dots of Backgrounds.

- Write down three Intimacies.

Step 5: Finishing Touches

- Record Willpower (5), Essence rating (1), and Essence pool (10). Essence pool begins at maximum.

- Select two Shadows (see “Special Rules for Abyssals,” below).

- Spend Freebie Points (15), and, optionally, purchase merits and flaws Merits and Flaws (max. 7 points).

Freebie Point Costs

Trait	Cost (per dot)
Attribute	5
Ability	2
Caste Ability	1
Charm	(rating x 3)
Ancient Sorcery spell	5
Essence	10
Backgrounds	1
Willpower	1

Caste Features

When you select your Caste, note its *Anima power* and its *Caste Abilities*.

- **Dusk:** Deathknights and warrior-poets who long ago led and championed the armies of the dead. Dusks are

drawn from the ranks of those with blood on their hands, and were often soldiers, underground fighters, legbreakers, or others who hurt and killed others to survive before their Exaltation.

Caste Abilities: Alertness, Athletics, Brawl, Drive, Firearms, Intimidation, Melee, Leadership

Anima: Once per scene, you can re-roll an attack, damage, or soak roll and keep the preferred result.

- **Midnight:** Deadspeakers, death cultists, and dark messiahs who long ago built ancestor cults and promoted the rulership of the dead over the living. Midnights often come from the ranks of nihilistic philosophers, anarchists, protestors, and those otherwise focused on the downfall of prevailing societies.

Caste Abilities: Animal Ken, Empathy, Expression, Intimidation, Law, Leadership, Performance, Survival

Anima: By touching one of the living and spending 1 Essence, the Midnight transforms her into a beacon shining out to the dead, who find this living sacrifice’s blood, chi, and emotions twice as nourishing as they might otherwise be (sucking out one point’s worth of blood grants a vampire two blood points, for example). This sacrificial brand lasts for one full cycle of the moon.

- **Daybreak:** Necromancers and dread savants who raised the dead to march against the living. Daybreaks are drawn from the ranks of twisted geniuses, mad scientists, delvers into forbidden wisdom, profilers of serial killers, and others whose do not fear what they find in the dark.

Caste Abilities: Craft, Academics, Computer, Investigation, Medicine, Occult, Science, Technology

Anima: By spending 2 Essence, the Daybreak may disincorporate herself into the dragon lines of the world, reforming some hours later at the boundary of a nearby haunt.

- **Day:** Infiltrators, spies, and saboteurs who walked among the living to deliver them into the arms of the dead. Days are drawn from the ranks of those who live outside the acceptable bounds of society.

Caste Abilities: Alertness, Athletics, Computer, Investigation, Larceny, Stealth, Streetwise, Subterfuge

Anima: The first 2 Essence the Day spends in a scene don’t count toward flaring her anima. Additionally, when her anima *does* flare, she may

shroud herself in it like an obscuring cloak, making her impossible to recognize.

• **Moonshadow:** Diplomats and advocates for those who lack the breath to speak for themselves, they forged kingdoms and customs to connect the living and the dead. Moonshadows are drawn from the ranks of poets and power-brokers: artists, analysts, lawyers, CEOs, and the like.

Caste Abilities: Awareness, Empathy, Etiquette, Expression, Finance, Law, Politics, Subterfuge

Anima: The Moonshadow may spend 1 Essence to sanctify any oath she has personally witnessed, scribing the words of the pact on the air with Essence. Any who should break this oath suffers the wrath of the Underworld and are relentlessly haunted by hostile spirits.

Appropriate Backgrounds

When creating your Abyssal, all of the following Backgrounds are appropriate choices:

Allies (V20, p. 111)

Alternate Identity (V20, p. 111)

Arsenal (Hunter the Reckoning, p. 120-121)

Artifact (Wraith 20th Anniversary edition, p. 142)

Backup (M20, p. 306-307)

Contacts (V20, p. 112)

Destiny (M20, p. 311-312)

Fame (M20, p. 313-314)

Fetish (W20, p. 137-138)

Influence (V20, p. 114-115)

Magic Artifact (Kindred of the East, p. 87)

Mentor (V20, p. 115)

Notoriety (Wraith 20th Anniversary edition, p. 144-145)

Resources (V20, p. 115-116)

Retainers (V20, p. 116)

Totem (W20, p. 140)

Wonder (M20, p. 328)

Abyssals also have a few new Backgrounds they may purchase, and there are a few things to note about their use about the Backgrounds listed above.

Artifact

Artifacts are the magical items of the Underworld, and are sadly only useful in that dark realm. Abyssals crossing between worlds will need to either hide their artifacts, secure them somehow with magic, or entrust them to a wraith or spectre for safekeeping until they return to collect them. Any artifact taken into the living world becomes intangible and ephemeral, able to be held and carried but otherwise wholly incapable of interacting with, much less harming, any living creature or object. Such artifacts will fade away into nothing over the span of a few hours if not quickly returned to the Underworld.

Spectre Notoriety

All Abyssals benefit from Notoriety ••• for free, but this Notoriety only applies to spectres, who regard them as something between heroes and royalty.

New Background: Dragon Nest

Your character has seized or discovered a Dragon Nest—whichever the case may be, it's hers now. Rather than rating its size or power, dots in this Background measure how secure the Dragon Nest is from hostile intrusion. Each dot of Dragon Nest increases the difficulty of all efforts to infiltrate or attack the Nest by anyone you haven't granted access to, and a -1 difficulty bonus to your attempts to spot, track, and identify intruders, or to defend the Nest from assault.

New Background: Whispers

Some Abyssals feel the voice of Oblivion whispering, crawling, skittering through the back of their mind, a vague and comforting glow of nihilism that is with them always. This is in fact the barest and murkiest edge of the spectral hive-mind, and with some practice, an Abyssal can learn to momentarily tap into it and draw upon its vast reserves of experience and knowledge. Once per night, an Abyssal can substitute her Whispers rating in place of any one Ability when making a dice roll.

Special Rules for Abyssals

In addition to the rules that normally govern the Exalted, Abyssals have a few special rules and features.

Trappings of the Grave

Walking abroad in the living world is a distressing experience for Abyssals. The air seems too thin. The quality of the light is wrong. Even the simple pull of gravity upon the Exalt's limbs is subtly distressing. The flavor of food is far too intense. In short, Abyssal Essence is out of sync with the world of flesh and breath, which seeks to reject death's Chosen.

Most Abyssals quickly come to realize that these distressing sensations fade when she's surrounded by the trappings of death. Graveyards, mortuaries, and charnel houses are all places of refuge and comfort. The Abyssal once more feels at ease in her own skin.

Of course, nobody can just linger in graveyards all day. Abyssals learn to solve this problem by adorning themselves in the symbolism and fashion of the grave. This can mean anything from wearing black clothes and a widow's veil, to dressing in the traditional severe white mourning garb known throughout much of Asia, to adopting the fashions of subcultures which celebrate death and the macabre, to garbing oneself in the outdated fashions of a long-ago time vanished into history and the earth. Or it can just mean driving a custom car with skulls and bats and spiders all the Hell over it.

Abyssals who don't in some way wear or surround themselves with the trappings of the grave increase the difficulty of all actions by 1 while in the living world, the Dreaming, or most parts of the Spirit World.

The Shadows of Death

Whether an Abyssal embraces, rejects, or finds herself ambivalent toward her nihilistic destiny, she cannot escape the fact that where she walks, death walks with her.

All Abyssals are essentially mobile Haunts, whether they want to be or not. Wherever the Abyssal goes, the local Shroud rating in her immediate surroundings drop by a value equal to her Essence rating.

In addition, all Abyssals are plagued by unnatural and unnerving manifestations of deathly power, caused by the friction between their own necrotic Essence and the world around them. Abyssals know these manifestations as the Shadows of Death, and a player making an Abyssal character must choose two when making her character. A list of example Shadows follows:



- A chill wind sometimes blows around the Abyssal, particularly when she makes an entrance or dramatic statement.

- The Abyssal's eyes glow with an unearthly light when in the grip of strong passions.

- The Abyssal's shadow sometimes becomes monstrous and distorted, or else moves out of sync with her body.

- The Abyssal's reflection is that of a rotting corpse. Alternately, mirrors might crack and shatter when forced to hold her reflection.

- Holy symbols tarnish or splinter in the Abyssal's presence.

- Small plants wither and die when the Abyssal touches them.

- Crows, ravens, owls, and other birds of ill omen tend to follow the Abyssal and congregate in enormous and intimidating numbers if she stays in one place for a few days.

- The Abyssal smells of formaldehyde, natron, or some other substance used in the preparation of corpses.

- *Things* sometimes crawl feebly out of the shadows when the Abyssal is present. They vanish if anyone turns to look at them directly.

- Small flames gutter and go out when the Abyssal's passions begin to rise, or else glow in ghostly and unnatural hues.

- Vermin such as rats, flies, worms, or locusts tend to dog the Abyssal's steps, following her wherever she goes.

- Things that really shouldn't bleed sometimes do when the Abyssal is around (trees, rocks, food, household appliances).

The Nameless Curse

Acceptance of the Black Exaltation afflicts the Abyssal with certain expectations. Though few Abyssals have even begun to understand how their curse works, or why, their Essence is tied to those grotesque and chthonic spectres known as the Neverborn. Acting against the will of the Neverborn disturbs the dreams of these ancient, timeless horrors, and those primordial nightmares are visited upon the wayward Abyssal.

These are the laws that the Black Exaltation demands an Abyssal follow:

- She must not say or acknowledge her lost name, or any name she truly considers to be her own. Each time she does so, she suffers the curse of the Neverborn.

- She must not increase the numbers of the living. Siring or bearing a child is forbidden, and the moment of the child's birth brings with it the curse of the Neverborn.

- She must not save the lives of the living. Any scene in which she does so provokes the curse of the Neverborn.

The curse of the Neverborn expresses itself as one of a variety of temporary punishments, chosen by the Storyteller. The curse is generally transitory, lasting for anywhere from a scene to a few days. Common examples include:

- The next time the Abyssal manifests her fangs, she is unable to banish them for three days.

- She gains the Nightmares flaw (see V20, page 485) for a week.

- She has great difficulty approaching some common stimulus such as the scent of garlic or roses, holy ground, holy symbols, or the sound of churchbells, and must roll Willpower (difficulty 7) to remain close to the cursed object or sensation.

- She gains the Beacon of the Unholy flaw (see V20, page 494).

- The Abyssal gains the Eerie Presence flaw (see V20, page 495).

- The character suffers the Lord of the Flies flaw (see V20, page 495).

- The Abyssal finds bright lights and direct sunlight painful, increasing the difficulty of all actions by 1 while in such circumstances.

- A terrible lethargy falls upon the Abyssal when the sun rises, compelling her to sleep from sunrise until sunset. If she remains awake and active anyway, she suffers a -2 penalty to all actions.

- Spectres detect the anger of the Neverborn echoing through their hive-mind and become hostile to the Abyssal.

Charms

These are the dark miracles given to the Abyssal Exalted, that they might slay the world.

Dusk Charms

Excellence of the Fading Sun: (Ability) (●)

By feeding raw Essence into martial endeavor, the Chosen of the Dusk may perform feats of battle far beyond the human norm.

System: Select one of the following Abilities when purchasing this Charm: Alertness, Athletics, Brawl, Drive, Firearms, Intimidation, Melee, or Leadership. At any time, the player may reflexively spend one Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Fading Sun cannot more than double a roll's (Attribute + Ability) total. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your (Attribute + Ability) cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Dusk Castes get all versions of this Charm with a single purchase.

Slashing Ghost Talon (●)

When the Abyssal focuses her killing intent on a single foe, there is no hope of survival.

System: If the character takes no other actions during a round save to attack a single opponent once, then count her extra successes twice for the purpose of determining damage. Spend 1 Willpower to gain this benefit on an attack even if the Abyssal takes additional actions. Reflexively spend 1 Essence and 1 Willpower to gain this benefit on *all* attacks made during a round.

Rapacious Lamprey Technique (●)

If the Abyssal enfolds an opponent into her grasp, she may reduce him to vacuum-compressed flesh and dry bones in a matter of moments.

System: The Abyssal's fangs inflict aggravated rather than lethal damage, and she adds her Essence rating in both automatic successes to target an opponent with a grapple so that she can deploy them, and to damage rolls made with her fangs.

Artful Maiming Onslaught (●●)

Abyssal's attacks maim and rend apart her opponent's body, leaving gory devastation in her wake.

System: If one of the Abyssal's attacks inflicts at least three levels of lethal or aggravated damage after soak, the player may reflexively pay 1 Essence to cripple or amputate a body part of her choice. This Charm is equally effective whether delivered with a bullet, blade, or anything else.

Soul-Cleaving Strike (●●)

The Abyssal's attacks flicker with phantasmal Essence, cleaving effortlessly through armor and sapping the vitality of those she strikes down.

System: *After* successfully striking a target, the player may reflexively spend 1 Essence to raise the difficulty of her target's soak roll by her Essence rating (to a maximum of 9), as well as negating all soak dice from armor.

Ox-Body Technique (●●)

Having died once, the Abyssal is exceedingly difficult to kill again.

System: The character permanently gains an additional set of Bruised (-0), Hurt (-1), and Wounded (-2) health levels.

This Charm can be purchased a number of times equal to the character's Essence rating.

Relic Weapon Enchantment (●●●)

The Abyssal may draw a weapon from the memoriam of the Underworld, or infuse her Essence into a ghostly item to give it temporary substance in the living world.

System: By taking an action and spending 1 Essence, the Abyssal can summon any manner of phantasmal but still entirely deadly personal-scale weapon she desires out of the depths of the Underworld; this weapon persists for the rest of the scene, but becomes insubstantial and useless in any hands save her own. Created weapons may be anything from a cat o' nine tails to a flame thrower. Created ranged weapons may be reloaded with a round of concentration spent summoning additional ammunition. Alternately, the Abyssal may reflexively spend 1 Essence to charge an existing ranged weapon with power, granting it infinite ammunition for the rest of the scene. Finally, the Abyssal may pay 1 Essence when carrying a relic or artifact from the Underworld into the living world, granting that item physical substance and immunity to dissolution for one full cycle of the moon.

Death-Deflecting Technique (●●●)

The Abyssal strikes out, smashing aside any single attack of which she is aware.

System: Reflexively spend 1 Essence. The attack fails to strike the Abyssal without any further dice rolls. Area-of-effect attacks and the like harmlessly splash around her Essence-fueled defense. If the Abyssal spends 2 Essence, then she perfectly defends against *all* attacks from a single source or opponent for the rest of the round.

Eye of the Tempest (●●●●)

Letting her Essence rise up to claim her consciousness, the Abyssal perceives her opponents' killing intent as seething crimson arcs and splashes that tell her where their attacks are about to occur.

System: Spend 1 Essence reflexively to activate this Charm and roll Dexterity + (highest of Brawl, Melee, or Athletics) against difficulty 6. For the rest of the scene, the Abyssal subtracts her successes from the successes of all attack rolls made against her as she smoothly dodges, blocks, or parries.

Glorious Carnage Typhoon (●●●●)

The Abyssal becomes a black wind ravaging through her opponents, leaving only blood trails and screams to mark her passage.

System: Spend 1 Essence reflexively. At the end of the round, after all characters have taken their actions, the character may make a number of additional attacks at her full dice pool equal to the highest of her Brawl, Melee, or Firearms Abilities.

Crimson Banquet Method (●●●●●)

The Abyssal renews herself on the suffering and death of her opponents.

System: Reflexively spend 1 Essence to activate this Charm. For the rest of the scene, whenever the Abyssal inflicts at least three levels of damage with a single attack, or whenever she kills an opponent, she heals two levels of bashing damage or one level of lethal damage as she absorbs their departing vitality. If she drains someone to death with her fangs, she may immediately heal all bashing damage, or three levels of lethal damage, or one level of aggravated damage.

Gasp of Dead Gods (●●●●●)

The Abyssal lets inevitability guide her attack, and it always strikes true.

System: Reflexively spend 1 Essence when making an attack. The attack automatically hits with no extra successes, no matter how well the opponent defends; no roll is required. Gasp of Dead Gods can't strike through a perfect defense such as Death-Deflecting Technique, however, nor can it strike a target if there's simply no way to reach them (such as if they're on the other side of a wall).

Hardened Killer Training Technique (●●●●●)

By putting a mortal through a dedicated training regimen, the Abyssal can transform him into a precision-built vehicle for violence.

System: During each day of training a mortal or group of mortal students, spend 1 Essence per student. At the end of seven days of training, all students gain 30 experience points to spend raising their Physical Attributes, Wits, and Alertness, Athletics, Brawl, Melee, or Firearms Abilities. No Ability can be raised higher than that of their Abyssal instructor. This Charm *can* be used on the same students repeatedly, but bestows only 20 experience points on subsequent training regimens. Any unspent experience is lost.

Midnight Charms

Excellence of the Dead Sun: (Ability) (●)

By feeding raw Essence into her sense of self and surety, the Midnight Caste may perform feats of inspiration and endurance far beyond mortal expectations.

System: Select one of the following Abilities when purchasing this Charm: Animal Ken, Empathy, Expression, Intimidation, Law, Leadership, Performance, or Survival. At any time, the player may reflexively spend one Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Dead Sun cannot more than double a roll's (Attribute + Ability) total. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your (Attribute + Ability) cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Midnight Castes get all versions of this Charm with a single purchase.

Righteous Lion Defense (●)

The Abyssal entombs her utmost passions within an impenetrable shell of ice. No words or magic in the cosmos may move her.

System: Any attempt to cause or force the Abyssal to betray, undermine, or abandon her Intimacies automatically fails.

Spirit-Hardened Frame/Inauspicious Shadow Plate (●)

This is actually two separate Charms with similar functions.

Spirit-Hardened Frame permits the Abyssal to make her flesh as hard and insensate as the frozen earth, capable of easily turning aside damage.

Inauspicious Shadow Plate solidifies the Abyssal's anima into ornate and personalized black armor that hardens around her.

System: Reflexively spend 1 Essence to activate either Charm.

If using Spirit-Hardened Frame, the Abyssal adds the higher of her Strength or Stamina to all soak rolls for the rest of the scene. By spending 2 Essence to activate this Charm, the Abyssal may also make soak rolls at -1 difficulty (generally meaning she rolls at difficulty 5) rather than the normal 6.

If using Inauspicious Shadow Plate, the Abyssal adds (Essence rating + 2) dice all soak rolls for the rest of the scene. By spending 2 Essence to activate this Charm, the Abyssal may make soak rolls at -2 difficulty (generally meaning she rolls at difficulty 4) rather than the normal 6. By spending 3 Essence, the armor also gains a vast cloak of shadows which flows and moves on its own to deflect and entangle incoming blows, raising the difficulty of attacks against the Abyssal by 1.

Haunting Inflection Trick (●●)

The Abyssal's words take on otherworldly importance, like the words of an angel or a voice from a deep black tomb.

System: By spending 1 Essence, the Abyssal's words become impossible to ignore, and she reduces the difficulty of all social rolls by 2 (minimum of 3) for the rest of the scene.

Maelstrom-Weathering Ways (●●)

The Abyssal becomes at home forging her way through the vast spirit-storm that roils and churns through the guts of the Underworld, and may shrug off the abuse of the spirit-storms of the dead.

System: The Abyssal may use her Survival Ability to navigate paths through the Tempest as though it were the Wraith Arcanos of Argos, and

always reduces the difficulty to do so by 2. By spending 1 Essence, she becomes completely immune to damage from hazardous regions of the Tempest and from Maelstroms for the rest of the scene.

Heart of Darkness (●●)

The Abyss opens a deep pit in her heart and allows any attempt to control or confuse her thoughts to tumble into it.

System: Reflexively spend 1 Essence or 1 Willpower to become immune to all thought and emotion-altering magic for the rest of the scene.

Irresistible Succubus Style (●●●)

The Abyssal floods a target's mind with the glory and peace of the grave, pacifying his emotions, stilling the turmoil of his spirit, and ultimately making him into her willing and worshipful servant.

System: Spend 2 Essence and roll Appearance + Empathy (difficulty of the target's Willpower). Success transforms the target into the Abyssal's obedient servant. The more successes rolled, the longer the target's servitude lasts, as per the chart below:

Result	Duration
Botch	Subject cannot be targeted by this Charm for the rest of the story.
Failure	Subject cannot be targeted by this Charm again in the current scene.
1	One hour
2	One day
3	One week
4	One month
5	One year

Each point of Willpower the target spends to resist this Charm negates one success on the Abyssal's roll, and can potentially drive the effect down to a "botch" result.

Command the Dead (●●●)

Exerting the combined pressure of Essence and will, the Abyssal may order the bodies of the fallen to stand and do her bidding.

System: The player spends 1 Essence and rolls Charisma + Leadership. If attempting to usurp control of a zombie or similar mindless corpse-servant from another necromancer, the difficulty is the controlling character's Willpower. If attempting to exhort a corpse



Zombies

The zombies created by Command the Dead have Strength 3, Dexterity 2, Stamina 4, Brawl 2, and always act last in a round. They have Willpower 10 for the purpose of resisting effects, but cannot spend any of it. Zombies have 10 health levels, and cannot suffer wound penalties. They halve any bashing damage they suffer after soak (round down). They also cannot ever heal damage. Zombies have no minds to speak of, and so are immune to any mind-controlling effect not specifically designed to command the walking dead.

stand up and serve her, the difficulty is 7. A zombie created with this Charm remains animate and will obey the Abyssal's commands to the best of its very limited abilities for one day per success. If left to its own devices with no orders to the contrary, zombies seek out and attempt to devour the flesh of the living.

Infallible Barghest Mien (●●●)

The Abyssal's prey can run, but they cannot shake her from their trail no matter how clever they may be.

System: Once the character finds some evidence of a trail to follow, her player may spend 1 Essence to perfectly track the target for the next 24 hours. No roll is

needed. If she has tasted the target's blood, this Charm's Essence cost falls to 0.

Lies That Tell Themselves (●●●●)

Carving away parts of her listeners' identity with her will and her words, the Abyssal may rewrite the memories of another.

System: Spend 2 Essence while detailing the subject's new memories and roll Manipulation + Expression, resisted by the target's Willpower (both at difficulty 6). The subject's memories can be rewritten based on the number of successes left after subtracting the result of the opposed Willpower roll:

1 success: The events of a recent scene can be rewritten.

2 successes: The events of a recent day can be rewritten.

3 successes: A single pivotal memory in the subject's life can be rewritten. Alternately, entire weeks of the subject's past can be written so long as they're not crucial to the substance of her life or identity.

4 successes: A major feature of the subject's life can be rewritten (such as who they're married to, where they went to school, or whether the Abyssal is a hated enemy or their childhood friend).

5+ successes: The subject can be given an entirely new history.

Plague Knows Its Master (●●●●)

The Abyssal's body may be a temple or chariot to convey contagion through the world, but no portion of suffering will fall upon her.

System: Poison and disease can no longer harm the character in any way whatsoever. The Abyssal may still act as a carrier for disease, but will never suffer symptoms of any sort.

Withering Dirge (●●●●●)

The Abyssal sings a mournful aria or similar performance that enchants and enthralls its audience... even as it drains the life from them.

System: Spend 2 Essence and roll Charisma + Performance, difficulty 7. All listeners must roll Willpower (difficulty 6) and gain more successes than the Abyssal, or else lose themselves in the performance, ignoring the world around them. Listeners suffer one automatic level of lethal damage every minute so long as the performance continues. Supernatural targets can make another Willpower roll each time they fail to soak this damage; mortals only get another roll if someone attempts to physically shake them out of their reverie.

Wounds Mean Nothing (●●●●●)

Shunting all of her living vitality into the seat of her Essence, the Abyssal gains the momentary ability to survive any conceivable trauma.

System: The player may reflexively spend 1 Essence *after* the character is struck by an attack, but before damage is rolled. The Abyssal negates the damage roll and suffers no damage... to her health boxes. Her *body* absorbs whatever cosmetic injury seems appropriate to the attack, and so may have gaping holes blasted through her by a shotgun, or could be reduced to jumbled meat and gristle by falling off a skyscraper. These apparent injuries do nothing to slow her down or in any way inconvenience her, and slowly revert themselves over the course of the next few minutes.

Daybreak Charms

Excellence of the Bleeding Sun: (Ability) (●)

By feeding raw Essence into her sense of self and surety, the Daybreak Caste may perform feats of

research, insight, and creation far beyond mortal limits.

System: Select one of the following Abilities when purchasing this Charm: Craft, Academics, Computer, Investigation, Medicine, Occult, Science, or Technology. At any time, the player may reflexively spend one Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the Bleeding Sun cannot more than double a roll's (Attribute + Ability) total. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your (Attribute + Ability) cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Daybreak Castes get all versions of this Charm with a single purchase.

World-Withering Method (●)

The Abyssal uses her understanding of the building blocks of the world to rend it asunder with her Essence.

System: The character touches an object no larger than a truck, spends 1 Essence, and rolls Intelligence + (highest of Occult, Science, or Technology) against difficulty 7. For each success, the object ages 10 years in a matter of moments.

Through Dead Eyes (●)

The Abyssal's eyes become jet black as she attunes her senses to the seed of death and destruction present in all things, or transforms her Essence into a perfect and pitiless mirror against which to reflect the otherworlds.

System: Roll Perception + Occult against difficulty 7. Success allows the character to see the incipient decay and entropy in the world, mimicking the Wraith power of deathstight. Reduce the difficulty of any roll to diagnose an illness or determine how best to break or repair an object by 2.

Spending 1 Essence permits the Abyssal to attune her senses to the vibrations of another realm of existence for a scene, seeing through the Gauntlet or Shroud and into the Penumbra or Shadowlands, or to behold reality's Chimerical aspect.

Crypt Bolt (●●)

The Abyssal concentrates her Essence into killing projectile of some kind: perhaps a blast of black

flames, perhaps otherworldly lightning, perhaps a stream of transcendently deadly acid.

System: Roll Dexterity + Athletics (difficulty 5) to aim the attack. The bolt has a damage rating of 5 (lethal) and a range of 40; reflexively spending 1 Essence makes its damage aggravated.

Cannibalistic Renewal Incitement (••)

The Abyssal may grant a blessing or curse of terrible, cannibal hunger.

System: The Abyssal touches her subject and spends 1 Essence, then rolls Manipulation + Medicine against a difficulty of the subject's Willpower. For 24 hours per success, the subject finds the sight and smell of her own species to be... delectable. She's under no urge to act on these terrible compulsions, but if she does, she finds that for every 3 health levels worth of appropriate flesh consumed, she heals 2 bashing or 1 lethal damage. The average human body contains about 10 levels worth of edible meat, and those under the effects of this Charm find that their stomach never seems to fill, no matter how much of a cannibal repast they partake in.

The Abyssal may target herself with this Charm if she wishes.

Soul-Eating Strike (••)

The Abyssal may consign those she slays immediately and irrevocably to Oblivion.

System: When the Abyssal slays any being, the player can opt to roll Wits + Occult. Doing so prevents spirits and ghosts from ever returning or reforming, annihilates the eternal essence of demons, and prevents any ensouled being from reincarnating or becoming a wraith. The Abyssal gains 2 Essence on the spot. Furthermore, the Abyssal can reflexively spend 1 Essence to gain the ability to strike and damage intangible beings for the rest of the scene, so long as she can perceive them.

Dream-Slaying Defense (•••)

The Abyssal empowers herself with absolute nullity to shield her from hostile curses.

System: Whenever the character is the subject of any supernatural power that seeks to transform, infect, taint, transport, or control her body or spirit, she may reflexively spend 1 Essence or 1 Willpower and roll Wits + Occult against difficulty 7. Success shatters the hostile magic, protecting the Abyssal completely, and

immunizes her against repeated attempts to exert the same sort of influence for the rest of the scene.

Truth Naked and Bleeding (•••)

The Abyssal emits a chilling pulse of Essence that scatters any falsehoods set before her to dust and ash.

System: Spend 2 Essence to activate this Charm. Anyone in the Abyssal's presence who is pretending to be something they are not finds those deceits suddenly stripped away, and must soak (Abyssal's Essence rating) levels of bashing damage. This Charm destroys illusions, disguises, and attempts at deceit such as Chimerstry, Obfuscate's Mask of a Thousand Faces (but *not* any of Obfuscate's stealth powers), and similar deceptions, along with setting all mundane attempts at disguise to 0 successes. Possessing spirits are briefly visible, superimposed over their host. A changeling's true Chimerical appearance becomes visible for a few minutes. Transformed werewolves are exactly what they seem to be—all of their various forms are who they "really" are—and so are unaffected by Truth Naked and Bleeding.

Corpse Questioning Technique (•••)

So long as at least an intact skull remains, the Abyssal may interrogate a cadaver and expect truthful answers.

System: Spend 3 Essence and roll Charisma + Intimidation against difficulty (5 + number of weeks the body has been dead, maximum 9). The Abyssal may ask and have answered a number of questions equal to her successes rolled. The corpse knows all it did and life, though it is devoid of its former personality. This Charm can only be used once on any corpse.

Shroud-Rending Gesture (••••)

The Abyssal may tear open a brief rent in the skin of reality, allowing her to pass through into the otherworlds.

System: Spend 1 Essence and roll Wits + Occult against a difficulty of the local Shroud, Gauntlet, or Banality rating. Success transports the character into an otherworld of her choice: the Penumbra, the Shadowlands, or—if used at a Trod—the Near Dreaming. By raising the difficulty by 1 (to a maximum of 9) and spending 1 additional Essence per ally, the Abyssal can also draw other willing characters into the otherworlds with her. This Charm may also be used in reverse to return to the material world.

The character also permanently gains the ability to understand the language of spirits and to make herself clearly understood by them.

Corpse Graft Technique (●●●●)

The Abyssal may fuse death to life to shore up the debilities of the living, replacing maimed or missing body parts with undead grafts harvested from corpses. These grafts may be in any style the Abyssal likes, from rotting zombie-parts to complex “artificial” armatures of bone and sinew, to carefully harvested replacement limbs nearly indistinguishable from living tissue save for their pallor.

System: The Abyssal spends several hours treating a crippling debility, then her player spends 2 Essence and rolls Intelligence + Medicine (difficulty 8). Success repairs the debility after 24 hours of acclimation to the corpse graft.

Deception-Punishing Stare (●●●●●)

Woe betide those who would attempt to mislead the knights of the abyss. Anyone who intentionally attempts to lie to the Abyssal suffers spontaneous stigmata, bleeding from the eyes, lips, or fingertips.

System: Spend 1 Essence. For the rest of the scene, whenever someone knowingly lies to the Abyssal, she manifests alarming but harmless stigmata.

Plague-Eating Kiss (●●●●●)

While drinking someone’s blood, the Abyssal may draw any sickness, disease, or ailment out of them and store it within her own Essence, to be later passed on to a more worthy recipient.

System: Spend 1 Willpower while biting a target to cure them of a disease or sickness. The Abyssal stores this ailment harmlessly within herself until ready to unleash it, at which point she must touch her target, spend 1 Essence, and make a contested roll of Strength + Medicine vs the target’s Stamina + Athletics, both at difficulty 6. If the Abyssal gains more successes, the target is infected with a stored contagion.

Day Charms

Excellence of the False Sun: (Ability) (●)

By feeding raw Essence into criminal endeavor, the Chosen of the Day may perform legendary feats of skullduggery.

System: Select one of the following Abilities when purchasing this Charm: Alertness, Athletics,

Computer, Investigation, Larceny, Stealth, Streetwise, or Subterfuge. At any time, the player may reflexively spend one Essence to add three dice to all rolls using this Ability for the rest of the scene. Excellence of the False Sun cannot more than double a roll’s (Attribute + Ability) total. Alternately, you may add one Willpower to the Charm’s activation cost to add as many dice as your (Attribute + Ability) cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Day Castes get all versions of this Charm with a single purchase.

Fifold Sensory Exercise (●)

The Abyssal may sharpen her senses until they’re as keen as those of the unquiet dead. She can hear a person’s heartbeat from rooms away, read a sheet of paper by letting her fingers trail across the ink on it, and count the hairs on a fly’s legs from across a room.

System: Reflexively spend 1 Essence or 1 Willpower. For the rest of the scene, the difficulty of all Perception rolls drops by 3, to a minimum of difficulty 3.

Crouching Gargoyle Stance (●)

The Abyssal becomes weightless as a ghost, and enjoys unearthly, perfect balance.

System: The character needs never roll to maintain her balance, no matter how precarious her footing, and may stand or run upon even the weakest or most insubstantial of surfaces, such as falling leaves, individual threads, drops of rain, or even the surface of water. Reflexively spending 1 Essence allows her to run and stand upon walls or even to cling to ceilings.

Strength Stealing Technique (●●)

The Abyssal may convert the stolen life of another into raw might.

System: When the Abyssal inflicts at least three levels of lethal damage to another character by drinking their blood, she adds (lower of Essence rating or Strength) automatic successes to her next Strength roll and Strength-based damage roll during the next 24 hours. When she drinks someone to death, she adds (higher of Essence rating or Strength) instead.

Earth-Forsaking Stance (●●)

The Abyssal’s leaps become as powerful and sudden as a wolf spider on the hunt.

System: The character's jumping distance and height is tripled. By reflexively spending 1 Essence, the Abyssal may increase her jumping distance or height tenfold.

Face-Drinking Bite (●●●)

The Abyssal may take someone's likeness along with their blood.

System: By drinking another character's blood, the Abyssal gains the ability to don his appearance as a perfect disguise for the next 24 hours. If she drinks the character to death, she may wear his appearance at any time by spending 1 Essence. This disguise lasts for (Essence rating) hours.

Shadow Races the Light (●●●)

The Abyssal moves with the speed of a scream, able to flash from shadow to shadow like a living nightmare.

System: The Abyssal's movement speed is permanently tripled, and she doubles the result of all Initiative rolls. By reflexively spending 1 Essence, she can instantly teleport into any shadow she can see.

Splinter in the Mind's Eye (●●●)

The Abyssal can flood her Essence with the signature of Oblivion, vanishing from sight and awareness completely.

System: By standing still in a shadowed place or obscure corner and remaining quiet, the Abyssal can become functionally invisible and impossible to notice so long as nobody's actively watching her. This obscurity remains in place so long as she doesn't move or make noise. Spending 1 Essence renders her invisible and impossible to notice for the rest of the scene, so long as she doesn't make some sort of loud noise or take blatant action such as attacking or tipping over a bookshelf.

Flickering Wisp Technique (●●●●)

The Abyssal fades into smoke and shadow just before being struck by an attack, reappearing a moment later.

System: Reflexively spend 1 Essence. The attack fails to strike the Abyssal without any further dice rolls. If the Abyssal spends 2 Essence, then she can also teleport to any point within (Essence x 50) yards.

Falling Scythe Attack (●●●●)

When her foes do not resist, there can be no doubt of the Abyssal striking an instantly fatal blow.

System: Reflexively spend 1 Essence when the Abyssal launches an unexpected attack. After rolling damage, double the successes before soak.

On Wings of Night (●●●●●)

The Abyssal's anima billows out around her like tenebrous wings, bearing her aloft and allowing her to fly.

System: Spend 3 Essence. For the rest of the scene, the Abyssal may fly at twice her normal movement rate. If the light of the sun touches her anima, this Charm ends instantly.

Void Stares Back (●●●●●)

The Abyssal's senses, attuned to darkness, immediately pick out the supernatural.

System: Reflexively spend 1 Essence. For the rest of the scene, the Abyssal becomes aware when she stands in the presence of any supernatural being, though she doesn't inherently know what *sort* of supernatural being any given individual may be. Imbued hunters don't register as supernatural beings.

Moonshadow Charms

Excellence of the Black Sun: (Ability) (●)

By feeding raw Essence into martial endeavor, the Moonshadow may effortlessly broker deals, cut through red tape, and speak with impossible eloquence.

System: Select one of the following Abilities when purchasing this Charm: Awareness, Empathy, Etiquette, Expression, Finance, Law, Politics, or Subterfuge. At any time, the player may reflexively spend one Essence to add two dice to all rolls using this Ability for the rest of the scene. Excellence of the Black Sun cannot more than double a roll's (Attribute + Ability) total. Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your (Attribute + Ability) cap will permit, rather than three.

This Charm can be repurchased to unlock additional Abilities, but Essence must be spent to add dice to each Ability separately. Moonshadow Castes get all versions of this Charm with a single purchase.

Ghost-Warding Glyph (●)

The Abyssal may mark any living person's forehead with a glyph scribed in blood. So long as it remains undisturbed, they are protected from the magic of the dead.

System: Spend 1 Essence. Until the mark is deliberately washed or scrubbed away, all Arcanoi and Disciplines directed against the protected individual raise their difficulty by the Abyssal's Essence.

Argument-Slaying Presence (●)

The Abyssal's dread shadow dogs the steps of those organizations with which she interacts, intimidating its agents and officers into concluding her business as quickly as they can.

System: When the Abyssal engages with bureaucracy or labyrinthine systems such as courts of law, corporate networks, or government offices, clerks and functionaries expedite her business and she is able to proceed in a mere fraction of the normal time. Moreover, she can spend 2 Essence to haunt and curse all impediments to a project such a certain police investigation, bit of legislation, or attempt at reforming city government, and everyone involved in pushing the project forward reduces the difficulty of all rolls to do so by 2.

Thought-Stealing Stare (●●)

Staring intently into someone's eyes, the Abyssal hears the echoes of their thoughts.

System: Spending 1 Essence allows the Abyssal to read the target's surface thoughts for as long as she can maintain eye contact.

Words Beneath a Whisper (●●)

The Abyssal hides her true meaning within a shell of decoy words, as a ghost may hide within a manor. These coded messages only reveal themselves to those she wishes.

System: Spend 1 Essence while speaking or composing a written work to embed a second, hidden message inside the statement or writing. This hidden message can only be discerned by those the Abyssal intends to address it to.

Cunning Subversion Style (●●)

The Abyssal's Essence winds its way through a bureaucracy or project, afflicting it with haunting-like distractions and mishaps which slow progress to a crawl.

System: The character can spend 3 Essence to target a specific office or project with terrible mishaps and setbacks for the rest of the current story. Everyone involved in pushing the project forward increases the difficulty of all rolls to do so by 2.

Language Absorbing Method (●●●)

As the Abyssal drinks someone's blood, so too she gains their facility with language.

System: By drinking at least three health levels of a person's blood, the Abyssal gains facility with one language they knew for 24 hours. By drinking them to death, she learns that language permanently.

Exquisite Etiquette Style (●●●)

Drawing knowledge from the memories of the dead, the Abyssal gains a universal sense of etiquette and social currents. She never commits *faux pas* or social gaffes when dealing with unfamiliar cultures or social situations.

System: The Abyssal lowers the difficulty of all Etiquette and Streetwise rolls by 1, and cannot botch with either Ability. Should she fail at any social roll, she may reflexively spend 1 Essence to attempt to re-roll it once.

Entombed Thoughts Meditation (●●●)

The Abyssal's mind is a mazelike crypt, offering only horror for those who would attempt to intrude.

System: Whenever someone attempts to read the Abyssal's mind by any means, roll Perception + Awareness against difficulty 6. Success reveals not only the mind-reading attempt, but also who is responsible. The Abyssal may then pay 1 Essence to reflexively shield her thoughts, making them impossible to read for the rest of the scene, and causing the offender to lose 1 Willpower as her own thoughts tumble into the darkness of the character's Essence.

Imprecation of Ill Manners (●●●●)

The Abyssal's dignity is as unimpeachable and certain as death itself. Those who attempt to slander her only prove themselves the true fools.

System: When slighted, humiliated, or accused of wrongdoing, the player can reflexively spend 1 Essence and roll Manipulation + Subterfuge against the accuser's resisted Charisma + Expression. Should the Abyssal gain more successes, then everyone present becomes convinced the aggressor was in fact the one who belittled, insulted, or implicated herself.

Honey-Tongued Serpent Attack (●●●●)

Layering entropic Essence into the social milieu, the Abyssal poisons the reputation of one of her enemies.

System: Spend 2 Essence and roll Manipulation + Subterfuge against a difficulty of (3 + the target's most relevant Background, such as Influence or Fame). While this Charm can't ensure that everyone *believes* whatever terrible rumor the Abyssal wishes to spread, success does guarantee that within a day or two, everyone who matters has at least *heard* it.

Unholy Unwitting Pact (●●●●●)

Even honor decays. This Charm reveals the price for which the target would give anything, even their very soul.

System: Spend 3 Essence and roll Perception + Empathy against a difficulty of the target's Willpower. Success reveals the price that will cause the target to do what the Abyssal wants, whether it's as simple as a sum of money or as daunting as the return of a dead loved one.

World-Selling Salesman Connections (●●●●●)

The Abyssal's Essence insinuates itself through the worlds of the living and the dead, connecting her to whatever she needs in the moment.

System: By spending an hour within some place of death and spending 3 Essence, the Abyssal may grant herself a dot of a Background of her choice for the next 24 hours, letting her Essence lead her to the needed contacts, money, parties, or whatever else.

Special

The following Charms can't be Favored and belong to no specific Caste. An Abyssal may only ever purchase one of them, and must have an Essence rating of at least 3 to do so.

Immortal Malevolence Enslavement (●●●●●)

All Abyssals bear the touch of Oblivion upon their souls, but only some will make the joyous choice to become its priests and prophets, its knights, its willing and fervent agents of extinction. The light in the eyes of such bleak heralds goes dark forever, and they need never be alone again as they usher the world to its final conclusion.

System: When the Abyssal dies, her soul will fall into Oblivion. Nothing can prevent it. She chose this fate.

Until then, she gains the ability to buy the following Dark Arcanoi (see **Wraith 20th Anniversary**, Chapter Ten): Collogue, Contaminate, Maleficence, Tempestos, and Tempest Weaving. She substitutes Essence points for all Angst costs, and ignores any rule which grants Pathos to her Psyche. Dark Arcanoi cost 3 experience for their first dot, and then (Current rating x 2) experience for all subsequent dots.

Unconquered Hero's Faith (●●●●●)

In another time, in another place, the Abyssal was something more than this. Something bright. Something glorious. Something that brought hope rather than despair. Striking a fist against the black ice that binds her heart, she creates a crack for the light to shine through.

System: The Abyssal may force her Shadows and her need for the trappings of the grave to disappear for 24 hours. Doing so is considered a violation of the laws of the Nameless Curse, but her punishment for this transgression won't begin until the 24 hours have elapsed.

The Abyssal may *also* give up one of her Charms for a scene, replacing it with a Solar Charm of the same rating from the equivalent Solar Caste (such as forsaking Corpse Graft Technique in order to gain Wholeness-Restoring Meditation). This also counts as a violation of the Nameless Curse, and an especially severe one at that.

Finally, having rejected the blessings and brotherhood of the void, the Abyssal loses her Spectre Notoriety Background.

CHAPTER EIGHT: THE NIGHT PEOPLE

The Age of Legends ended long before the advent of any modern calendar. Only the most ancient of myths, folklore, and songlines even remotely touch upon it. Since time out of reckoning, this has been *their* world, the world of the night people.

The World of Darkness.



vampire: the masquerade

Vampires lurk in the shadows of the cities, between the pages of history. According to their stories, they're as old as humanity itself. According to their legends, their progenitors still sleep somewhere, hidden throughout the world, waiting to awaken and glut themselves on oceans of blood. Their existence is predicated on conspiracy and control. Nobody knows they're there. Anyone who does is part of their predation-enabling network. Anyone who isn't gets discredited, distracted, vanished. If you go to the police, they own the police. If you go to the press, they own the press. They own the *system*, and no mortal, no matter how brave, can fight the system alone.

Until now.

Systems

Here's a quick rundown of rules interactions between the Kindred and the Chosen.

Virtues

Vampires have Virtues that govern their behavior—Compassion, Self-Control, Courage, sometimes some other Virtues. Exalts don't have those traits. Whenever a Discipline assumes that its target has a Virtue that the Exalt doesn't possess, use Willpower instead.

The Embrace

Can you Embrace one of the Exalted? You can, but it's a bit of a let-down for everyone involved. Celestial Exaltation flees in the moment of death, and so the Exalt returns as an "ordinary" vampire.

Dragon-Blooded are a bit of a special case. The power of Exaltation dwells in the blood of the Dragon-Blooded, which is drained away entirely during the process of the Embrace... and yet, a shadow of that power lingers for a while.

A newly-Embraced Dragon-Blooded has only the Essence she possessed at the moment of death within her body. Once she spends it, it's gone forever. Her Charms also depart at a rate of one per night when she awakens, starting with her highest-ranked Charms and working their way down. Once the last of her Charms vanishes, she's no different than any other vampire.



Ghouls

Lunars, Sidereals, and Abyssals are capable of Exalting from the ranks of ghouls: living humans fed a bit of vampire blood, who gain uncanny strength and perhaps one or two other supernatural tricks in the process. Exaltation burns away the taint of vampire blood, though, causing the Chosen to immediately lose any Disciplines and other blood-borne powers.

This is not to say the Chosen can't decide to get on (or even *back* on) the vampire-blood bandwagon post-Exaltation. Solars, Lunars, Sidereals, and Dragon-Blooded are all capable of becoming ghouls by drinking vampire blood, although they can't learn any Disciplines beyond the initial free dot of Potence; something about the power of their Essence blots out their development.

Abyssals, for whatever reason, find the blood of vampires thin and flavorless. It offers them no power. They can't become ghouls, and they can't replenish their Essence by drinking it either.

Blood Bond

Of course, there's a catch. All of the Exalted remain fully vulnerable to the formation of blood bonds, should they drink from the same vampire three times. Charms and Intimacies provide a bit of leeway to struggle against the full power of the blood bond, but ultimately being emotionally enslaved to a vampire is a bad position for a demigod to find herself in.

As a note for Lunars, Sidereals, and Abyssals, the moment of Exaltation burns away existing blood bonds.

The Blood

An Exalt bitten by a vampire feels the rapture of the Kiss like any other human, but is able to struggle against it. The Exalt's player can make a Willpower roll against difficulty 8 each round in order to try to break out of the supernatural fugue state imposed by the Kiss.

With one terribly severe exception, vampires find the blood of the Chosen exceptionally nourishing. For each health level of lethal damage inflicted by a vampire's Kiss, the vampire gains three blood points when feeding on Dragon-Blooded, Lunars, Sidereals, and Abyssals. Not only that, but a vampire who kills a Terrestrial Exalt through exsanguination absorbs the barest shadow of the power of Exaltation, lowering their Generation by one for a number of nights equal to his victim's Essence rating.

The Solar Exalted form the major exception to this trend. The power of the sun hums in their veins, and any vampire drinking a Solar's blood suffers one level of aggravated damage for each blood point they try to consume. This is considered damage from sunlight, for the purpose of Fortitude and the Setite clan weakness.

Vampires and Dragon-Blooded

The Dragon-Blooded have spent a great deal of time over the recorded span of Western history keeping an eye on vampires, tracking their migrations, and occasionally culling their numbers when they got too numerous and feisty in the vicinity of an important family Dragon Nest. Most European and American families have at least a rough understanding of the difference between the Camarilla ("the ones that like to hide") and the Sabbat ("the ones that like to get drunk on blood"), but very few Dragon-Blooded could name more than one or two clans.

They know, through painful experience, that when vampires become aware of the Terrestrial Exalted, their first instinct is usually to try to addict a younger scion to their blood, that the only real remedy for this situation is to hunt down and kill the vampire responsible, and that for this reason vampires are best observed from a distance, without personal contact.

The Dragon-Blooded and the Tremere

The House of Miculescu has extensive records on the transition of House Tremere into Clan Tremere, and made certain that most other European Houses are aware of the development. Those Dragon-Blooded who make it their business to study vampires generally fear and mistrust the Tremere above all others of their kind. Vampires are destructive creatures as a general rule, but the Tremere add in both versatile blood sorcery and a distressing curiosity about the occult that sometimes brings them sniffing around Dragon Nests, and this is not to be tolerated. Worse, the clan is highly organized, practices meticulous note-taking, and doesn't intimidate easily.

For its part, the Tremere elders of Vienna are well-aware of the existence of the House of Miculescu and no less than six other Dragon-Blooded families. They know little about these mysterious families—most crucially, they haven't deduced the importance or distinction of the Dragon-Touched—save that once one knows what to look for, they can sometimes be found lurking about the periphery of Kindred affairs. Vienna's best theory is that they're remnants of some

truly ancient magical experiment into cross-breeding humans with elemental spirits.

The Terrestrial Exalted were considered a supernatural curio of no particular importance until 2004, when Lukas Diedericks, Regent of the Johannesburg chantry, submitted a report detailing the temporary thickening of the blood he experienced after draining to death a young Dragon-Blooded captured in the chantry library. This report gained the personal attention of Meerlinda of the Council of Seven, who has tasked a number of chantries near known Terrestrial holdings with finding out more about these enigmatic mortals.

Vampires and Solars

All Solars bumped into some sort of supernatural being prior to Exaltation (sometimes by only a matter of minutes), and vampires are, for whatever reason, the most common point of contact. The Kindred like to think that they exist in a complex dance of codependency with their prey. The Solar Exalted, by contrast, seem much more inclined to view things in black and white terms: *That thing drank my brother's blood. It's got to die.*

The Small Matter of Sunlight

When a Solar's anima flares, she's surrounded by a blazing glow in all the various hues of sunlight. So, the salient question: *Does it burn vampires?*

It doesn't, but it makes them really nervous. If something else sets off a check for *Rötschreck*, the presence of a Solar with her anima flaring increases the difficulty of that check by +2. It also absolutely counts as "bright light" for the purpose of the Setite clan weakness.

Boo!

I know, I know, burning vampires to ash with your anima is *totally badass*. This book has decided not to go that way because while it's really cool the first time it happens, it gets boring as hell the next 20 times. Inflicting 3 levels of aggravated damage to everything in the room every three seconds just for showing up is much less fun than staking a vampire with a busted-off chair leg and then judo-tossing his buddy into the fireplace. And if you really, *really* want to be the incarnation of the sun walking upon the Earth, consider making a custom 5-dot Zenith Charm to change your anima into real sunlight.

Vampires and Lunars

When Lunars and vampires mix, it's hard to say what's going to happen. A couple of Luna's newly resurgent Chosen were ghouls before they Exalted. Domitor-thrall standards of abuse being what they are, and given the way Exaltation burns out blood bonds, well, those vampires are probably really painfully dead right now. Certainly, vampires trend toward being abusive predators, and Lunars trend toward brutally murdering anything that fucks with them too badly. And just as certainly, it's easy to mistake a Lunar for some sort of Lupine or other shapeshifter and it's best for vampires to steer *well* clear of those, or else hit them with everything they've got if they show up in the vampire's territory. So there's a bloody pattern waiting to develop there.

On the other hand, vampires are *really good* at being cool, and making themselves out to be your new best friend, especially if it seems like you could be useful to them. A lot of Lunars aren't accustomed to people wanting to be their best friend, especially sexy cool people who can party all night and flip over cars and who are inclined to tell them that, sure, tracking down that girl who stuffed used tampons in their backpack in high school and eating her is a completely justified thing to do now that they're a supernatural god-monster.

It is, in short, going to be a mess.

Vampires and Sidereals

Here's what Sidereals know about vampires: when they dig a prophecy out of the cracks of reality, it usually features blood-drinking corpses fucking everything up either *very prominently* or somewhere around the margins of the prophecy. Auspicious Prospects for [Whatever] tends to steer them toward orchestrating the downfall of vampires, or setting them at each other's throats. Wise Choice rarely advises getting involved with them. In short, most of their forecasting and diagnostic tools indicate that vampires are, if not *the enemy*, at least a serious problem that is going to require aggressive managing. Also, they're fucking *everywhere*, and that tends to freak Sidereals out. By the time a Solar realizes how badly infested most cities are, he's probably already neck-deep in a one-man war with all of the local bloodsuckers. Sidereals have plenty of tools to help them realize how badly they're outnumbered before they get too entangled with the affairs of the undead.

As far as the undead go, Sidereals aren't even a blip on Kindred radar yet, and on those rare occasions

when one does crop up, they're going to get mistaken for mages for a very long time.

Vampires and Abyssals

On the one hand, an Abyssal who decides she doesn't like vampires is very well-positioned to find them (ghosts *hate* the fucking things, and if you ask around a bit, you can usually find a wraith or two keeping tabs on the local bloodsuckers) and to kill them. Considering that more than one Abyssal experienced the Black Exaltation in the immediate aftermath of a fatal vampire attack, there's plenty of reasons for an Abyssal to arrive in exactly that headspace.

On the other hand, Abyssals and vampires can operate very much on the same wavelength. They both see the appeal in human blood. A lot of vampires dig the supergoth thing Abyssals have going. And Abyssals are quite well plugged into the world of the dead and the undead thanks to their Underworld ties. If otherwise at a loss for what to do now that she's become some sort of living murder-bodhisattva, it's not too unusual for an Abyssal to go try to hang out with the local vampires in the hopes that they know more about what's up than she does. They won't, but by the time that becomes clear she'll be up to her neck in vampire politics, which might or might not be a good thing for the undead that dragged her in. There isn't an Abyssal Prince in any major city *yet*, but give it a couple of years. It's going to happen.

Werewolf: the Apocalypse

The Garou are an ancient people dating back to the dawn of time, ordained by Gaia to stand as the guardians of the Earth. Their enemies are spirits birthed from the cosmic font of all that is foul, corrosive, and destructive in the universe, who seek to despoil every good thing that is or ever has been. Their duty is sacred, enduring, and has set them on a course

The Murdery Duckling

Melbourne's a likely spot for the world's first Exalt-run Camarilla city. There's an Abyssal there who received the Black Exaltation *in the middle of his Embrace*, before his would-be sire could finish getting her wrist open. Prince Taylor still hasn't mustered anything more than faint curiosity about how the kid's sire managed to fuck up the Embrace and get him to come out as weird as he did. He certainly isn't scared yet, although he will be. Give it time.

of inevitable destruction. The Apocalypse looms, and all their prophecies agree: win or lose, it will spell the end of their kind.

The Chosen are here to cancel the Apocalypse.

Systems

Here's a quick rundown of rules interactions between werewolves and the Chosen.

Rage, Gnosis, Primal-Urge

Werewolves and spirits both have traits measuring their spiritual and emotional power. Exalted lack these traits. In any circumstance where a werewolf or spirit power wants to calibrate its difficulty off of either of these traits, or calls for the target to resist by rolling those traits or spending those traits, substitute Willpower instead.

Likewise, werewolves use an Ability called Primal-Urge which measures how in touch they are with their animal nature. Exalted don't use Primal-Urge. Instead, if something wants an Exalt to use Primal-Urge, substitute Animal Ken instead.

The First Change and Kinfolk

To get the big question out of the way: Werewolves can't Exalt. Neither can any of the other Fera (non-wolf shapeshifters like wereravens, weretigers, and so on). Nor will a very young Exalt ever undergo the First Change. If you Exalted, you were never going to be a werewolf.

Kinfolk are another matter. Kinfolk can Exalt as Lunars, Sidereals, Abyssals, and even *very* rarely as Dragon-Blooded. If the Kinfolk had somehow scraped together mastery of any spirit magic, Exaltation purges it, replacing it with a mastery of Essence. The Exalt *does* still carry shifting blood in their veins, and can produce Kinfolk and werewolf offspring.

It should probably go without saying, but all of this applies only to *human* Kinfolk. Animals, no matter how magical, are incapable of Exaltation, even as one of the Lunar Exalted.

Boo! Boo Again!

I mean, if you want a lupus (or whatever) Lunar, I can't stop you. Just use the normal Lunar chargen rules, with lupus Ability and Background purchase restrictions in place. But within the "canon" of this completely unofficial book, animal Exalts aren't a thing.

The Delirium

Exalted enjoy blanket immunity to the Delirium. For whatever reason, they don't cause it, although blind pants-shitting terror is still a *completely reasonable* and *fairly common* reaction to a Lunar in rage form.

Wurm-Taint

Your good friend and mine, the level one Gift Sense Wurm, doesn't ping for Solars, Lunars, Sidereals, or Dragon-Blooded unless they just got done rolling around in toxic waste or something. Abyssals, by contrast, *always* register as Wurm-tainted, no matter their personal behavior or ethics. Their Exaltation came soaked in the blood of a hundred thousand murders committed in the Age of Legends, and one simple reincarnation can't even begin to wash that off.

The Pack

You might have noticed that Exalted can buy the Totem Background. It applies both to personal totems, and also to group totems binding together an entire Circle of Exalts. For unclear reasons, the residents of the Spirit World inherently recognize the Exalted as legitimate representatives of the powers of Heaven, and are inclined to make binding deals with them for patronage. This development is apt to intrigue the Chosen and alarm the Garou.

It *also* means that through the Rite of the Totem (see W20, p. 213) or, God help us, even the Rite of the Joined Circle (see W20 **Changing Breeds**, p. 266), Exalted are mystically capable of joining shapeshifter packs, or even the kganmadi of the Ahadi or the sentai of the Beast Courts, although non-Lunars are apt to have some difficulty executing pack tactics.

Possession

Sometimes a Bane will attempt to curl up and make a home for itself inside of a human soul, creating a monstrosity known as a fomor once the bonding is permanent. The Celestial Exalted, thankfully, cannot be possessed in this fashion: one of the features of Exaltation appears to be a blanket immunity to any other power or being merging with the Exalt's soul.

Dragon-Blooded are less fortunate, and are capable of being transformed into fomori. Bane possession is a distressing process, and produces a feeling of spiritual violation. A Dragon-Blooded targeted by a Bane's Possession Charm may roll Perception + Awareness against difficulty 6 to realize she's under some form of attack from the Spirit World. From there, it's usually a simple matter for the Dragon-Blooded to enter the Spirit World and attack the Bane directly, or to get a family member to intervene on her behalf.



In the rare event that everything goes as badly as it can and possession occurs, a Dragon-Blooded fomori retains all of their Exalted powers, while also developing Powers and Taints in the usual fashion.

This state of affairs doesn't tend to last for long. Spiritual interference from the Bane prevents the Exalt from ever raising her Essence rating again, even as the incredible power of her Essence strengthens the Bane and prompts it to grow and mutate. Dragon-Blooded fomori develop new Powers frequently, and along with them, new Taints. Most die within a few years if they can't negotiate a powerful supernatural being to excise the Bane from their flesh and soul, their body coming apart at the seams even as it swells with grotesque and unholy power.

Werewolves and Dragon-Blooded

The Dragon-Blooded and the Garou have an extremely strained history, which comes down to one simple point: competition over Dragon Nests.

The werewolf position on Dragon Nests is a simple one: they are holy sites, wellsprings of Gaia's power, and as such every one of them on Earth is the rightful property of the Garou Nation. No one else is qualified to care for them or correctly protect them. The Terrestrial Exalted, naturally, disagree.

When not in competition for control of key Dragon Nests, the Dragon-Blooded tend to steer clear of shapeshifters as much as they can. Werewolves, in particular, have hair-trigger tempers and are one of the very few living things on Earth capable of overpowering a young Terrestrial scion, especially when running in packs. Moreover, while the Garou tendency toward indiscriminate violence is lamentable, the Dragon-Blooded find little reason to criticize their mission overall. Banes and fomori are contemptible things, and the Dragon-Blooded make frequent sorties to purge such unclean beings from their own properties and projects. The Dragon-Blooded are aware that packs of werewolves sometimes fall into spiritual corruption, but they don't really understand the concept of the Black Spiral Dancers as a full-blown tribe.

Werewolves, in turn, have very little knowledge about the Terrestrial Exalted and less interest in investigating them. Only a few Uktena and Stargazer Theurges suspect they may be something other than cabals of mortal magicians of unusual martial prowess. As such, they tend to lump them in with all other mages eager to seize Dragon Nests for their own selfish ends.

Dragon-Touched and Kinfolk

Can a Dragon-Touched *also* be Kinfolk? They can... but they won't be very good at being either of those things. Their chances of producing either Garou or Exalted offspring are marginal, as the conflicting mystic blood in their veins competes for dominance and largely cancels itself out. Otherwise, Dragon-Touched Kinfolk are capable of possessing both Dragon-Touched Merits and Flaws, as well as Gifts and Rites in the manner of Kinfolk.

The bloodlines of the Dragon-Blooded and the Garou have mingled a few times down through the centuries, but this has never produced a stable or long-lasting arrangement. The House of Kununurra was possibly the most successful, mingling its blood with the Palawa peoples over several generations in the 1100s through the 1300s, but after a long series of bloody skirmishes they withdrew completely from the isle of Tasmania, ceding both the territory and its indigenous bloodlines to the Bunyip shapeshifters. At present it's highly doubtful if any of the surviving Dragon-Blooded families actively intermingle with changing blood. Both groups are simply not capable of trusting outsiders around their breeding lines.

Werewolves and Solars

It's a sad truth of the world that the Garou are generally willing to write off any human they don't personally know and like as collateral damage in their crusade against the Wyrms. It's a near-certainty of the world that no ordinary person's discovery that werewolves are real is *peaceful* or *not terrifying*, and this inclines Solars and shapeshifters toward getting off on the wrong foot.

On the other hand, Solars who discover the changing breeds through exploration of the Spirit World are much more likely to have the chance to approach them through some kind of respected intermediary who can arrange introductions. Anybody with at least half of their sensory organs still working can *immediately* tell that a Bane is bad news with a capital B, and terrifying shapeshifting spirit warriors who destroy whatever evil threatens the safety of the Earth is a concept that... resonates with Solars, for whatever reason. It reminds them of home. God knows why.

Werewolves, sadly, are suspicious by nature, often outright xenophobic, and very slow to trust outsiders. It would take a fair bit of work for a Solar to be viewed as anything more than a strange ally of convenience, despite any apparent blessings of Helios.

Werewolves and Lunars

Confusion is the word of the day when Luna's children meet... well, Luna's children. First off, the Garou and the Fera don't have the greatest track record of getting along, and a Lunar is almost certain to be mistaken for some manner of bizarre example of the changing breeds if first encountered on Earth.

In the Spirit World, it's a different matter. Stripped down to bare spirit, a Lunar "feels" *nothing* like one of the Changing Breeds. Her Essence throws off waves of power that feel more like one of the Incarnae compressed into a mortal shell than a shapeshifter. She has no Gnosis *at all*. Any Theurge worth his salt is going to know immediately that she's not a were-anything... and yet the similarities are striking, uncanny, undeniable.

Lunars, of course, have no idea what they are, and even less idea about the changing breeds, but the kinship seems self-evident. The Lunar changes into animals, and a big kickass beast-lady form. Werewolves do that too. The Lunar has strange magical powers, and can possibly go mucking about in the spirit world; the same is true of werewolves. And holy shit, can they all fight.

Ultimately, there are many potential explanations a sept might hit on to explain a Lunar (some manner of incredibly ancient and potent ancestor spirit returned or reincarnated from a legendary Realm?), but if the Lunar seems amenable to joining the war for Gaia, they can certainly find work for her. The fact that lunas are generally willing to vouch for the Lunar Exalted helps. It's not impossible for a Lunar to slowly carve out a place as an honorary—and honored—member of the Garou Nation, and even easier for her to find a place among the Ahadi of Africa or the Beast Courts of Asia.

On the other hand, when werewolves meet something they don't understand, violence has historically been a fairly common result, and Lunars *don't* like being bullied, pushed around, or attacked without what they consider due provocation. If this leads to a Garou death, then war is nearly inevitable until either the Lunar moves on or is killed, or the entire sept is destroyed.

Mnesis

The most powerful or clear-sighted of the Mokole and Zhong Lung sometimes touch, briefly, grazingly, upon fragments of the Age of Legends in their dream-memories of Gaia's history. Of all inhabitants of the World of Darkness, they are the most likely to be able to articulate something vaguely approximating an

accurate summation of what the Exalted are, and what is likely to happen now that they have returned.

Werewolves and Sidereals

It doesn't take Nostradamus to figure out that werewolves are incredibly dangerous, but that's what a Sidereal's gifts are likely to tell her anyway. They also sometimes pull Sidereals toward the shapeshifters and suggest that they could use her assistance, *usually* but not always under the auspices of Battles or Endings. At other times, a Sidereal finds herself pushed away from or urged to rain down hell on a pack of gruesomely vicious werewolves; if they manage to survive for long enough, the Sidereals will eventually start to figure out the divide between the Garou Nation and the Black Spiral Dancers. For now, it's a mystery as to why destiny allots support to some werewolves, and destruction to others.

The Garou, for their part, aren't going to want anything to do with Sidereals. They look like magicians, who are well-known as thieves of Dragon Nests, and the way they tend to slip through a werewolf's memory makes them seem suspicious and untrustworthy. Interactions between werewolves and destiny's Chosen, then, are likely best conducted from behind false fates, proxies, and spirit intermediaries.

Werewolves and Abyssals

It looks like a vampire, it acts like a vampire, it dresses like a vampire, ghosts swarm around it, and it reeks of the Wurm. Encounters between shapeshifters and the Abyssal Exalted almost universally go exactly the way you'd expect them to.

Abyssals and the Wurm

Despite registering as "of the Wurm," Banes recognize no particular kinship with the Abyssal Exalted. A few Banes may eventually congregate around them, but only in the same way they eventually flock to anything responsible for a great deal of death and destruction. Only Nihilachs (see **W20 Book of the Wurm**, p. 148) possess any special affinity for the Abyssal Exalted. This is likely to give even Black Spiral

Pattern Spiders

Pattern Spiders are fairly aggressive spirits with a bad habit of snatching up anything wandering by and trying to calcify it into the Weaver's Pattern Web. For whatever reason, they tend to leave Sidereals alone unless actively provoked. Most Sidereals aren't even aware they're dangerous.

Weird.

Dancers and depraved Pentex executives a moment's pause, because Nihilachs scare the hell out of even their own allies.

Still, once it becomes clear just how much potential each Abyssal has for large-scale destruction and corruption, they'll become the targets of active headhunting efforts by at least one or two members of the Pentex Board of Directors. Who can guess if any will be receptive?

Mage: the Ascension

There's a war going on, and reality stands on the brink. For as long as there have been human beings, there have been those who challenged the shape of the world, sought to forge their own destiny, and asserted their own dreams and beliefs despite the protestations of prosaic facts and figures. People who wanted to redefine *impossible*.

None of them were really banking on a bunch of demigods muscling in on their turf, but that's what they're going to have to pivot to deal with now.

Systems

Here's a quick rundown of rules interactions between the Awakened and the Chosen.

Paradox

The Exalted don't count as Sleeper witnesses for the purposes of Awakened magick.

A Box of Broken Dreams

Alone of the 20th Anniversary games, **Mage 20th Anniversary** isn't really a unified "best of" vision of the classic game so much as it's the three previous corebooks crammed into a box along with a stick of dynamite. It asks the reader to define their assumptions, rather than setting out a baseline for them. This is in keeping with the spirit of **Mage: the Ascension**, but unhelpful for this book's purposes, so here are the assumptions *we're* rolling with:

Magick generally works according to 2nd edition rules (no success-splitting along the lines of Revised, Paradox doesn't backlash in the Reckoning fashion, etc); the Avatar Storm either hasn't happened yet, won't be happening, or it happened and it's over now; and the Technocracy is still pretty aggressive in its pursuit of the Pogrom. Don't worry; if you want to tack into the Revised-era metaplot, we've got you covered. But that's our baseline.

The Awakening

This one's pretty simple: The Awakened can't Exalt, and the Exalted can't Awaken. Once this becomes clear, there'll be plenty of theories about *why* it's the case (perhaps the Awakening is a kind of latter day, bootstrapped "mortal" Exaltation, an effort for the soul to lift itself up to divinity without external interference?), but the fact remains that it *is* the case.

Dragon-Touched can and on very rare occasions have Awakened. They get to keep any of their special Merits and Flaws, but are otherwise ordinary mages.

Countermagic and Similar Interactions

The Exalted have an array of Charms with which to protect themselves from various curses and other forms of hostile magic too esoteric to avoid by stepping out of the way quickly. For those who lack those Charms, rules for crude and dirty fighting back against magick can be found on page 546 of **M20** (use the rules for vampires and other Willpower-based critters, specifically).

What if a mage wants to try to use magick to rip apart a Charm, though? Or ancient sorcery spell?

In general, the mage devises some sort of effect to disrupt or counter the Charm, then makes a contested roll against the Exalt's activation roll. If the mage gets more successes, the effect is disrupted. If there *isn't* an activation roll, then consult the Essence/Arete-equivalency chart in Chapter Two, and have the Exalt roll her effective Arete against difficulty 6 to establish a mark to beat.

Magick and Essence

In general, screwing around with an Exalt's Essence—and, by extension, screwing around with her Charms and other powers—always requires Prime. Seeing Essence in action takes Prime •. Moving it around from place to place requires at least Prime •••, and transforming it into Quintessence (or vice-versa) requires both Prime ••••• and Spirit •••••.

Sidereals form a slight exception. Detecting, interfering with, and protecting against Sidereal destiny manipulation requires Entropy, or conjunctional Entropy and Prime if that manipulation is charged with Essence.

Gilgul and Other Acts of Hubris

Here's a biggie: Can a mage screw with Exaltation? Answer: *Yes, but.*

Yes, but it's *always* vulgar. You're wrestling with the manifest will of gods from the dawn of time performing the single greatest miracle they ever managed. There's not a single paradigm out there, not even in the Wild West free-for-all that is the Spirit World, where that isn't breaking a shitload of rules.

Yes, but it's hard as *fuck*. If you're trying to injure or interfere with the Exaltation, assume that the Exaltation itself is fighting back like a wild steer, and has Arete 10 to do it with.

Trying to snare and mess with an Exaltation between incarnations takes a truckload of Prime and Spirit, along with some Entropy and/or Mind to trick its guidance systems, and that's probably the easiest way to mess with Exaltation.

Fiddling with a Terrestrial Exalted bloodline to goose its breed-true rate up or down takes Prime, Spirit, Entropy, and Life at minimum.

Trying to rip the Exaltation out of one of the Chosen takes Prime 5 and Spirit 5, and is guaranteed to kill a Dragon-Blooded target without some other kind of magick to keep her alive. And trying to destroy an Exaltation outright... well, never say never where magick is concerned, but if it was easy, nobody would have gone to the trouble of building the Black Vault. You'd need Prime 5, Spirit 5, and Entropy 5 to even start thinking about it. *All* of these shenanigans are considered godlike feats, and require 20+ successes to pull off, especially ripping an Exaltation out of its host or permanently damaging or destroying it.

In short, if you want to part a Solar and her Exaltation, the easiest way to do it by a country mile is to just kill her.

The Avatar Storm

Told you we'd cover this. If you're using the Revised-era metaplot and the Avatar Storm is a thing, then it's not a thing the Chosen have to worry about. They can cross the Gauntlet with the same ease as werebeasts and the hungry dead. Whatever quality of the Awakened Avatar draws spirit-shrapnel in like a magnet, the Exalted lack it.

Hedge Magic and the Chosen

The Exalted are capable of learning static magic either prior to or after Exaltation, if they have the Hedge Magic Merit (see Chapter Two). Knowing static magic does *not* prevent a person from Exalting as a Solar. Exalted hedge magicians don't and can't have Mana; they can use Essence in place of all of its functions.

Mages and Dragon-Blooded

Of all major supernatural factions in the World of Darkness, the Dragon-Blooded have more direct contact with mages than any other... and in some ways, also fear them more than any other.

The Dragon-Blooded have been watching human miracle-workers from afar since the days when cave paintings and mastery of fire were among the most potent of ritual tools. They've seen magickal organizations rise, band together, and fall apart countless times. They've filled libraries with observations on the wars and ways of the willworkers, and over the course of their long lives, have in turn noticed that those libraries seem ill-fated to survive the ages. Books get borrowed in extreme duress and loss. Letters are misfiled or just disappear. As magicians struggle to define history, history does spring-cleaning in their wake to sanitize itself into compliance with the results.

Ultimately, it doesn't matter, and the Terrestrial Exalted are sanguine about the constant reorganization and redefinition mages subject themselves to. What matters is knowing who is active and who is a threat *today*, and keeping a few lines of communication open. Magicians are for-ever poking into the strange corners of the world, turning over rocks and seeing what might be underneath, bartering with obscure spirits, and making surprising discoveries. They are, in short, the people most likely to accidentally stumble upon ancient sorcery, either preserved in crumbling scrolls or else embedded as forgotten patterns in the Odylic Force underlying the very structure of reality.

Magicians are *also* eternally interested in Dragon Nests, and will seize them given half a chance. For this reason above all others, they're watched carefully, sometimes cultivated as respected peers, sometimes steered into destructive battles with one another to keep them busy, and on rare occasions, subjected to brutal attacks to drive them away. A magician is a terrible enemy to have, but only if he survives your initial strike, after all.

The House of Li and the Wu Lung

One small Dragon-Blooded family is tied more closely to the magickal world than any other. The House of Li controls a Dragon Nest just outside of Chengdu, a sprawling complex built up around a stand of peach trees said to derive from seeds of the legendary orchard in Zhuozhou where Liu Bei, Guan Yu, and Zhang Fei swore oaths of brotherhood that eventually led to the founding of the Kingdom of Shu.

400 years ago a trusted Dragon-Touched scholar and bureaucrat named Li Wei achieved enlightenment and Awakened. He was already known to the magicians of Sichuan province as a diligent student of history and tradition, and soon found himself rising within the ranks of the Wu Lung dragon wizards. Li Wei acted as a bridge to bring together the proud and ancient Wu Lung and the quite literally Dragon-Blooded House of Li, recognizing a natural kinship. Li Wei is now over two centuries dead, but the two groups continue to operate in tandem even to the current day.

The Wu Lung look upon the House of Li as a retainer family, safeguarding both a historical place of power as well as the blood of the heavenly dragons, which surely dates back to the earliest days of ancient China. Internally, the wizards consider the Dragon

Nest to be the property of their order, but deem it best used in its current capacity, fortifying the blood of the dragon folk. It remains unspoken but understood that the Exalted would fight to defend it were any attempt made to confiscate or misuse the site, in any case.

Only four Exalts currently carry the name of the House of Li, led by 180-year-old Fire Aspected matriarch Li Xiu Ying. They have prospered from their association with the Wu Lung, recovering four ancient sorcery spells since the time of Li Wei, as well as gaining incomparable insight into the world of the magicians, but it's not all wine and roses. The fortunes of the Wu Lung fell dramatically during the 20th century and the organization is only now beginning to recover; they are not such formidable allies as they once were. Moreover, other Dragon-Blooded houses within Asia mistrust the increasingly close ties



between the Li and the dragon wizards. Some, such as the Kusanagi, have entirely broken off contact for fear that any secrets shared will go directly into the pocket of arrogant mortal magicians.

Li Xiu Ying has pinned the family's fortunes to the alliance for good or ill. She aggressively pushes the house's Dragon-Touched to study history, genealogy, Chinese alchemy, ritual sorcery, and to practice *Kuei Lung Chuan* martial arts. She's trying to force another Awakening among their ranks, believing it will elevate their stature once again to coequal status with their wizard allies, despite the family's comparably miniscule numbers.

The Traditions and the Chosen

For the most part, the Council of Nine Mystick Traditions is entirely unaware of the Dragon-Blooded. Most cabals who've bumped into an individual Exalt or family over the years mistook them for an obscure Craft or cluster of Orphans. There are two exceptions.

The most studious members of the Akashic Brotherhood have very old records of Terrestrial houses in China, Tibet, and Korea. The monks have a *roughly* accurate idea of what they are—people carrying potent spirit blood, whose origins date back to an earlier Age within the turning of the Wheel—and consider them to be merely another of the obscure *shen* of Asia. Most members of the Tradition have never heard of the Dragon-Blooded, and the Akashayana as a whole have no idea they are a global phenomenon.

The Order of Hermes is also aware of the Dragon-Blooded, having encountered them repeatedly in Egypt, Greece, Britain, India, Romania, and most recently in Boston and San Francisco. The two have similar interests in the formal high magick of antiquity, in ancient places of power, and in the secrets of the night people. The Order of Hermes is aware the Dragon-Blooded are a very old and quite widespread group, but erroneously believe them to be a Craft or Disparate tradition who practice the permanent binding of elemental spirits into their Avatars to insulate themselves from Paradox at the cost of crippling their mystick versatility. Ironically, the libraries of Doissetep contain several treaties by mages of Houses Bonisagus and Verditius speculating on ways to replicate and improve the "Dragon-Blooded Bonding Ritual." The Order has no inkling that Terrestrial power is hereditary, or that the Dragon-Blooded hold Dragon Nests for any purpose other than as a source of mystickal power.

Marauders?

Since when have Marauders ever had a unified outlook on *anything*?

The Technocracy and the Chosen

The Technocratic Union has no knowledge of the Dragon-Blooded as a linked phenomenon. They've come into conflict over possession of Dragon Nests on several occasions, but always mistook the Chosen for Orphans, Akashayana, or simply reported them as "unclassified reality deviants."

That last bit is the guiding word on all interactions between the Technocratic Union and the Exalted, incidentally. The returning Celestial Exalted *will* get the Technocracy's attention in short order, and they will become an immediate priority item on the Pogrom. The Dragon-Blooded have centuries of practice flying under the radar. The Celestial Exalted don't, and they're not going to know not to make waves with their sudden incredible power. The Technocracy is going to have to pull a lot of late-nighters to cover up the antics of unleashed Solars and Lunars, and it's clear to anyone with two eyes that *wherever* these new reality deviants come from, they can't be permitted to run loose wreaking havoc.

Of course, killing the Celestial Exalted just hits the reset button on the problem, it doesn't solve it. It'll take a while to figure that out.

For their part, while the Dragon-Blooded are aware that some modern magicians *can* incorporate technology into their wizardry, they tend to picture that as the flying car from *Harry Potter* rather than divination-by-spreadsheet. They don't really understand how organized and powerful the Technocracy is, or how subtle its arts can be, although they're at least aware a group of wizards going by that name *exists* simply because Tradition mages talk about it so frequently. The Dragon-Blooded have only avoided the Union's notice thus far because of their practice of keeping a low profile unless they have a pressing reason not to. In general, the Dragon-Blooded expect wizards to perform their work with chants in dead languages, chalk circles, wands, and incense, not stock buybacks or hunter-killer drones.

The Nephandi and the Chosen

Though there might be one or two individual exceptions, as a group the Nephandi don't know anything about the Chosen or the Age of Legends, and

their return will catch the dark wizards by surprise. Still, evil doesn't mean *incurious*. Once the dust starts to settle and the Nephandi begin to get a handle on what the Exalted are and how they work, one of them is sure to wonder: *What would happen if you put an Exaltation through the Cauls?*

Mages and Solars

Mages are difficult to pick out as residents of the supernatural world, since at the end of the day they are, ultimately, human. As a result, they're among the most likely of the night folk to have non-hostile interactions with the Solar Exalted.

Well, the Traditions are, anyway, or Disparates who see Solars appear within their home cultures. The Technocracy is another matter, as the Iteration X extraction team that had to pull a shattered HIT Mark out of the ceiling of a subway station in Des Moines last week could attest.

A Sorcerer by Any Other Name

The Solar Exalted are *new*, they're fundamentally human, and some of them are already extremely talented sorcerers or martial artists. If you're playing during one of the periods when the great magical organizations of the world welcome so-called "hedge magicians" into their ranks, it's not impossible that a Solar might either Exalt from among the ranks of one of the Traditions (the Akashic Brotherhood and Order of Hermes are especially likely), or be recruited to join shortly after Exaltation.

It's not hard to figure out that a Solar is something a bit more unusual than your garden variety willworker or static magician, sure, but if you believe what the Etherites are publishing in *Paradigma*, they had something very much like an Awakened version of Frankenstein's monster join their Tradition back in 1994. A Solar would be a long way from the strangest thing to walk the halls of Doissetep. If they're a living human being, support the goals of the Tradition, and are a practitioner of some kind of magic in line with the Tradition's values and practices, why not?

Mages and Lunars

A Solar of the Twilight Caste is apt to be a scholar of arcane secrets, calling ancient forces to hand and binding them to his will. That's something magicians understand. Heck, that's something they *are*, if by a different road.

A Lunar mystic is a lot more alarming. She practices blood-fueled shapeshifting. When she's mad

or pushed into a corner, she turns into a huge fanged and clawed thing from the depths of *oh my God* and slaughters her way out of whatever problem she's in. Even the most hardcore Verbena is unlikely to go "Yeah, that's just like me."

Still, there are and have always been mages—particularly among the Dreamspeakers, Verbena, and Disparates—who aren't afraid to approach werecreatures and talk shop with them if they're open to it, and unlike the changing breeds, Lunars don't have a long history of worrying about magicians stealing their sacred sites. There's no incentive for a Lunar to run a mage off unless they butt heads on a personal level.

Full-on membership in a magical group isn't impossible, but it's unlikely; most Lunars aren't really joiners. Still, alliances and friendships are just as good, sometimes better.

Of course, death-grudges are also possible. If a Lunar's first encounter with magicians comes in the form of a Nephandus trying to steal her skin for power, it's going to color all future interactions in the worst sort of way.

Mages and Sidereals

Just about everything else in the World of Darkness that bumps into a Sidereal is going to mistake them for a mage, because Sidereals look and act the way everything else *thinks* a mage would look and act. They're inscrutable, slippery, mystical, surrounded by odd coincidences, and they always know more than you do.

Mages themselves tend to make the same assumption: if it looks like an Orphan, walks like an Orphan, and quacks like an Orphan.... Not only are Sidereals well-suited to passing unremarked through the Awakened world, Chosen of Secrets actually have a ready-to-use "magician" destiny template in their Dynamic LARPing kit.

Sidereal magic gets a little fuzzy around mages, who seem able to flex against the plans and dictates of destiny in much the same way Sidereals themselves can. In general, Sidereal forecasting and auguries push

Donning the Hogwarts Robes

Since someone out there is surely wondering, mages are still human beings, even if they've given themselves permanent weird owl eyes or a robot hand or something. If you want to wear their skin, Prey's Skin Disguise covers it.

them toward tossing aid to the Traditions and Disparates and jamming sticks in the Technocracy's spokes, but there are exceptions to both trends. Sometimes destiny wants a Technocrat—usually a young, fresh-faced one, for whatever reason—to triumph. Sometimes a mystick is rotten to the core and fate wants him to go down hard. The Sidereals don't understand the idea of the Nephandi as a distinct faction rather than individual unconnected evil wizards *yet*, but they will before long. The very darkest of their prophecies prominently feature the things the Nephandi kneel before and call "Master."

A Place to Belong

Much like Solars, it's not impossible for a Sidereal to end up getting sucked into the Ascension War and formally joining one of its larger groups. Chosen of Endings are a natural fit for the Euthanatos, in particular, but groups ranging from the Cult of Ecstasy to the Order of Hermes to the Celestial Chorus might potentially accept a Sidereal recruit.

Mages and Abyssals

Any Euthanatos worth his salt can tell you that an Abyssal is someone who is very much supposed to be dead, but is clinging to the cycle anyway. Abyssals resonate with the worst kind of *jhor* imaginable, and the mere sight of one is enough to set most mages' teeth on edge. Of course, that isn't to say that mysticks are going to attack an Abyssal on sight, but everything about the Chosen of the Grave says *bad news*. This can be a problem if an Abyssal decides to settle into Awakened territory, such as a club owned or frequented by a Hollow cabal. Sure, the Abyssal lines up with the cabal's fashion sense, but everything else about her shouts *run very far, very fast*.

Still, the world's full of mages who've never met a DANGER: KEEP OUT sign they didn't kick over while walking past it. Abyssals are more at ease navigating the Underworld than just about any other living thing in

The Sixth Great Maelstrom

Yep, more metaplot. By default, **Exalted vs World of Darkness** situates itself prior to the Sixth Great Maelstrom so that you can play with all the classic elements of **Wraith's** Underworld without them being, you know. Nuked into rubble. You don't have to roll with that, though. If you want your game to happen during or after the Maelstrom, all the rules still work the same, it's just there are storms all over the place and most of the organization of the Underworld's in shambles.

the World of Darkness, and that makes them excellent prospective agents for anyone who has business in the Dark Umbra. Moreover, some Abyssals have plenty of reason to go seeking out mages in the course of searching for ancient sorcery, clues about what they've become, or any other sort of esoteric or occult information. There's a lot of potential for quid-pro-quo there, almost as much as there is for a misunderstanding or double-cross to escalate into a bloodbath.

Wraith: the Oblivion

There's another world beyond the world, under the world, alongside the world: the Underworld. How close is it? Just one breath away. Just one step, but it's a doozy.

The land of ghosts is set apart from the rest of the World of Darkness, but far from inconsequential. The restless dead dog the steps of the living, yearning, loving, mournful, vengeful. They have their own concerns, as well: storms of memory and emotion fit to crack the walls of eternity, dead gods slumbering beneath sunless seas, and a black hole at the bottom of the cosmos that would like to drink in everything that has ever been or ever will be.

Once upon a time this nightmare place had champions, and now they have returned.

Systems

Here's a quick rundown of rules interactions between ghosts and the Chosen.

Corpus, Pathos, and Spite

Wraiths have Corpus rather than health levels. If something talks about damaging the target's Corpus, it damages an Exalt's health levels instead.

Wraiths also have traits called Pathos and Spite, which Exalts lack. If something wants to set a difficulty based on either of those traits, or wants an Exalt to roll Pathos or Spite, use Willpower instead.

The Caul

Just to get it in writing: Wraiths can't Exalt. No, not even the Risen ones. No, not even as Abyssals. Abyssals Exalt in the middle of the act of dying, and then live forever. Wraiths are people who already very thoroughly finished dying.

To flip it around, though, the Exalted can *absolutely* become wraiths. Dragon-Blooded have been doing it for thousands of years. Solars, Lunars, Sidereals,

and even Abyssals can linger as ghosts when they die, although Abyssals are at a greater-than-normal risk of becoming Mortwights. If this happens, the character becomes a normal ghost, retaining none of their Exalted powers.

Passions and Fetters

The Exalted may serve as the subjects of the restless dead's Passions, and may be Fetters binding them to the world. Likewise, wraiths can harvest Pathos from the emotions and memories of the Chosen just like anyone else.

Puppetry and Similar Possession

Exalts have no special innate protection from possession or skinriding by any wraith who knows Menagerie Mask (see **Wraith 20th Anniversary**, p. 214), although many Charms can grant active defense or even immunity from such intrusion.

The Fog

The Exalted are uniformly immune to the Fog (see **Wraith 20th Anniversary**, p. 284-285).

Underworld Navigation

Rather than projecting their souls free of their bodies, the Chosen tend to enter the Underworld still wearing their flesh. The only major concern about that is that the food and water of the Underworld can't nourish the living, so Exalts planning long expeditions into the land of the dead are advised to bring provisions to sustain them.

There's one other small wrinkle while the Chosen walk about in the Shadowlands: unlike plasm, flesh won't insubstantially part to let a car drive through it. Exalts in the Shadowlands generally can't walk through walls, and they need to be careful not to get in the way of anything big, fast, and heavy in the living world, because while they cannot exert any force to impede a physical object, it can sure as hell batter them around. Luckily, the Shroud and the solidity of living flesh act as something of a buffer, and any Skinlands-based collision only ever inflicts bashing damage as it knocks the Exalt aside.

Relics and Artifacts

As noted in Chapter Seven, objects from the Underworld tend to disintegrate quickly if carried into the living world without some kind of Arcanos or other magic to facilitate the transition. Abyssals have a few tricks to preserve such items, and there might be ancient sorcery capable of it, but for the most part the

things of the Underworld need to stay in the Underworld.

Wraiths and Dragon-Blooded

The Dragon-Blooded have been aware of the Underworld since the Age of Legends, but generally avoid dealing with it as much as they can. Most families believe nothing good comes of congress between the living and the dead. Historically, a few houses (generally those embedded within cultures with a strong tradition of ancestor worship) maintain intermittent contact with their deceased relatives in the Underworld, enough to ensure the ghosts are not mistreated, but for the most part the Dragon-Blooded prefer to let the dead tend to the dead.

Of course, the dead don't always return the favor. At any time there are usually a few Dragon-Blooded who specialize in dealing with ghosts, moving from Dragon Nest to Dragon Nest as their services are required. They resolve hauntings, mediate disputes between the living and the dead, perform exorcisms... and, if all else fails, simply destroy incorrigible wraiths or spectres who refuse to leave the living in peace.

The restless dead as a whole are unaware of the Dragon-Blooded, and generally don't care about them any more than any other living medium or ghost-botherer if informed they exist.

Wraiths and Solars

Wraiths are creatures of darkness, and the powers of the Solar Exalted are calibrated to purge and destroy them. That said, Solars and the restless dead trend toward idiosyncratic and personal interactions. Most Solars have little trouble accepting that a ghost might be either benevolent or malevolent, and are little-inclined to lump their grandmother's spirit in with the crazed shade of some serial killer. For the most part, Solars concern themselves primarily with the living world, but when the restless dead come to their attention they usually react on a case-by-case basis.

Creation's Greatest Hits

Exalted vs World of Darkness assumes that the Age of Legends ended so very, very long ago that no ghosts still endure from that time, but if you want to have the 100,000 year old soul of Panther show up and go "What the Christ are you talking about!!!" I can't stop you. It's your game, do whatever, I'm not a cop.

Wraiths and Lunars

Lunar magic isn't calibrated for ghostbusting the way Solars are, and a Lunar is a bit more prone to be the subject of a hostile haunting if she goes about tarnishing a ghost's memory or destroying his legacy while *wearing his face*, but they're otherwise likely to follow the Solar model of case-by-case interactions with ghosts.

Wraiths and Sidereals

Destiny, as the Sidereals understand it, should end when the heart stops beating. Sidereal prophecy and augury regards the Underworld as an aberration, and unerringly pushes the Sidereal in two directions when dealing with ghosts. The Sidereal is either urged to help the wraith resolve its business and move on toward Transcendence, or else she's called upon to destroy the spirit altogether (generally in the case of spectres).

Wraiths and Abyssals

Every Abyssal makes at least one trip into the Underworld, and most have frequent contact with the dead. Their very presence thins the Shroud, making it easy for ghosts to touch the living world around them, or to address the Abyssal directly.

Abyssals as Allies

Abyssals represent a walking opportunity for any wraith looking to buck the *dictum mortuum*, sure, but more than that, Abyssals are unique. They not only have an easier time dealing directly with the Underworld than just about any other denizen of the World of Darkness, they're *new* and they don't have an agenda all lined up and ready to go.

Most of the time when someone from the living world starts messing with the Underworld, they're either a necromancer fishing for slaves, or else some kind of second-sighted medium no more capable than any ghost on the street. An Abyssal isn't like that. She isn't a tourist. She's as strong as a Deathlord, and

Orpheus?

Orpheus doesn't tend to do well with crossover in general, and the Exalted certainly have no need of any of its projecting methods, since they're all one Charm away from being able to pop in and out of the Underworld at will. Orpheus is cool because it's low-key ghostbusting that slowly unfolds into cosmic horror. The Exalted aren't low-key *anything*. As such, this book has decided not to concern itself with crossovers between **Exalted** and **Orpheus**.

beholden to no power but herself. That's a pretty good friend to have, if you can swing it.

Abyssals as Threats

Any wraith with the slightest sense of self-preservation will become very, very nervous after spending any length of time watching an Abyssal. They're not *just* champions of the restless dead. Their magic is steeped in the power of Oblivion. Spectres fawn over them. Just because something is powerful and walking around the Shadowlands, that doesn't make it your buddy.

Abyssals are so new and so rare that the Hierarchy hasn't yet recognized them as an emergent phenomenon, but when it happens, the Chosen of the Grave are likely to be branded servants of Oblivion and barred from all law-abiding Necropoli. That won't stop wraiths from trying to take advantage of someone who makes the Shroud thin enough to poke a finger through just by showing up, of course, but it should at least keep the restless masses from walking right up to the first Abyssal they see without realizing how much danger they're in. More likely, it will bring Heretics and Renegades pouring out of the woodwork to offer Abyssals support or shelter under the theory that the enemy of their enemy is probably their friend.

Spectres

Those Oblivion-hollowed souls known as spectres instinctively recognize Abyssals not merely as kindred spirits, but as holy figures. The Hive-Mind is chaotic and confused, but it's also very, very, very old, and its most ancient and darkest roots connect to the dreams of dead gods that were never human, not for so much as even a minute or a single breath. Those dead gods, the Neverborn, remember the Abyssal Exalted. They are incapable of joy, but are nonetheless pleased by the return of the greatest weapons they ever crafted.

Unless she initiates hostilities, all but the most maddened of Shades or treacherous of Nephwracks will allow an Abyssal to pass through their midst unmolested. Indeed, lesser spectres—Striplings, Shades, Mortwights—sometimes attempt to give prayers or small offerings to Abyssals in order to curry their favor. If an Abyssal ever needs to raise up a small army of nihilistic, destructive ghosts, she will have little trouble doing so.

Changeling: the Dreaming

The gates of Arcadia are closed, the roads leading to it lost. The children of dream and nightmare are trapped in a cold, brutal world that has replaced beauty

and hope with 24-hour news and Donald Trump. The last of the fae do not merely remember the Age of Legends, they are its sole survivors, nurturing the final embers of the Dreaming's fire for as long as they can. In the end, they know, it will all be for naught. In the end Winter comes, the last fires go out, and the knights and bards, the princes and cobblers, the big bad wolves and wicked witches all close their eyes and dream no more.

But for now there are still yet a few more days of Autumn, and perhaps one more grand dance on the card.

Systems

Here's a quick rundown of rules interactions between the Kithain and the Chosen.

Glamour

If a Changeling power or mechanic wants to measure an Exalt's Glamour rating, or wants her to roll Glamour, use Willpower instead.

Banality

Although it's not relevant for any of their own mechanics, the Exalted *do* have a Banality rating, same as anything else on Earth. Just consult the Banality rules and peg them to whatever rating seems to describe their level of creativity and willingness to bury their dreams for the sake of practicality.

The Chrysalis

The half-fae souls of the Kithain are incompatible with Exaltation. Changelings cannot Exalt.

Chimerical Reality

As a general rule of thumb, the Exalted are wholly unaware of chimerical reality or the Dreaming unless somehow drawn into the affairs of the Kithain. That said, they *do* have a variety of Charms to unveil reality's chimerical aspect. While one of the Exalted can see chimerical things, she can also interact with them, meaning that she gains a temporary chimerical health track. This, in turn, means that she can be temporarily Undone if she gets into a fight with a chimerical dragon or the like.

The Mists

The Chosen are as vulnerable to the memory-obscuring power of the Mists as anyone else, although any Charm that protects their thoughts or emotions from magical tampering will also protect them from

the Mists. Depending on the nature of their Intimacies, these may also be capable of fighting off the power of the Mists.

The Lunar Exalted form a singular exception. Their tattoos, for some reason, provide a great deal of protection from the Mists.

Enchantment

The Chosen can be enchanted, but this only grants them access to the chimerical world and protection from the Mists.

Reverie, Ravaging, and the Rest

Changelings are perfectly capable of harvesting Glamour from the creativity of the Exalted. Charms which protect the Exalt's thoughts and emotions will also defend her from Ravaging and Rhapsody.

Realms

If a changeling wishes to cast a cantrip upon one of the Exalted, she must use the Actor Realm to do so.

Kinain

Kinain are capable of Exalting as any manner of Exalt save for Solars. The process of Exaltation burns away their wellspring of inner Glamour and any Arts they may have mastered, replacing it with the power of Essence and an equal number of replacement dots of Charms. The remnants of this strange heritage are represented by the Exalted Kinain Merit (see Chapter Two).

Changelings and Dragon-Blooded

Although common wisdom holds that is wise to stay on good terms with the Fair Folk, most Dragon-Blooded have very little contact with changelings. Frankly, they often don't know where to find them, and without frequent contact with one or more children of the Dreaming, the Exalted find it difficult to hold onto memories and knowledge of the chimerical world even if they can see into it.

There are exceptions. An hour outside of Khartoum in Sudan there stands the House of Trees, a place of power owned by the Ahmadi family of Dragon-Blooded: a tiny branch currently consisting of only two Exalted members and a dozen Dragon-Touched. Each spring, the family welcomes a traveling band of Eshu into their compound and exchanges food and gifts for stories of developments in the fae world. In Ulster a motley of clurichaun and boggans has made its home, generation after generation, within a Dragon-

Blooded compound in stark contravention of standard Exalted paranoia. The changelings protect and see to the upkeep of the Dragon Nest, and are permitted to shelter in the radiance of its protective Essence. In San Francisco a scion of the House of Warren has taken a selkie lover, and seeks ever after reasons to lengthen his fact-finding mission in the city.

The Resurgence

In 1969 there was a great wave of unrest and upheaval in the world of the fae. Powerful nobles of their kind reappeared in great numbers after disappearing for many centuries, and led a wave of attacks on several Dragon Nests, attempting to seize them in accordance with ancient claims of ownership. There hasn't been a wide-scale repeat of the attacks since then, but the Dragon-Blooded remain wary and cautious in their dealings with faerie nobility nonetheless.

Changelings and Solars

If a Solar encountered one of the fae before her Exaltation, it was likely as a muse urging her on to bolder and more intense creative heights. Such relationships might inspire either great loyalty and affection or a bitter desire for revenge, depending on the changeling in question and how they preferred to harvest Glamour.

Changelings find themselves drawn to the confidence and power radiating from the Solar Exalted. It's easy for a Solar to decide to chase her dreams, because very little in the world can stand in front of her. By contrast, folklore and pop culture do little to prepare a Solar to deal with the children of the Dreaming. Unless a Solar learns to see into the Dreaming for herself, she's often left to wait for the fae to reveal themselves or lead her into their world with enchantments and other cantrips. From there, it's easy for a Solar to become desperately entangled in the machinations of commoners and nobles, Seelie and Unseelie, Kithain and Gallain. Of course, it's also easy for a Solar who decides she's had enough to smash her way free of any entanglements she no longer cares or.

Changelings and Lunars

A Lunar who runs into a motley of changelings is in luck as the Kithain are quite likely to have answers to her questions about what she is: a lost Prodigal, surely, newly awakened to her Dreaming heritage. The motley is also in luck, because if you've got a Lunar willing to stick up for you, you have the biggest stick in town. Granted, the Lunar tendency to solve problems by

eating them is... distressing... but if you spend any amount of time hanging around a redcap, you've probably seen worse.

As oddballs and outsiders, a lot of Lunars have fairly low Banality, and a few are even true Dreamers. Lunars have an easier time than other Exalted dealing with changelings, as their lune-forged tattoos hold the influence of the Mists at bay. A Lunar is only in danger of losing her memories and knowledge of the Dreaming if she's temporarily Undone by chimerical damage.

Changelings and Sidereals

The Chosen of Serenity find themselves drawn to the affairs of the Dreaming again and again. Destiny wants them to connect the lost children of the Dreaming with those whose imagination still burns bright in an age of mass-market mediocrity. Chosen of Secrets are occasionally compelled to keep the inner lives of strange individuals hidden from their social workers and therapists. On the whole, changelings and the world of the Dreaming are deeply confusing for Sidereals, but the two groups bump into one another again and again. Saving the world will require not only keeping its neck from being bitten open by ancient vampires, but also protecting its heart from being frozen solid.

Changelings and Abyssals

Depending on how an Abyssal rolls, she might draw slough or redcaps to bask in her palpable aura of creepy menace. Other changelings are likely to identify her as trouble waiting to happen, and attempt to drive her away from their turf. Or aim her at their enemies. Or try to seduce her and lift her dark heart back into the light. The one thing they're not likely to do is go "yikes" and steer clear of trouble. There's time to steer clear of trouble when you're dead, after all.

The Abyssals could dispute that last sentiment, of course, but it's still early days. Everyone has a lot of learning to do.

Hunter: the Reckoning

I'm going to start by making a recommendation about incorporating **Hunter: the Reckoning** into **Exalted vs World of Darkness**:

Don't do it.

Three reasons:

First: As developed in **Hunter's** own supplements, the imbued are basically wink-wink nudge-nudge Solar Exalted after the gods chopped up their Exaltations into



a thousand smaller Exaltations so they wouldn't individually have the power to wreck the world again. That's... difficult to square with a game where the literal original Solars are running amok kicking vampires out of windows.

Second: Okay, assuming the imbued aren't literally the Exalted, then their place in **Exalted vs World of Darkness** becomes very redundant. They're a second group of ordinary people granted supernatural power and a mandate to save the Earth from the night people fucking it up. Not only that, but it's quite sensible for the Dragon-Blooded at minimum and probably also the Sidereals to try to dig up information about the Messengers/Heralds granting the imbued power, and that loops back to, well point #1.

Third: They're not only structurally redundant when sharing a story with the Exalted, but if they end up in the same group, you're looking at two characters on the same mission, except one of them is a million times better at it than the other. *Some* players dig that

if there's a distinct difference in character style or gameplay, but a lot are just going to find it frustrating.

So this book's official recommendation is to simply elide the Reckoning. The imbued don't show up in this version of the World of Darkness. The Exalted come back instead.

That said, here are rules and guidelines for ignoring my advice.

Systems

Here's a quick rundown of rules interactions between the imbued and the Chosen.

Conviction and Virtues

If something from **Hunter** wants to measure an Exalt's Conviction or Virtues, or wants them to roll any of those traits, use Willpower instead.

The Imbuing

The imbuing is basically a kind of Exaltation, and you can't Exalt twice, so this is a no-go. The Messengers don't tend to go in for people who are already tangled up in the supernatural, either, so that cuts Dragon-Touched out of the picture as well.

Second Sight

A hunter's second sight detects Exalted as *not-human*, the same as it does mages. Specific analytic Edges are able to identify Solars, Lunars, Sidereals, and Dragon-Blooded as four different types of distinct supernatural beings.

Self-Control

Any attempt at controlling the mind or emotions of a hunter who has burned Conviction to protect their thoughts automatically fails.

Edges vs Charms

When Edges and Charms clash with one another, resolve them as though they were Charms in conflict. Hunter powers partake of the same eerily high "priority" as the magic of the Chosen, despite appearing to be much, much weaker.

Hunters and the Exalted

There's no real need to point out that hunters' reactions to the Chosen will be all over the map. Their Creeds embed the idea that hunters are going to react to the supernatural in a wide variety of different ways right into the core of **Hunter: the Reckoning**. In broad strokes: despite being natural allies, most hunter cells are too paranoid of anything their second sight tells them is a "monster" to be very comfortable allying with Solars; it's very unlikely they'll ever be able to tell a Sideréal isn't just a mage; and anyone with a working brain can tell that Lunars and Abyssals are *obviously* monsters. They *eat people*, for God's sake.

Demon: the Fallen

Demon is one of the trickier **World of Darkness** games when it comes to crossover, mostly because of cosmology. Demon plays well with **Vampire**, okay with **Mage** and **Wraith**, and not worth much of a damn with anything else. The problem generally comes down to this: the Elohim were personally present for the creation of the universe up through human prehistory, and none of that involved werewolves, faeries, or anything from the **Werewolf** cosmology.

And it damned sure didn't involve **Exalted**.

Now, you can work your way past that. You can say the Age of Legends happened while the fallen angels were bound into Hell. You can do the usual handwave about reality having layers. But it *is* at least a minor headache that you'll have to deal with if you include demons in **Exalted vs World of Darkness**.

The other issue, of course, is that **Demon** springs directly out of the Reckoning metaplot. So if you want demons, you either have to make the trade-off of a destroyed Underworld, or figure out another reason why demons are now escaping from Hell.

Assuming you're willing and able to juggle all of that, here's how it works.

Systems

Here's a quick rundown of rules interactions between the Elohim and the Chosen.

Virtues

Demons have Virtues that govern their behavior—Compassion, Conviction, Courage. Exalts don't have those traits. Whenever a rule assumes that its target has a Virtue that the Exalt doesn't possess, use Willpower instead.

Demonic Possession

A demon cannot take possession of an Exalt's body, not even if the Exalt is dying. The divine power of Exaltation burns them like holy ground if they try.

Faith

Demons can both reap Faith from the Chosen, and enter into Faustian pacts with them as they do with any other human. Most Exalts have a fairly high Faith potential.

Demons and Dragon-Blooded

The Dragon-Blooded have dealt with demons since time immemorial. Though their culture has fragmented over thousands of years of diaspora, one of the oldest and most common features of Terrestrial belief is that as inheritors of divine blood, the Exalted have the inherent authority to treat with spirits of any sort. Dragon-Blooded texts dating back to Babylon express a consistent belief that while demons are dangerous, a sorcerer who takes proper precautions should have no fear of summoning and binding them to perform needed services. Many modern Terrestrial libraries contain at least one text on demonology.

Of course, *demonology* and *diabolism* are not at all the same thing. *Enslaving* a demon falls within the

mandate of the Exalted to harness the forces of Creation in its defense. *Worshipping* or *serving* a demon is a grotesque betrayal of the dignity of the Exalted and the sacred mission of the Dragon-Blooded.

Which isn't to say it doesn't happen. Nobody plays with fire for thousands of years without getting burned sometimes, and at least five entire families are known to have been exterminated for falling under the sway of demons throughout history. In two cases, the corruption was so severe that even the Dragon-Touched of the condemned house were put to death. Many families have concluded that the risk isn't worth the reward, and abandoned demonology centuries or even millennia ago.

Moreover, the idea that the Dragon-Blooded possess the power, judgment, and spiritual legitimacy to command demons in no way indicates that it's acceptable for anyone else to consort with infernal forces. Most houses consider mortal demonologists and demon cults (the one almost invariably devolves into the latter if left to fester for long enough) to be priority threats, best eliminated quietly and quickly.

The Time of Judgment

The widespread return of demons to the Earth would be a matter of utmost concern to all of the Terrestrial Exalted, and if it has happened in your

game, then it was likely a deciding factor in the opening of the Black Vault. The only "free" demons the Dragon-Blooded have ever encountered have been the living calamities that are the Earthbound, and so they assume all escaped demons are immediate existential threats to the souls of everyone on Earth.

Demons and Solars

On the one hand, demons are creatures of darkness. Solars are *designed* to kill demons, and they're good at it. A Solar who decides to take up the vocation of demon slayer will become a thing to be feared by Elohim and Earthbound alike in very short order.

On the other hand, most Solars spend the early days after their Exaltation flailing about for an explanation for their sudden influx of divine power, and many Elohim are quite good at passing themselves off as the angels they used to be. Only a fool would trust a demon, but there's nothing that says the Elohim have to present themselves as demons... and, to be honest, some Solars are fools.

Demons and Lunars

Lunars don't really make sense to demons, empowered as they are by a mad moon goddess. They echo, perhaps, some of the most depraved experiments



of the Time of Wrath, but few demons can remember that period with any clarity. Also, they're violent, short-tempered, and powerful enough to easily tear an Elohim's hard-won new body to shreds. Best avoided, perhaps.

Lunars, for their part, are very unlikely to coexist with demons. Signing up to bind their soul to a supernatural master is dead last on the list of things any Lunar is inclined to do for any reason ever.

Demons and Sidereals

Every omen, every augury, every forecasting, every tool the Sidereals have at their disposal agrees on one point: demons should not be walking free upon the Earth. Their presence is an affront to the workings of destiny and the shape of the world as it should be, and they are best returned to the Pit as quickly and permanently as possible. Whether or not any given individual demon seems to be a threat, their collective actions drive the world closer and closer to Armageddon, and most of them are tangled up in the strings of grand and terrible monsters of nearly unfathomable malevolence.

Demons and Abyssals

When you've already stared down the reaper, given your name to things that have been dead and dreaming for longer than the world's been round and spinning, and seen your footsteps dogged by a legion of broken, worshipful souls... really, how bad could demons be? What's left to lose? Why *not* sign on with the guy claiming to be a former angel of death?

As far as the Elohim are concerned, Abyssals are a fascinating conundrum. They're as thoroughly damned and desecrated as any human has ever been, and yet their soul and potential for Faith both remain powerful and vibrant. How well can they survive and coexist with the rest of the world when they stand as the antithesis of life? Can whatever has been done to so defile them be reversed? If so, what might be learned about the larger task of restoring the world to a state of grace and glory?

MUMMY: THE RESURRECTION

The **World of Darkness** has offered two distinctly different sorts of mummies over the course of its publication history. The original flavor were the Shemsu-heru, 42 ancient Egyptian heroes granted immortality by the cult of Isis to fight against the forces of darkness and cosmic imbalance for all eternity. They're all thousands of years old, immortal, and very

powerful. Rules for using them as player or Storyteller characters can be found in **Mummy 2nd edition**.

The newer variety, the Amenti, are detailed in **Mummy: the Resurrection**. To get them, you need to be using either the "Underworld fell down, went boom" metaplot development, or to have a suitable substitute for it. In short, a giant apocalyptic storm in the Underworld shreds most of the souls of the Shemsu-heru into a million pieces, and those pieces find the souls of freshly-dead mortals with some deep flaw of the soul. That potent mummy-fragment slots into that flaw of the spirit, making the soul whole and complete and healthy, and then resurrects the body as a leaner, meaner, newer kind of immortal that is very much like an off-brand Exalt.

Exalted vs World of Darkness supports crossover with both varieties of the Undying.

Systems

Here's a quick rundown of rules interactions between the Undying and the Chosen.

Virtues

Shemsu-heru have Virtues that govern their behavior—Memory, Integrity, and Joy. Exalts don't have those traits. Whenever a power assumes that its target has a Virtue that the Exalt doesn't possess, use Willpower instead. Same goes for Humanity or Balance ratings.

The Rebirth

The Shemsu-heru are undead beings animated by an ancient spell of unfathomable power. As such, they're not capable of Exaltation. On the flip side, the Shemsu-heru were all created thousands of years ago, when there were no Celestial Exalted at large. Would the Spell of Life have worked on one of the Dragon-Blooded? It remains an academic question. None of the Shemsu-heru were Exalted in life, and no one has used that version of the Spell of Life in millennia.

How about the newer variety of mummies, who are not undead creatures but rather truly living beings capable of dying and returning to life? A soul's merger with her tem-akh is essentially a latter-day form of Exaltation, which precludes any further Exaltation. Whatever element or quality of the soul permits Celestial Exaltation to occur is already "busy" or "occupied" where the Reborn are concerned.

On the other hand, the power of Exaltation departs at the moment of death. Can a dead Exalt be resurrected as one of the Amenti? The answer is no...

mostly. The souls of the Dragon-Blooded and Lunar Exalted bear marks of claim by spiritual authorities and forces beyond the remit of Horus's crusade. A dead Abyssal's soul is steeped in the corrosive aura of Apophis, and no tem-akh will go anywhere near it. A dead Solar...

Well. A dead Solar bears the mark of Ra. That's enough to draw the attention of any passing tem-akh. Of course, a tem-akh can't do anything unless the Solar's soul possesses some deep and abiding flaw, a gap that has pained her and dragged her down throughout her life. It's not that people carrying those sort of burdens don't or can't become Solars, but it's uncommon. And then even more unlikely that a Solar would die during the brief window when a tem-akh is abroad in Duat, searching for an appropriate soul to bond with, particularly since a tem-akh, once merged, is generally bonded to its chosen soul forever, so there are fewer roaming the Underworld with each passing day. But... it could happen. Just theoretically, it could happen. Her Exaltation would be gone, and she'd be an "ordinary" mummy, but yes, there's nothing metaphysically stopping a Solar from returning as one of the Undying.

Hekau

Generally speaking, mummy magic is of no use to the Exalted. The Alchemy of the Undying is calibrated for their mystical biology, and will poison and wreak havoc with the Essence of any Exalt who tries to use it for their own benefit. Amulets only grant their benefits to mortals and mummies; the Chosen are neither.

The Nomenclature/Ren-hekau spell Forgetting the Person/Forgetting the Person's Name is capable of destroying one of the Exalted, but not the Celestial Exaltation itself—at least, not without learning the true name of the god that filled it with their power, and that would be a legendary undertaking indeed. An Exalt erased by either version of this spell may draw on her Intimacies and make a final Willpower roll to try to assert her existence in the face of this apocalyptic sorcery.

The Terrestrial Exalted and the Amenti

If using the Amenti in your game, one possible twist on the default assumptions of **Exalted vs World of Darkness** is to leave the Black Vault sealed. The Zahir family is instead drawn into a full alliance with the Cult of Isis, and from there the Dragon-Blooded begin actively working with the new Amenti to restore balance to the Earth in the face of the end of days.

Semektet

For reasons that can only be speculated upon, a mummy in semektet (see **Mummy the Resurrection**, p. 144) who finds herself in the presence of a Solar anima flare or displayed caste mark is considered to stand within the Web of Faith for the next 24 hours.

Mummies and Dragon-Blooded

Most Dragon-Blooded families have either never heard of the Shemsu-heru, or know them only by second- or third-hand rumor. Many believe them to be either nothing but tall tales, or else a supernatural curiosity of the ancient world that vanished long ago.

One family knows better. The House of Zahir had already dwelled in Egypt for longer than anyone could remember on the day the first stone of the Great Pyramid was laid, though they were known as the House of Taheret in those times. They watched and chronicled the wars between the living god Horus and the vampire children of the Lord of Storms. And, for over a thousand years, they have counted one of the Shemsu-Heru as a solid ally of their house.

That is to say, the Dragon-Blooded mostly don't know anything about the Shemsu-heru, who are even more rare than they are, but the Shemsu-heru are well aware of the Dragon-Blooded. Mummies have surreptitiously aided Terrestrial efforts to cull or contain the excesses of the supernatural world at several points throughout history, usually taking pains not to let the Dragon-Blooded recognize them as anything other than mortal sorcerers.

Mummies and Solars

Solars and the Undying share the same mission: bring light into darkness. Save the world. Moreover, the Solar Exalted shine with the light of Ra, whose true name powers the Spell of Life. Surely these are allies sent by Heaven in the world's darkest hour?

Mummies are one of the few groups in the World of Darkness who are not only willing and able to get Solars up to speed on what's going on in the big dark world they've suddenly fallen head-first into, but are also are unlikely to get off on the wrong foot by trying to bite a Solar in the neck or looking like Bigfoot with way too many teeth.

The Great-Grandchildren of Ra

The greatest stumbling block between a natural alliance of the Solar Exalted and the Undying is the rarity of both groups. The Solars number less than 200

across all the world, and the Shemsu-heru are even fewer. If the Amenti appear, they are more numerous, but still miniscule even by the standards of the supernatural world.

Still, if at least one Solar can be brought back to the Web of Faith, she will discover a host of potential allies waiting to train, arm, and support her. The Cult of Isis (see *MtR*, p. 26), the Children of Osiris (and p. 27), and the Ashukhi Corporation (and also p. 30) would all be quick to see the utility of the Solar Exalted as warriors of Ma'at. If only someone could facilitate such meetings....

Mummies and Sidereals

It's Sidereals. Sidereals facilitate the meetings. Destiny's currents urge Sidereals to bring the Solars and the Undying together, to bring the Solar Exalted to the attention of Ra's followers, and to hide the Reborn support network from the eyes of their enemies. Unlike Solars, nothing about the Sidereal Exalted cries out "The cavalry's here, work with me!" but most Undying have better sense than to turn their nose up when destiny itself tries to give them a hand.

Mummies and Lunars

Lunars, on the other hand, are beings of chaos and disruption, largely self-centered, and existing in a state of visible imbalance, although not outright corruption. Meetings between the Undying and the moon's Chosen could go in any number of directions, from explosive violence to vampire-slaying team-ups: it really all depends on whether the two are working toward the same goal or at cross-purposes.

Looking at it the other way, Lunars don't find anything about mummies terribly offensive, at least not by nature. They don't tend to enslave mortals or exploit or prey upon people to empower themselves. They're wise and knowledgeable (the old ones, anyway). And "can die and then get better" qualifies someone as tough enough to hang with one of the Lunar Exalted. Plus, if you kill them and drink their blood, they can come back to life and you get to keep their form and then you can dress the same and pretend you're the mummy's twin and confuse people about who's who!

Okay maybe scratch that last one.

No Moons and the Shemsu-heru

No Moons have a knack for digging up old secrets, and if they're sorcerers, a vested interest in it as well. If there's anyone in the World of Darkness who could give first-hand accounts of the time when gods last walked bodily upon the Earth, it's the Shemsu-heru. If there's

anyone who could point out the location of archives containing ancient sorcery, it's the Shemsu-heru. The only trick is finding out they exist to begin with.

Mummies and Abyssals

Abyssals almost roil with the corruption of Apophis. Nothing about them is in balance with the world of the living *or* the dead. Their existence is a deadly infection festering upon the body of Creation.

That's all bad enough, but there are a few Abyssals whose very presence will fill a mummy's veins with ice. When the Undying stand in the presence of an Abyssal who has learned the Charm Soul-Eating Strike, a cold pall of dread steals over them, and they know the Abyssal is the cause, even if they're unsure *why*. The answer is simple: Soul-Eating Strike, if delivered against a mummy during their death cycle, is capable of undoing the magic of the Spell of Life and destroying the immortal's soul forever. No Abyssal has yet had occasion to do so, but as the Reborn and death's champions come into conflict, it's only a matter of time.

Bane Mummies

Those ancient, twisted horrors known as Bane mummies have not yet encountered the Abyssal Exalted, but will recognize them as kin in much the same fashion as spectres. Unlike spectres, the Children of Apophis are little given to fawning or worship, and tend to see all alliances in terms of masters, puppets, and counting the days until betrayal becomes more useful (or just more satisfying) than continued cooperation.

KINDRED OF THE EAST

The hungry dead claw their way back up from their graves, cast out of the cycle of life and death and cursed to haunt the night preying upon the living. They

Kuei-Jin

This game chooses to omit the term "Kuei-jin" as a racist relic of the mid-1990s when **Vampire** didn't know better yet. It's a nonsense-word which I've never seen do anything but make speakers of the languages being smashed together while someone yells "*Now kiss!*" visibly cringe. Instead **Exalted vs World of Darkness** prefers to describe the vampires of Asia as the hungry dead, or simply "vampires" within the scope of this section. The Chinese-originating title of Wan Kuei has also seeped into the lexicon of surrounding communities of the hungry dead, and is sometimes used as well.

brush off the grave-dirt and dress themselves in noble histories of fallen heroes. They straighten their cuffs and collars, and set themselves to learning the ways of Heaven and Earth that they might transcend their miserable state. They gather in courts and compacts, compose poems and riddles to explore their fallen state, and congratulate one another on how very civilized and enlightened they have become.

And then they drag a delivery boy screaming into an alley and bite open his throat to suck out the life-force within, for no matter how wise they may grow, the hungry dead have no breath of their own. They have walked the night since the end of the Age of Legends and they hold themselves as its legitimate inheritors.

They're in for a rude awakening.

Systems

Here's a quick rundown of rules interactions between the hungry dead and the Chosen.

Chi and Soul Virtues

The hungry dead have several Virtues that govern their behavior—Yin and Yang, Hun and P'o. Exalts don't have those traits. Whenever a Discipline assumes that its target has a Virtue that the Exalt doesn't possess, use Willpower instead. If a rule references Dharma, consult the Essence power equivalence chart in Chapter One.

Matters of Chi

The hungry dead take their sustenance from chi, the fundamental energy of Creation. Most vampires can only refine chi from the blood of the living, though those of refined spiritual discipline may possess more rarefied feeding options.

The Exalted are not only valid targets for feeding, they're incredibly nourishing. When one of the hungry dead feeds upon an Exalt, she not only gains one point of Chi as per normal for each health level of damage inflicted, but she also drains away one point of the Chosen's Essence if they have any unspent Essence to drain. This has the following results:

- **Dragon-Blooded:** Each point of Essence drained from one of the Terrestrial Exalted grants one point of Yang Chi if the Exalt is Fire or Wood Aspected, one point of Yin Chi if they are Air or Water Aspected, or one point of whichever sort of Chi the vampire possesses less of at the moment if the victim is Earth Aspected.

- **Solars:** Any vampire drinking a Solar's blood suffers one level of aggravated damage for each point of Chi they try to drain from her veins. Taking a Solar's Essence (through consumption blood, flesh, or even breath-drinking) grants two points of Yang Chi, and immediately causes all Yang Chi in the vampire's body to violently ignite. Roll their current Yang Chi points as dice of aggravated damage. Each die that comes up as a success burns away one point of Yang Chi. This ignition cycle repeats every round that the vampire drains more Essence from the Solar.

- **Lunars:** Each point of stolen Lunar Essence grants the vampire two points of Yang Chi.

- **Sidereals:** Each point of stolen Sidereal Essence grants one point of Golden Chi, or Yugen, the refined stuff of the heavens themselves. For the results of imbibing Yugen, see **Dharma Book: Devil-Tigers**, page 28.

- **Abyssals:** Each point of stolen Abyssal Essence grants the vampire two points of Yin Chi.

An Abyssal who drinks the blood of one of the hungry dead finds it darkly invigorating, and may gain one point of Essence for every two Yin Chi consumed. Yang Chi burns unpleasantly upon an Abyssal's tongue, and is of no use to them.

Nushi

Exalted can buy the Totem Background, which is basically the same thing as the Nushi Background from **Kindred of the East**. It applies both to personal nushi, and also to group nushi binding together an entire Circle of Exalts. For unclear reasons, the residents of the Spirit World inherently recognize the Exalted as legitimate representatives of the powers of Heaven, and are inclined to make binding deals with them for patronage. It *also* means that Exalted are at least *metaphysically* capable of joining a *wu*, although no court officer in their right mind would be willing to facilitate such a union. In the unlikely event that such a mixed *wu* were to come together, the Exalted are excluded from its *guanxi*.

Dhampyrs

Lunars, Sidereals, and Abyssals are capable of Exalting from the ranks of dhampyrs, the half-living offspring of the hungry dead. Exaltation brings with it the breath of Heaven, mending their half-damned nature and removing any Disciplines or facility for manipulating *joss* the dhampyr might have previously mastered. Instead, they can now command a vast wellspring of Essence.

In *theory* dhampyrs should be capable of Terrestrial Exaltation as well, and perhaps in the Fourth Age such beings walked abroad in the Middle Kingdom, but now the blood of the dragons has grown far too thin and fragile. Any child created from the union of a Terrestrial scion and a sweaty corpse has no hope of inheriting the blessing of the elements. Her half-dead nature overwhelms and drowns the inheritance of her living parent.

The Second Breath

Before diving into the crossover questions, let's take a moment to establish the assumptions **Exalted vs World of Darkness** holds for how the hungry dead come to exist in the first place. Or, in plain language: *Why do the hungry dead only appear in Asia?*

The official answer preferred by most traditional courts of the Quincunx has to do with the Middle Kingdom being the center of the cosmos, and a place of clearer spiritual refinement than the barbaric West; or else holds that those outside of the borders of Asia lack the spiritual fortitude to claw their way free of Hell; or some similar bit of racist self-aggrandizement. All of these theories are flatly incorrect. The minds and souls of the people of Asia differ in no way from those of everyone else in the world.

The proper answer has to do with the prehistory of the continent and a truly ancient and potent curse. Once upon a time Heaven set its champions to oppose the horrors of the night—it's a familiar tale, yes? Here's where the version the Dragon-Blooded tell differs from the accounts of the Wan Kuei.

Heaven's divine champions conducted their wars and diplomacy all across the face of Creation. They fought many enemies of the gods, from wicked spirits to rampaging beasts the size of mountains. In places, they fell to infighting. In places, they moved from triumph to triumph. And in one significant portion of the ancient world—call it the Middle Kingdom, why not—they succumbed to the seductions of those enemies of Heaven known as the Yama Kings. The champions of the Middle Kingdom stole the breath of the living, outraged the people, and hurled blasphemies and offenses at the gods. Heaven retaliated by revoking the very breath from the lungs of these heroes, and in its anger hurled a curse upon the Middle Kingdom so that the ranks of its champions would henceforth be drawn from the ranks of the vile and the damned.

The Wan Kuei, in their hubris, believe they were the only heroes ever granted power by the gods of old. They're wrong. Their ancestors avoided being bound away in the Black Vault only because Heaven had



already struck them down and reduced them to something unworthy of notice in the final days of the Age of Legends.

That is the answer a Dragon-Blooded scholar might give when asked why the hungry dead are a blight upon Asia and Asia alone. Those were the ancient lands of the heroes who fucked up badly enough to draw Heaven's ire.

The sins of the rest of the Chosen came later, and were, by some accounts, far more severe.

Three Generations

It's a mis-articulated question, incidentally. The hungry dead *don't* only appear in Asia, nor are they exclusively drawn from what most Westerners would consider "Asian" ethnicities.

Nobody in the **World of Darkness** has made a thorough study of the spread of the hungry dead around the globe in recent centuries, but Heaven's curse doesn't seem to be solely affixed to the land itself. It also winds through the peoples and cultures that take root and build their lives upon that land, and the point of the curse manifesting or relinquishing its grasp over any given soul appears to be a matter of three generations.

They're uncommon, but Wan Kuei have been rising up among the Uyghurs and other ethnic minorities of Asia since time out of mind. The Infinite Thunders Court even harbors a scant dozen or so young Caucasian vampires, drawn from families that settled in India during the British Raj and never left. After three generations of living within the Middle Kingdom and participating in its customs and culture, anyone could potentially rise as one of the Hungry Dead.

It works the other way around, too, giving rise to the phenomenon of *kànbujiàn*: vampires arising far outside the borders of the Middle Kingdom. After three generations abroad, Heaven's curse loses its grasp. Until then, members of expatriate communities occasionally suffer the depredations of the hungry dead in their midst.

Exalted and the Second Breath

So, finally, the salient question: Can the Exalted rise again after death as the hungry dead? In a word, yes. If they meet the usual criteria—a life spent enfolded in the Essence of the Middle Kingdom, a soul sufficiently laden with bad karma to draw the greedy talons of the Yama Kings, the spiritual resolve to break

out of Hell—they can crawl back into their corpse and go walking about as one of the damned. They retain no special powers or other mechanics differentiating them from any other vampire.

The Hungry Dead and Dragon-Blooded

The Terrestrial families of East Asia, Southeast Asia, the Philippines, and India have spent most of history keeping a very, very low profile indeed. They share an uncomfortable amount of history with the hungry dead, and are keenly aware of how inquisitive the Ten Thousand Demons can be, how highly they prize scholarship, and most of all, how badly they would love to find a means to re-enter Tibet. None of those qualities are good for the long-term security of the Black Vault. Worse, unlike the vampires of Europe and Africa, the hungry dead have both a well-developed understanding of how to harness and command the Essence of Creation, and an outlook that entitles them to ownership of any Dragon Nest they're capable of seizing by force.

The result has been a millennia-long dance of alternating between obscurity, diplomacy, and brief shows of limited force.

No Terrestrial family has ever established a close or long-term alliance with a court of the hungry dead.

Dick Move, Heaven

It may seem harsh or even nonsensical for Heaven, furious with its champions for falling into predation and wickedness, to reward the Yama Kings by kicking the fallen heroes in the junk and cursing the Middle Kingdom to an eternity of even more wickedness. The Dragon-Blooded have a simple explanation. They believe Heaven leveled its curse for the same reason the Black Vault was forged: the power given to the champions of the gods was immortal and irrevocable. Heaven *couldn't* simply revoke its blessings. It couldn't *stop* divinely-empowered humans from incarnating into the world and wielding the very power of Creation itself. The best the gods could manage was to twist their blessing into a curse and rob the fallen champions of much of their power. Now their imperishable legacy has been bound into the land as a malediction that allows the most rugged of damned souls to crawl back into their bodies, rather than continuing to cycle in undiminished form in the fashion of the Celestial Exalted. Considering the power and danger of the Abyssal Exalted, perhaps Heaven was wise.

It's simply too dangerous. The Quincunx, in particular, are fiercely proud of their status as successors of the Wan Xian, and would respond with open violence to any evidence that they're not the sole or even primary successors of the Age of Legends. The Dragon-Blooded do their best to remain invisible, and when they cannot, to pass themselves off as sorcerers or the inconsequential offspring of mortal priests and minor spirits. Usually, it works. On those occasions when it doesn't, then the Terrestrial Exalted must go to war to protect their secrets, hunting and purging vampires until everyone who suspects their true nature is dead. If that means assassinating only a single officer of the local court, then the family has been fortunate indeed. If the violence is more widespread, a family may be forced to abandon their Dragon Nest and vanish into another province or even country to avoid centuries of retribution.

The Dragon-Blooded have spent a great deal of time over the recorded span of Western history keeping an eye on vampires, tracking their migrations, and occasionally culling their numbers when they got too numerous and feisty in the vicinity of an important family Dragon Nest. Most European and American families have at least a rough understanding of the difference between the Camarilla ("the ones that like to hide") and the Sabbat ("the ones that like to get drunk on blood"), but very few Dragon-Blooded could name more than one or two clans.

They know, through painful experience, that when vampires become aware of the Terrestrial Exalted, their first instinct is usually to try to addict a younger scion to their blood, that the only real remedy for this situation is to hunt down and kill the vampire responsible, and that for this reason vampires are best observed from a distance, without personal contact.

Corpse-Chewing Dragons

Many Dragon-Blooded collect a wide array of vices over their long, long lives. Nearly all are forced to spill blood sooner or later. More than a few feel that they die having squandered their time upon the earth as living demigods by crouching in the shadows to preserve their family's secrets. They are, in short, the sort of souls who might be caught on the claws of the Yama Kings as they pass on to their next life. The sort with the resolve and fortitude to break out of Hell. The sort who rise again as the hungry dead.

This is a completely unacceptable risk to the secrets of the Terrestrial Exalted. Unfortunately, there's no known way to prevent it. Even cremating the body is no real safeguard against a family member rising up to

prey on the living; the demon people have been known to claim bodies not their own, or on rare occasion to spring up out of their own ashes.

The Terrestrial families of Asia instead maintain a funeral tradition of 90 days of interment in an above-ground tomb, which is guarded every night by a (possibly Dragon-Touched) watchman. At the end of this period, the body may be cremated or moved to in its permanent resting place, as the family becomes fairly certain the deceased isn't coming back. If the dead Exalt or Dragon-Touched *does* rise from their grave, the watchman sounds an alarm and runs to alert the family if things go well. If things go very poorly, the discovery of the watchman's partially-eaten corpse alerts the family the next morning. Either way, however many Dragon-Blooded scions can be mustered are then sent to destroy the newly-risen vampire before the local court can find it, tame it, and restore its ability to reason and speak.

Things aren't always that neat, of course. It's impossible to take such precautions with a body lost at sea, or one who dies far from home among strangers. In these situations the Dragon-Blooded must simply light incense, pray, and hope that the dead remain dead.

The Hungry Dead and Solars

The Solar Exalted are all that the hungry dead pride themselves on once having been. When they recite poems glorifying the Wan Xian that were, the Solar Exalted are roughly what they have in mind.

It will be blind, seething hatred at first sight.

So They Just Hide?

The Dragon-Blooded long game involves flying under the radar, not disappearing altogether. True invisibility isn't possible, not when the continuation of the bloodlines is tied to holding Dragon Nests. No, the Dragon-Blooded simply try to look small and unimportant when dealing with the hungry dead. Which is another way of saying they *do* deal with the hungry dead. Part of staying unmolested in the community of the *shen* is being a good neighbor, after all. So it is that the Dragon-Blooded will occasionally approach a Bone Flower for help with resolving some ghost trouble, exchange small gifts and pleasantries on certain holidays through dhampyr or *heimin* intermediaries, trade minor artifacts for lore (or vice-versa) with the local court, or rent bakemono from a local Devil-Tiger for use as hunting hounds when dealing with some larger and more pressing danger.

The very existence of the Solar Exalted is an affront to the courts of the Demon People. Their ignorance is shocking, their arrogance reprehensible, and their power, given away with the most casual gesture of Heaven's hand rather than earned over centuries of suffering and cultivation of virtue and wickedness... unforgiveable.

They have what the mandarins and ancestors so desperately do not, and for that they cannot be permitted to live.

Not that the Solars are apt to give them much choice. The hungry dead have their talons deep in organized crime, high finance, and every other vector of mundane suffering even before accounting for Devil-Tigers practicing excruciation on whoever catches their eye, cannibal Thrashing Dragons, Rootless Trees who leave long trails of broken hearts and bloodless bodies in the wake of their so-called enlightenment, or the mundane predations every vampire commits night after night. Most courts will first learn that the Chosen of the gods once more walk abroad in the Middle Kingdom when one night, with little warning, an entire scarlet screen and one or more of its immortal handlers vanishes in a blaze of flames and bullets.

The Hungry Dead and Lunars

Any vampire court with the slightest bit of sense is already as cautious as it can be when dealing with the Ferocious People. Unfortunately, the Lunar Exalted appear outside of the careful framework of centuries of diplomacy and negotiated territories that the hungry dead and the Xiong Ren use to keep from going to war, and have no concept of the tensions at play, or often that they're in anyone's territory at all.

Broadly speaking, the hungry dead are controlling, dismissive, arrogant, and cruel. None of these qualities are calibrated to endear them to the Lunar Exalted.

The Hungry Dead and Sidereals

The fate of the Ten Thousand Demons is deeply entangled with the turning of the Wheel of Ages and the coming of the Sixth Age. This is undeniable and unavoidable; it casts its shadow at least glancingly across every prophecy. What's *not* clear is whether the hungry dead are fated to bring about the ascent of the Demon Emperor or stand in his path, which probably means they'll be doing both at once.

The one thing all of their prognostications and auguries tell Sidereals when dealing with the hungry

dead is to exercise great caution. Neither the courts of the Wan Kuei nor the Sidereals themselves have realized that the Sidereal Exalted are filled with delicious liquid enlightenment, but it's going to be a very bad night for everyone involved when that penny finally drops.

The Hungry Dead and Abyssals

The august courts of the hungry dead will regard Abyssals as at least as much of an insult as the Solar Exalted, if for different reasons. Abyssals wield power very much like that of the hungry dead themselves, but are free to walk in the sun, scoff at prayers and sutras meant to bring enlightenment, and abuse the living and the dead in whatever fashion they see fit without suffering the slightest hint of consequence to either their spiritual solvency or their temporal power. They are, in short, a more efficient predator moving into the same niche where the hungry dead already live. This is intolerable.

Some younger vampires, by contrast, may be drawn to the dark charisma of the Abyssals and form gangs or even cults of personality around them. They wear pristine white mourning clothes and rock long silky black hair like a *chanbara* villain, and it's *awesome* rather than coming off as desperate and lame like that time Ichiro tried it. Wicked ghosts revel in their coming and going. They can seduce with a smile from across the room. Who *wouldn't* want to roll with someone like that?

CHAPTER NINE: STORYTELLING

So, you're going to run **Exalted vs World of Darkness**. Good news: If you know how to run **Exalted** or any **World of Darkness** game, you already have the skillset you need for this. Also, since you have at least one **World of Darkness** corebook at your disposal, you already have a chapter full of basic guidance on how to give out experience points, how to run a prelude, all that fun stuff. That means we can skip straight to the meaty bits: the concerns specific to Storytelling *this* specific crossover train wreck.

Let's get started.



All That Power

Cutting straight to the chase: the Exalted are powerful. A group of Exalts can reasonably expect to fight a pack of werewolves and come out on top, throw down with an elder vampire with no prep, and otherwise run roughshod over most anything that gets in their way. This is by design. Celestial Exalts, in particular, fly above the standard power curve of the world to which they've been reborn.

It's not *limitless* power, mind. Essence is easier to come by than most supernatural resources, but it's hard to *make* more of it show up when you need it. In **Exalted**, it's not hard to rig up a Dawn Caste to be able to literally cut down armies of lesser opponents. In **Exalted vs World of Darkness**, a Dawn Caste cutting loose on full blast can be effectively invincible and unstoppable for one or two scenes, and then their Essence supply is going to falter and they're going to have problems. It's a lot easier to run an Exalt ragged.

I bring this up—the fact that there are ways to exhaust and beat down Exalted characters—because I want you to be aware of it before I say this: *It's not your job to stop the players from being unreasonably powerful*. Yes, they can toss around power out of scope with the game. Yes, they can roll up to a werewolf sept and turn it into a spiritually potent crater. Yes, a Solar who uses Excellence of the Rising Sun and Fivefold Bulwark Stance can set up a scene-long automatic dodge that almost nothing can muster enough successes to punch through... and when something finally does, she can shrug off the damage with Adamant Skin Technique. In any other **World of Darkness** game, the instinct would be to pump the brakes.

Don't do that here. Certainly, you can throw trouble at the characters while their Essence is low if they start taking that power for granted, but do that because it's dramatic and tense and interesting, not because opportunities to catch an Exalt with their pants down are few and far between. You're playing **Exalted vs World of Darkness** because the Exalted are ancient, powerful game-changers from prehistory suddenly crashing into a world of supernatural conspiracies. Let them be powerful. Build your Storytelling efforts around that, not against it.

A Matter of Style

There are a lot of ways you can structure an **Exalted vs World of Darkness** chronicle, but most of them are variations on two primary styles.

A Night in the Life

This is a game in the basic vein of most **World of Darkness** campaigns. The Exalted have returned, and their presence represents a disruptive new presence in the supernatural world. Games in this style trend toward stakes like “Purge Chicago of the undead” or “Track down lore of the Age of Legends that tells us what the heck it is we've become exactly, and what it means.” You do things like seize a Dragon Nest and defend it against other groups who want it, or forge an alliance between a sept of Garou and a cabal of mages, then get them to help you fight the giant, ancient, godlike Bane that's starting to wake up deep beneath a Louisiana bayou.

In other words, you're telling **World of Darkness** stories, just with more immediate ability to accomplish what would normally be long-term goals. The end of the world, in whatever form it might take, remains a looming threat somewhere off in the distance, not something you're dealing with right now, right here, today.

Guest Stars

A variation on the above style is to just straight up run a game of **Mage** or **Vampire** or whatever, but with one or more Exalts as PCs, or possibly even with everyone playing Exalts. This is a story of Exalts getting dragged into the Jyhad or the Ascension War or the battle for Gaia or whatever game-specific conflict or milieu interests the group, and playing in that sandbox.

Onwards to Armageddon

The other major style of game is the one where the apocalypse is *here* and it's up to the players to cancel it. “Early game” here means stumbling into ancient prophecies and punching your way through Gehenna cults. Drama-accelerating complications will be things like facing down a hit squad of demons dispatched by Lucifer himself, or arriving at the hidden tomb of an awakening Antediluvian at the same time as an entire Sabbat war party determined to make sure *nothing* in the tomb walks out of it. Late-game is a literal battle for the continued survival of the world as

the Red Star becomes visible to mortal eyes, supernatural darkness blots out the sun, and the Shroud separating the living and the dead begins to crumble. It's not a style of game the **World of Darkness** normally supports, but then, most chronicles don't have PCs capable of winning a fight with Ur-Shulgi.

Tone

You might have noticed that this book bounces around tonally. Here, there's a sober look at dwindling legacies and lost history, and terrible decisions and betrayals in history's 11th hour. Then, next page over, a bunch of Kindred mistake an Abyssal for a Caitiff and try to induct it into the Camarilla. Or, to put it another way, depending on which Charms you take, an Abyssal could turn a hospital's ICU into a cannibal bloodbath by way of "helping," or she could head down to the Rack and re-enact the nightclub scene from the beginning of *Blade*.

The Exalted are powerful enough to deform the tone and mood of the game around player whim, so it's useful to sit down with the players before the game starts and discuss exactly what kind of mood and tone you're aiming for. Otherwise you run a very high chance of having two players who want to do a character-driven examination on the terrible weight of power and responsibility, and two players who want to slide down a bar while shooting two pistols at an angry werewolf.

The Gang's All Here

Most supernatural beings in the **World of Darkness** have an entire society of similar beings hiding out there, just waiting to drag them into an elaborate network of social structures, traditions, laws, and expectations. The Celestial Exalted have been blasted across the globe 52-card-pickup style and they have no infrastructure of any kind waiting for them. So how do you get five of these things together in the same place to go do stuff together?

Method 1: Heroes Make Their Own Luck

The tried and true method is to shrug, ignore how unlikely it is that two members of a group numbering only a few hundred and scattered randomly across the world would ever meet, never mind 3-5, and just have the characters bump into one another. Just about every RPG in history has resorted to this at some point.

Admittedly, this isn't really a method so much as me telling you that if you don't like either of the other

two answers, it's okay to shrug, say "fuck it," and just skip to the part where you're playing the game rather than justifying the game.

Method 2: The Worst Bachelor Party Ever

You're all at the bar getting drinks to celebrate Jeremy tying the knot this weekend, when in rolls this bunch of pale assholes in leather jackets and shitkickers, and everything goes *Near Dark*. An hour later half the bar is dead, you're all suspended from the ceiling with bungee cord and motorcycle chains, and the head leather-jacket-motherfucker is about to bite Jeremy's throat open when suddenly—BAM—Exaltation rips through the room like a string of firecrackers.

Exaltation doesn't normally work that way in **Exalted**, sure, Exaltations don't roam in packs, but it's been God alone knows how long since the end of the Age of Legends. Maybe someone tinkered with the Exaltations at some point between the **Exalted** corebook and whatever cataclysm transformed the setting into the **World of Darkness**, and now they've got an "in case the Chosen get taken out of circulation and return *en masse* again" protocol. Or maybe the currents of destiny have something *very* big in mind for this Circle. It's an efficient way to get the group together, anyway.

Method 3: Destiny's Helping Hand

Here's the option **Exalted** vs **World of Darkness** really wants you to use: Sidereals. This is one of the big intended functions of the Sidereal Exalted. They're designed to facilitate the Chosen finding one another and puzzling out what their collective mission is supposed to be. I mean, *literally* designed for it, they get Essence back for doing it. Auspicious Prospects for [Caste] and Wise Choice tend to lead them to other Exalts, even if they're not actively looking for them. Of Truths Best Unspoken and Supernal Awareness make it *very* easy to find other Chosen if they *are* looking for them.

If nobody wants to play a Sidereal, have an NPC put the characters in contact with one another. If you don't want to give them a Sidereal mentor, have the Sidereal die or vanish shortly afterwards. There aren't very many of them, and they're constantly getting pulled all over the place. Destiny keeps them very overworked.

Considerations

A few points to keep in mind while running the game.

Essence

Unlike most other supernatural beings, the Exalted don't have to go chasing the Essence that powers their divine might; it comes back to them on its own. On the flip side, all Exalts save for Lunars are *very* dependent on Essence, and at a serious disadvantage without it. It means that they tend to be powerful when they go on the move, but vulnerable for a day or two while they recover from a great exertion or offensive. As such, Exalts are most in danger when their enemies start to learn who they are and where they go when they're not flip-kicking vampires.

Of course, Exalted in possession of a Dragon Nest have *much* greater freedom to burn through Essence like a drunken sailor than those without, but on the flip side, it also ties them down to a location they *must* defend to maintain their power, and any Werewolf Storyteller knows how much of a problem that can be.

Supernatural Secrecy

With the exceptions of demons and the Orpheus Group, everything in the World of Darkness has a vested interest in keeping its existence hidden from the general public. This includes the Dragon-Blooded, but does *not* include the Celestial Exalted, who have no mentor or code of laws telling them not to go on the Late Show and turn into a bear.

That said, it's fair to expect that the Masquerade, Veil, and so on will remain fairly solid in the face of Exalted shenanigans, at least for a while. None of the great supernatural conspiracies of the World of Darkness particularly wants the mortal world shining flashlights into the dark corners of the Earth, period. Even if they're looking for, say, werewolves, the risk of turning up vampires in the process is just too high. The Camarilla, Technocracy, and whatever other groups can exert influence over mass-media outlets and other elements of society will do their best to hide or discredit the excesses of the Chosen. Newspaper interviews never get printed. Reporters disappear. Police reports vanish. The N.W.O. already rewrites Youtube discoverability algorithms to bury genuine footage of the supernatural as aggressively as possible;



the Exalted just get added into the flags their programs watch for and react to.

Finally, Sidereals are not only “self-cleaning” thanks to their Arcane obscurity, but Chosen of Secrets are also drawn to aggressively clean up after the rest of the Chosen, hiding them from the world at large... or, more accurately, protecting the world from being drawn into the hellish battlefield of the supernatural world.

Integrity of Setting

All of that said, there are of course limits to how much anyone can suppress disasters of sufficient magnitude. The Bangladesh incident strained the resources of the world’s great supernatural conspiracies to their absolute limits, and even then the cover-up was very imperfect and relied heavily on the fact that nobody *wants* to look at the inconsistencies and speculate that... well, what? That gods and monsters fought on the floodplains?

The Exalted are very capable of recreating the Bangladesh incident in the middle of Los Angeles or Tokyo.

Ultimately, it’s up to you as to how much you want to preserve the integrity of the setting’s status quo. There’s no right or wrong way to do it. Some groups of players want to play in the iconic **World of Darkness** setting and once it starts transforming into something unrecognizable as that, they’re unhappy. Other players would very much like to be responsible for wiping Clan Tzimisce off the face of the Earth, and if that means a blood-and-fire rampage across Europe and North America culminating in fighting a city-sized Lovecraftian tentacle god made of roiling flesh, soil, vegetation, and a shitload of teeth in the middle of Central Park, then *fuck yeah bring it on*. They’re both valid ways to approach the material. Just figure out which one your players are going to enjoy more, and lean into it. The fact that you can *justify* keeping the setting relatively hidden and static in the face of Exalted power doesn’t mean you’re *obligated* to, just as the fact that the Exalted can set the entire World of Darkness on fire and kick it down a hill doesn’t mean your game *must* go there.

Exalted as Antagonists

Finally, of course, there’s nothing saying you have to use this book to run a campaign where the players are Exalted. You can also incorporate it into a **V20**, **M20**, or other game with the Exalted showing up as NPCs and plot devices.

The easiest way to do this is to treat the existence of the Dragon-Blooded as a status-quo feature of the **World of Darkness**, and assume the Black Vault is still sealed. The Terrestrial Exalted aren’t massively disruptive and they’ve been designed to slot organically into the existing supernatural milieu.

Another fairly natural way to tack into this option is to use the Exalted as either flavor or the driving force behind a Gehenna/Apocalypse/Time of Judgment-style game. It’s the end of the world and the monsters’ victims are becoming avenging angels burning with the power of Heaven—and you’re the monsters. Can’t be worse than that **Gehenna** chapter where Lilith is hanging out in the sewers of your home town, right?

If you’re running a more “normal” (whatever that means) chronicle, be aware that a single Celestial Exalted antagonist tends to go a long way. They can easily have impact on par with a Methuselah, archmage, or Zhyzhak. A full Circle is a chronicle-defining threat. That said, maybe it’d be fun to run a **V20** game where the Prince has been newly deposed and replaced by one of the Abyssal Exalted and nobody quite knows what to make of it.

Mixed Groups

The *basic assumption* of **Exalted vs World of Darkness** is that the players are going to go “hey that’s cool!” and snag different kinds of Exalted. The most likely group is going to look something like a Dawn, a Zenith, a No Moon Lunar, and a Chosen of Endings rolling around and splitting their attention between ending threats to the world and managing personal drama. Part of the reason there’s no existing societal infrastructure is to make that easy. It’s been so, so, so goddamn long since the end of the Age of Legends that nobody knows who their friends or enemies are “supposed” to be any more.

Having said that, you can also do really, *really* mixed groups, incorporating both Exalts and more standard denizens of the World of Darkness. As Chapter Eight goes to some pains to point out, it’s not only possible for some Exalts to hang out with various supernatural groups, it’s even plausible for the Chosen to join them outright. Here are a few suggestions:

Don’t try to flatten power disparities. Make sure the players understand that if they’re playing a Kitsune rolling around with a pack of Lunars and Sidereals, their fox magic is going to pale in comparison to the kind of raw hell the other characters can unleash. This is part of the fun of bringing back the Exalted themselves, and it

only waters the experience down to try to bootstrap a werewolf into a poor man's Lunar when the real thing's right there.

This even applies in a group containing Dragon-Blooded and Celestial Exalts. The five families in Tibet opened the Black Vault *because* of that power disparity. Let it be a part of the game.

Emphasize differences in capability. That's capability—"what you can do and how you do it"—*not* power. Is a Solar more up-front powerful than just about any mage? Yes. But you know what a Solar *can't* do on her own? Go into the dreams she has every night of her dead husband, and enact a great and powerful ritual to carry her husband out of her dreams and make him into a real person. A mage can do that for her.

More to the point, and more frequently relevant, the native supernaturals of the **World of Darkness** have history, culture, and infrastructure that the newly returned Chosen don't. The kitsune in the above example group can't out-fight her Exalted friends, or out-sorcery them either, but she *can* navigate the Spirit World with much greater facility, arrange for the group's safe conduct through the territories of the Beast Courts, and establish introductions to both other shapeshifters and powerful spirit courts. That's not bad for a fox who doesn't even have Rage or built-in regeneration.

Try not to get too crazy. If you value thematic coherence in your chronicle, you'll find the best result from this sort of group if you limit it to Exalts plus one additional sort of supernatural group. Exalts plus mages, Exalts plus hengeyokai, Exalts plus Risen, whatever. It lets you ground the story in the themes, concerns, and conflict of the "native" game line, plus the dash of chaos and excitement the addition of the Chosen brings to the table. By contrast, if you toss a Twilight, a Fire Aspect, a Bone Gnawer, a Ravnos, and a mummy into a Winnebago, you have... well, a mess.

Alternately, fuck that. Toss a Twilight, a Fire Aspect, a Bone Gnawer, a Ravnos, and a mummy into a Winnebago. Paint that fucker up like the Mystery Machine. Have adventures. If your players have their hearts set on building a group that looks like a fire sale at the Monster Factory, lean into the chaos. Embrace an improv style of Storytelling, kick off with a plot like "A Circle of Abyssals have completely torn down the Shroud in New Orleans and the dead now walk among the living. The Ravnos's sister lives there and you haven't been able to get in touch for a week

now. What are you going to do about it?" Not only can it be a lot of fun, but after the game wraps you can go to a convention, tell someone at the White Wolf booth about the chronicle, and watch the light in their eyes die in real time.

Design Notes

I hate it when game books just kind of slam to a halt because whoever got assigned to write the last chapter hit their wordcount target and covered all their topics and then just stopped without considering that they had the *last* chapter and thus the last word on the book. So I'm going to close out with some design notes about why the various parts of the game are the way they are and what you're intended to do with them.

General Considerations

The power scaling across the board for **Exalted vs World of Darkness** was executed with the intention of making the Exalted feel unreasonably powerful by **World of Darkness** standards, but not necessarily of faithfully porting them directly in from **Exalted**. The conceit that this is the far future of **Exalted** and that reality has badly decayed on a structural level provided a good excuse for reducing the complexity level of certain parts of the Exalted, or removing bits that wouldn't play well with the World of Darkness. I wanted the Exalted to be disruptive, but only in certain ways.

A lot of the power calibrations on Charms were done with the intention of funneling stories into "Exalts vs monsters" instead of "Exalts immediately take over all human societies and try to rebuild the First Age in Toronto." It's designed so that you can be really unstoppable for short periods, but you can't just fight the entire US Army on the White House lawn from sunrise to sunset. If none of the supernatural powers are willing to try to throw down with an entire modern army, the Exalted should at *least* need to play hit and run if they want to try it. This limitation also pushed things toward the genre models I wanted to emulate, in the form of late-90s action-fantasy films like *Blade* and *The Matrix*, where the protagonists show up, wreak havoc, and then go to ground for a while to recover.

In general, mechanics have been kept as simple as possible across the board because the 20th Anniversary Storyteller system already has a fairly high degree of inherent complexity and works pretty slowly.

This is one of the reasons it was decided early on to make Essence a “simple” resource that worked on the same scale as blood points and Gnosis, rather than something you have 50 motes of and you can reasonably expect to get 4 back in a round even as you spend 6 or 7. When you already have to re-roll Initiative at the beginning of every combat round, roll to attack, roll for damage, roll soak, and roll active defenses if you’re bothering to use them, asking you to work out what $36 - 13 + 5$ is on top is just... it’s too much. A lot of design space emerged out of the decision to simplify Essence as a resource, but the decision was originally made to reduce complexity and make things feel more like the World of Darkness, which quickly became a consistent design goal: *When in Rome...*

During this book’s initial conception, Charms were going to be structured like vampire Disciplines. Dawns would have five powers, arranged from one to five dots, and then the same again for all the other Castes and Aspects. I ended up breaking away from this initially because there were just so many iconic Charms that I was leaving too many on the cutting room floor. I also knew I didn’t want the full-blown complexity of Charm trees, either. So the next model was something along the lines of **Wraith 20th Anniversary**, where you had a Discipline-like progression but could go back to buy alternate powers at specific dot ratings. However, this model left me unhappy at having to place some very powerful but crucial powers at much lower ratings than they otherwise should have occupied, so that characters could easily “dip” to get them (for example, Dawn Castes dipping into Zenith Charms to get soak-boosting powers, or anyone else dipping into Dawn Charms to grab Ox-Body Technique). This was the point where I decided to let players buy powers out of order, with the dot ratings simply acting as power/price guides.

Ancient sorcery was originally going to just be a straight port of **Exalted**-style sorcery, with three circles and the whole nine yards. Ultimately, I broke it down to what it is now because it seemed to better reflect the decayed nature of the world and to emphasize how only the tiniest fragments and tatters of the Age of Legends were still around. There was also a period where I thought about cutting sorcery completely, but

Fun Fact

My favorite rule in here is the one where your Caste Abilities/Attributes don’t subtract successes when you roll 1s. Yeah, I’m a lot of fun at parties.

ultimately I decided it was too central to the identities of Twilight and No Moon characters, and I didn’t really want to use Charms to cover all the stuff I was writing into the setting where Dragon-Blooded were binding spirits as guardians and performing other ritual-style magic.

Dragon-Blooded

Dragon-Blooded can get a little wild with their Excellence Charm line, but not really more wild than a werewolf. They were intended to sort of cohabit with the rest of the World of Darkness, rather than being an out-of-scale catastrophe. It is very much intended that you should be able to incorporate them into your games as “just another kind of supernatural” in the WoD.

The idea for the “timeless families clinging to ancient traditions” model of Dragon-Blooded as survivors rather than returners goes back to the development period of **Shards of the Exalted Dream** and early work on the “Exalted Modern” shard we knew everyone would want in the book. Also, I strongly felt that Dragon-Blooded without a strong basis of family, social ties, and similar infrastructure are just not identifiably Dragon-Blooded. Without that stuff they’re just dudes who can throw fire and the World of Darkness already has plenty of dudes who can throw fire.

Dragon-Blooded are less strongly tied to their Aspect element than in **Exalted** for what are largely math reasons. A First or Second edition-style Aspect surcharge is *brutally* punishing when you only have 5 Essence to work with, and with only 75 Charms in print, there’s not enough design space to make something like Third Edition’s Aura mechanic worth the complexity cost.

Dragon-Touched exist to tie the Dragon-Blooded into the larger setting despite their tendency toward brooding in hidden temples on mountaintops. They also disperse the natural tendency for people to want hard numbers on breeding rates and Exaltation percentages, which do not contribute to telling good stories. Having to deal with family drama and relatives getting in and out of trouble contributes to telling good stories.

I don’t really think anyone will ever play a Dragon-Touched but it’s fully supported because that’s just how my brain works.

Solars

Solars are intended to be a hand-grenade hurled straight into the middle of the World of Darkness. Fuck

you, Caine, here comes the sun. The design intent behind them is that they start off with no contextualization of what they've become or what's happened to them, just a truckload of power and no good reason *not* to use it. They're loud and attention-getting by nature, so once they cause one huge disruption they're going to draw hostile attention for it, and the most obvious way to handle *that* is to cause additional huge disruptions as they use their absurd power to batter their way out of whatever mess they get stuck in. Basically, they're intended to spend Night One of their Exaltation making enemies, and the rest of the chronicle bouncing from confrontation to confrontation because of that initial dust-up.

Solar Exalts are always people who've encountered the supernatural world but not become a part of it because this cuts out the time-wasting period of "okay I have all this power but I don't know there's a big weird world out there yet so I have to wander around until the Storyteller contrives a way for me to bump into it." Rather than making you do that, I decided to start all Solars out at the point where they can come pre-installed with a desire to punch vampires because of their personal history, if you want to do that. Or you can go straight off and start pestering the Order of Hermes because your sister's a mage, whatever. They're designed to go from prelude to active participation in stories as fast as possible.

Compared to other Exalted, Solars are relatively devoid of special rules or weird bells and whistles. This is deliberate, as they're intended to be the most approachable option. They pick up a truckload of raw power and generous Essence pools/Essence-use-per-

turn progression in exchange for not having shapeshifting or Sidereal disguise shenanigans.

The lack of anything along the lines of **Exalted** Third Edition's Supernal Abilities is simply down to the fact that the Charm purchase structure universally works that way.

Lunars

Throughout most of the development of **Exalted** First edition, Lunars were going to be the insane, inimical allies of the Fair Folk. Very late in the development of the corebook, it was decided to pivot to non-insane, non-inimical playable Lunars instead, but by that point the entire setting had been written around the assumption the Lunars were living outside of reality waiting to come in and burn everything down. There was no space left for something with their level of power to exist and make its mark. They've never really had a good place to fit in ever since.

For this book, I decided to embrace the long-standing history of Lunars as outsiders. Here, they're pure power fantasy. They're people who get stepped on and fucked with, and suddenly have the power and fangs of an angry primal god and nobody in the world strong enough to tell them they can't fight back.

Lunars are the "free choice" space on the board. You can do whatever you want with them. This comes at the cost of not having a strongly imparted inherent direction, but it's intended that you play a Lunar alongside other kinds of Exalted, rather than running a pack of all Lunars, so you can just pick up your plot direction from the other characters if need be.

When thinking about telling stories around Lunars in **Exalted vs World of Darkness** it's easy to start thinking "well they're a natural fit for werewolves," but remember that most of them don't have a wolf totem and most shapeshifters are very, very suspicious of other kinds of shapeshifters.

Sidereals

For **Exalted vs World of Darkness**, I wanted to break Sidereals all the way down to basics. No factions. No 5,000-year-old immortal cynics calling the shots. No James Bond vault full of magic gadgets. No entire bureau of gods backing you up. No secret clubhouse in Heaven. No plan. No *clue*. You go in like Doctor Who, with a weird power that unscrews destiny and not much else, and then you make the rest of it work with hustle and moxy.

Whither the Great Curse?

Exalted vs World of Darkness isn't so much concerned with how wisely you'll use your powers. Instead, it asks if you have what it takes to pull reality back from the abyss when it's already fallen over the edge and is free-falling into the dark. You'll make *plenty* of mistakes and suffer your fair share of tragedy along the way because it's the nature of the World of Darkness. As such, I decided to leave out the Great Curse altogether. I assume that either the death-curses of the Primordials finally became as thin and frail as all the other miracles of the Age of Legends and faded away, or more likely, reached their intended conclusion when the wars and excesses of the Exalted finally destroyed the world they knew and created the World of Darkness.

Sidereals are, and let me be as clear as I can about this, absolutely intended to make the Storyteller's life easy. I knew going in that I didn't want to piss around with complex metaphysics of being inside or outside of fate or messing around with the Loom of Fate or anything like that. *Fate* and *destiny* mean "Whatever makes the plot go somewhere it ought to go." Sidereals are there to facilitate that. They're there to get groups of Exalts together, and then they're there to bring the Exalts they found to Egypt so they can unearth Set's tomb and punch him in the face with sun-fists until he dies.

The most important Sidereal Charms are the Auspicious Prospects for [Caste] line. They exist so the Storyteller can nudge you into biting on plot hooks. In fact, you get Essence back every time you do that. Past that, Wise Choice, Of Truths Best Unspoken, and Supernal Awareness all make it nearly impossible for the story to bog down if there's a Sidereal in the group.

I decided to throw out most of Sidereal Astrology because it was a big confusing mess that didn't work worth a damn in either First or Second edition, and the presumed loss or destruction of the Loom of Fate gave me a decent excuse to do so. Nobody's studying the College of the Captain any more. The constellation isn't even there now. Instead, Sidereals act to bring about the destinies the world seems to demand from them (or that their own needs and desires insist upon) through personal meddling and judicious use of their Charms.

Speaking of throwing stuff out, martial arts, including Sidereal Martial Arts, are gone as a special subsystem because they would have pushed the

complexity overhead up, as well as creating a lot of work for me for relatively little gain. Those martial traditions all died long before the Ice Age, unless I wanted to write the Dragon-Blooded keeping a few styles alive, which I didn't.

Resplendent Destinies stuck around in simplified form because they're fun and relatively straightforward. They got renamed for two reasons. First, it undercuts the formality and gravitas of the Sidereal Exalted as they exist in **Exalted**, pointing to their back-to-basics nature in this game. They've lost their identity as dignified Heavenly mandarins, adorning everything with flowery titles. They're back down in the mud and they need to think fast and act faster if they're going to save the world. Second, I thought it was funny.

Abyssals

Heading into this project I assumed that Abyssals would naturally pair up with vampires, but the instant I started writing about them they instead immediately glommed onto **Wraith** and never let go. Sometimes an idea just stands up and takes over on its own.

Abyssals have a few little supernatural tricks that Solars don't, but this is balanced out by having to manage a few curses. Their Resonance/Dark Fate equivalent here is intentionally less harsh than its Second edition counterpart, and I decided to aim all of its manifestations at the Abyssal herself, unlike the First edition version. I don't think having your victories arbitrarily undone is a solid design idea.

Also, unlike First edition Resonance, I didn't want Abyssals to project a menacing aura in inverse





proportion to how badly you needed to worry about them. It used to be that if an Abyssal showed up and all the mirrors started bleeding, you knew you were okay because he got that way saving a puppy orphanage from burning down. If an Abyssal showed up and nothing happened, you needed to get scared in a hurry because *that* guy keeps his Resonance down by murdering four nuns for breakfast every morning.

Instead, I decided to decouple “punishment for betraying your mission” from having wicked mood lighting. Now spooky manifestations are something every Abyssal has, letting them all be creepy-cool. Having your curse kick back at you is a personal thing that just hurts *you*. Defy the curse, pay the price. Makes more sense to me, anyway.

Abyssals have the easiest time regaining Essence, but only if they’re willing to fuck people up for it. Rather than working on a blood point-style **Vampire** model, I decided I wanted to cut straight to the chase on that and only have two meaningful measurements: “I took enough blood that I hurt someone” and “I took enough blood that I killed someone.” Blood bags? Fuck blood bags. You’re stealing life-force. That’s what Essence is.

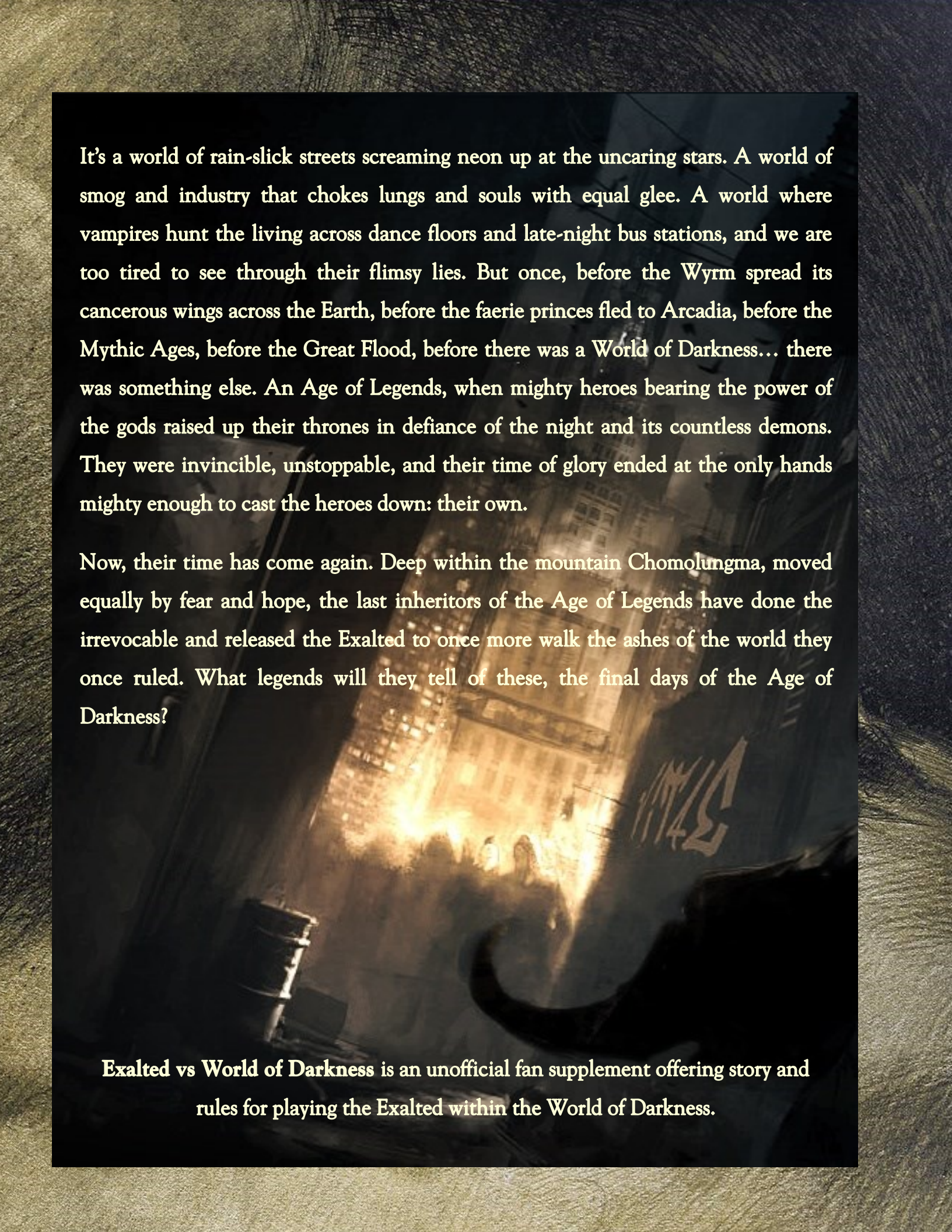
A Final Parting Note

Dear Peter:

There remains exactly one surviving Dragon King, sleeping in a stasis tube, guarding a clutch of eggs, tucked away deep in an Umbral Realm. The Technocracy has built a base in the upper layers of the realm’s strange, prehuman ruins, but hasn’t yet penetrated to the lower levels where the last Dragon King sleeps. They will soon, though.

Go find him while there’s still time.





It's a world of rain-slick streets screaming neon up at the uncaring stars. A world of smog and industry that chokes lungs and souls with equal glee. A world where vampires hunt the living across dance floors and late-night bus stations, and we are too tired to see through their flimsy lies. But once, before the Wyrms spread its cancerous wings across the Earth, before the faerie princes fled to Arcadia, before the Mythic Ages, before the Great Flood, before there was a World of Darkness... there was something else. An Age of Legends, when mighty heroes bearing the power of the gods raised up their thrones in defiance of the night and its countless demons. They were invincible, unstoppable, and their time of glory ended at the only hands mighty enough to cast the heroes down: their own.

Now, their time has come again. Deep within the mountain Chomolungma, moved equally by fear and hope, the last inheritors of the Age of Legends have done the irrevocable and released the Exalted to once more walk the ashes of the world they once ruled. What legends will they tell of these, the final days of the Age of Darkness?

Exalted vs World of Darkness is an unofficial fan supplement offering story and rules for playing the Exalted within the World of Darkness.