# Generic Exalted Jump

(Jumpchain Compliant)

Welcome to the world of Exalted, a place where demigods walk amongst men, actual gods plot and scheme in their Heavenly City, monsters of all sorts and sizes roam across the land, and the peasants are hopelessly subjugated under the rule of their 'betters'. In this world political intrigue shapes and destroys entire nations, and the actions of the few can shape the lives of the entire world and change the course of history. Welcome to Creation, and the Age of Sorrows.

In this world the movers and shakers are known as 'The Exalted', called such for the fact that they have had divine-superweapons known as Exaltations bound to their very souls. There are many various types of such Exalt, each with their own focuses and their own themes, from the group oriented Dragon-blooded, the shape shifting masters of survival of the Lunar, the intrigue focused and esoteric shapers of Fate known as the Sidereals, to the mighty Solars whom embody Perfection itself. Aside from them are even more types, such as the mechanical Alchemicals, the ‘demon’ commanding (but not necessarily evil) Infernals, to the Abyssals that hunger for the death of everything that exists (except when they don’t). Your choices here will reflect which of these groups you belong to as well as what enemies or allies, if any, that you have.

## Location

Roll 1d8 to determine what place you start, here in Creation. You may spend 50CP to start anywhere you desire in Creation, the Underworld, Malfeas, or the Wyld, read the ‘Free Choice’ description for further details and restrictions.

1 - **The North**. A largely desolate place filled with snow and ice and viking Expies. Also home to many lost treasures and hidden relics. The Deathlords and Abyssals have a presence here. The Guild, the largest trade organization in Creation, has a fair number of holdings here. Additionally a powerful and infamous Solar warlord known as the Bull of the North also lives here at the head of a mighty army.

2 - **The West**. A vast ocean dotted with islands and archipelagos. It's filled with pirates (the bad kind), lost treasures, and all sorts of aquatic life. The Realm has a relatively small presence here

thanks to the relative lack of land, but many dangers still abound. The farther out you go to the West the deeper the ocean gets until, eventually, it becomes literally infinitely deep. Hope you know how to swim.

3 - **The East**. A place overflowing with life. Dense and foreboding jungles, vast open plains, ancient ruins, and peoples of all sorts live in this Direction. It is the largest contiguous landmass in Creation and also the breadbasket for a great many countries, even from the other Directions. There is a thriving slave trade here, and in the deeper jungles the locals tend to be exceedingly wary of outsiders assuming they don't just attack them on the spot. If you're looking for a place to get lost however there's no better area in all of Creation to do it.

4 - **The South**. Scorching heat, deserts and open savannas mark this Direction as far as the eye can see. The city of Gem is located in this Direction and is one of the trade capitals of Creation where markets for just about anything, from princely treasures to human lives, can be purchased. It's also home to large groups of nomadic tribes and a famous First Age City, though mostly in ruins, is both well known and still (somewhat) inhabited.

5 - **The Center, the Blessed Isle**. Home of the Dragonblooded Dynasts and the seat of power of the Realm. There is no greater seat of culture, and backstabbing assholes, to be found anywhere in the entirety of Creation.

The Dragonblooded Dynasts live like luxurious tyrants and the peasantry tends to be both extremely downtrodden and also extremely observant of Dynasty rule, if only for fear of their own lives, and there is little that happens on the island that doesn't eventually make its way back to the ears of some Dynast or another. With the Scarlet Empress currently missing, and a largely ineffectual stand in on the throne, the Dynasty isn't nearly as all-seeing as it used to be as the various Great Houses of the Realm engage in political intrigue and jockey against each other for position.

Anyone that chooses to start here begins in one of the various port cities on the Blessed Isle, but all non-Dragon-blooded Exalts should be warned, if the Dragonblood discover your presence they will go to extreme lengths to hunt you down and kill you. And ganging up and killing things that are far superior to them is literally what they were made for. That said, it is relatively easy to book travel on a ship to the other Directions if you desire, especially if you have sailing skills and can pay for your journey with work.

6 - **Satraps of the Realm**. The outlying territories of the Realm that aren’t actually on the Blessed Isle. You can find one of these in just about any of the Directions. The local rulers may be in charge officially but their Realm appointed Dragon-blooded advisors loom over their shoulders with an unsubtle promise of punishment if they don’t kowtow to the desires of The Realm.

The difference between this roll and the earlier Direction rolls is that you start explicitly inside of a city controlled by the Realm, but not on the Blessed Isle. If you are anything but a mortal or one of the dragon-blooded you will likely be in immediate danger if you reveal yourself, and even mortals will want to keep their heads down.

7 - **The Scavenger Lands**. Lookshy, a militaristic police state ruled by descendants of one of the original Dragon-blooded legions of the Shogunate prior to its fall, is the main power in this region and the only true competitor with The Realm thanks to its tremendous arsenal of still intact Shogunate Era (and even some First Age era) artifacts. While they don't see eye to eye with The Realm on many subjects they do tend to agree that Celestial and Solar exalts should be killed on sight.

That said there are many other smaller kingdoms and fiefdoms within the Scavenger Lands, often at war with each other and with the specific ruler changing frequently, and you may freely choose any of these places to appear in. Nexus, home of The Guild and one of the richest trade cities in Creation, can also be found here.

8 - **Free Choice**. It seems that Fate has been kind to you on this one occasion, or perhaps it's merely dancing to the tune of a sly trickster that wishes to make you feel as if you actually have a choice? Either way you may freely choose between any of the above destinations, or anywhere else you desire. You may start in the Underworld, the Demon City of Malfeas, the Labyrinth, the heavenly city of Yu-Shan, or perhaps even more hidden places. Be warned that if you are not of a certain Exaltation some places may immediately seek to evict you, perhaps even lethally. You may *not* choose to start inside the control room of the Imperial Manse.

Infernals may forgo their location roll to start in the Demon City of Malfeas. Abyssals may forgo their location roll to start in the Labyrinth. Sidereals may forgo their location roll to start in their office in Yu-Shan, otherwise known as Heaven, for free.

## Gender

Gender may be freely changed for you and any imported companions. Exaltation does not care about gender, merely greatness, and there is no bias for or against men or women.

## Age

Age is 12 + 3d8. You may pay 50cp to choose what age you are, within the limits.

## Race

On matters of Race, you are a human. Exaltations don't select people that aren't at least mostly human (some mutations such as unnatural skin tones, or minor extras such as tiny

horns/fangs/claws are acceptable), and their abilities don't tend to work very well (or at all in some cases) for people with forms too far from that of a human baseline. For purposes of the Jumper so long as you are human or at least have the general shape/extremities of a human your Exalted abilities will work just fine, just don't expect to pull off Exalted kung-fu as a dragon or weird eldritch monster thing. People have tried this in setting, and it didn't work. The only exceptions are Lunar Exalted (a choice in the Celestial background), who base their entire shtick around shape-shifting into other things, and Infernal Exalted (a choice in the Solaroid background) that may take on more eldritch forms with specific charm sets.

All Origins other than Drop-In get the equivalent of a few years of experience with their Exalted abilities. This represents you either having figured out things on your own or perhaps having had a mentor of some kind, consider yourself to be slightly better than a typical Exalt of your type and caste that has had a year or two to practice.

Additionally these perks represent additional flavor and abilities on top of what an Exalt can already do. If you take a perk that makes you really good at something specific and then train that thing up it will be even better than it could have been normally. All Exalts are still otherwise capable of everything they would normally be capable of. Drop-Ins that choose not to take an Exaltation can still purchase perks, and become truly exceptional mortals, but they will never be able to gain an Exaltation (or charms/sorcery restricted to Exalts) of any kind during their stay here. This also applies to Companions. You either purchase your Exaltation here or don't get it at all.

## Origins

**Mortals** (Drop-in Option) [Free] - You're a bog standard mortal (not counting out of jump powers) in a world filled with monsters, magical creatures, and walking demigods that could legally kill you for looking at them the wrong way, or just because they feel like it. Not everywhere in Creation is like that of course but if you’re a mortal and you show disrespect to one of the dragon-blooded, especially a Dynast, you can expect a swift and likely brutal punishment. Or, really, any sort of magical being that looks down on humans. Which is most of them. You could teach them to treat you with respect if you’re powerful enough, of course, but that may just draw the kind of attention that’s best avoided.

**Dragon-blood** [50 or 100] - For 50cp you're one of the Dragonblooded, the children of the Elemental Dragons. You're particularly focused on group combat and in the days of the Primordial war served as the foot soldiers of the celestial exalted. Your martial and magical abilities tend to be greatly enhanced when fighting alongside others of your kind. In comparison to mortals even the lowest Dragonblood is virtually beyond compare, able to treat with mortal kings and rulers with little fear of retaliation no matter how disrespectful they act. In comparison

to the other Exalted and comparably strong magical entities however you tend to be towards the lower end of the totem pole, more of a soldier rather than an officer.

That said it was the dragon-blooded that tore down the Golden Tyrants known as the Solars at the end of the First Age, so don't discount yourself. A team of Dragon-blooded working together is far more than the sum of its parts. For 100cp however you can be one of the Dynasts, the Dragon-blooded whom rule on the Blessed Isle and represent The Realm, who have access to vast amounts of resources, support, influence, and the obedience of anyone that works for the Realm that is not themselves a Dynast. Be warned however, Dynasts by default will be embroiled into the political schemes of the Realm and the various Great Houses, and will likely have many duties and responsibilities that their outcast (non-Dynast) dragon-blood cousins do not. If you desire instead of being a Dynast you may instead be a member of one of the five ruling gentiles of Lookshy.

**Celestial** [400] - Movers and shakers, at this level you are a force to be reckoned with. You may choose to be a Lunar, masters of shape-shifting and surviving things they really shouldn't, or Sidereals who can bend and twist the weave of Fate to invoke all sorts of esoteric things. Lunars are aspected towards the Moon, appropriately, and may freely transform themselves into any animal or creature that they have tasted the 'heartsblood' of (literally). Sidereals however are basically Fate Ninjas and aspected towards the Stars, able to divine future events, force destinies on people (usually without them knowing), and twist the world in all sorts of subtle ways.

Of the two Lunars are by far the more direct, and significantly more capable in direct matters (especially of violence), they're also insanely difficult to actually pin down and kill, surviving situations where virtually anyone else would die. Sidereals however are much more subtle by design. Sidereals powers often require either significant preparation or specific, and sometimes difficult to arrange, triggers in order to work. Additionally they are cursed by Arcane Fate, meaning that they will fade supernaturally quickly from the memories of anyone they do not take excessive effort to maintain close ties with, including their friends, family, and loved ones. Companions are *not* exempt from Arcane Fate, though it will be togglable post-Jump.

**Solaroid** [600] - You have been Exalted above all others, even more so than the other types of Exalted. You are a Solar or, perhaps, you gained one of the corrupted Solar exaltations that changed you into an Infernal or an Abyssal. At this level you are at the very top of the Exalted food-chain, able to go toe to toe with legends and perform feats of skill so incredible that they'll be talking about them hundreds of years after the fact. Eventually, at least. You don't actually start out that strong but you'll get there one day. Solars are aspected towards the Sun, Infernals towards the Yozi (demons/Titans), and Abyssals towards the Neverborn (Titans that got killed and then stuck between life and death). Solars embody perfection of self, becoming paragons of whatever trades, crafts, skills, or magics they focus on. Infernals take on traits of their patron Yozi, and Abyssals are aspected towards the essence of death (pretty much no matter what you do as an Abyssal, someone is going to die because of it).

Regardless of which type you choose they're all on a relatively even playing field with each other, largely because Infernals and Abyssals are corrupted Solar exaltations, and they can all eventually reach dizzying heights, capable of routine feats of skill that mortal grand masters could not imagine replicating with a lifetime of effort and eventually the ability to use conceptual effects both for defense and offense.

## Perks

Creation is a dangerous place, and even one who is Exalted must take care they do not fall prey to the machinations and blows of others. **Take these 1000cp and make your choices.** All 100cp perks are free to their background unless otherwise noted, and other perks in a given perk tree are discounted for their respective origin. As a note you can only select one type of Exaltation from this jump. Under no circumstances can you ever have more than one Exaltation via purchases from this jump. You may, however, have additional Exaltations if you got them from *other* jumps in the Exalted setting.

## General Undiscounted

**Stunt Master** [Free or 50] - You are a master of stunting. Any time you try to do something amazing the world will conspire to make your attempted stunt just that little bit more dramatic and incredible. Maybe there just happens to be a rope to let you swing across the ballroom dramatically as you make off with the nobles treasure, or maybe there's just the right amount of handholds and footholds on two opposing walls, at just the right distance from each other, that would allow you to dramatically wall jump your way up.

So long as you strive to do things in an amazing and/or over the top fashion you will be slightly rewarded for doing so, Fate conspiring to make you that little bit better at whatever you're doing because apparently Fate is really fond of over-the-top action sequences. You can still fail when you're doing over the top stuff though, so don't get too out of hand, this just represents a slight-to-moderate increase when you're purposely trying to be amazing.

Everyone gets this for free during the jump and can pay 50cp to carry it with them into future jumps. This can explicitly be used while doing basically anything so long as you purposely attempt to do it in an amazing and over the top fashion.

**Motivated to Greatness** [Free or 50] - Choose a Motivation. It must be suitably grand. “I want to abolish the slave trade and have the Guild openly acknowledge they will not deal in slaves” counts. “I want to to throw down the corrupt and decadent Monarchy and establish a fair and equitable government” also counts. “I want to make a really great tasting sandwich” does not,

nor does “I want to live a boring humdrum life”. So long as you are striving towards your Motivation you will find that your reserves of essence stretch just that little bit further, that your willpower is just that little bit more resolute, and that your skills and abilities are just that little bit sharper and just that little bit more refined than they otherwise would be.

Taken individually these changes don’t amount to much, nor do they usually result in anything *too* amazing moment to moment, but in the long grind their benefits might just allow you to realize an otherwise impossible dream. These benefits explicitly counts towards *everything* that you do so long as it is in service to your chosen Motivation.

You will also find yourself much more driven and willing to pursue your motivations, especially the difficult ones. If you ever succeed in a Motivation, or it is made utterly impossible to continue, you may change it to something new at your discretion. Everyone gets this for free during the jump, and may pay 50cp to carry it with them into the future.

**Particularly Exalted** [50] - Normally an individual that is Exalted tends to excel at one of the three attribute groups of physical, mental, or social. The second group is slightly above average, and the final category is merely average. You however are particularly multi-talented, and have the good fortune to excel at the physical, mental, *and* social aspects all at the same time, with no functional difference between them. The reason this is so cheap is because these things are nothing you couldn’t have just trained up yourself given some time and effort, however it does give you a fair advantage in the early run of things, especially since some charms require higher attributes before they can be learned.

**Slightly Meta** [50] - At any time you can call up a purely mental ‘statistics sheet’ that will faithfully represent your various attributes, abilities, specialties, charms known, sorcery or necromancy known, and so forth. Almost as if you were looking at an Exalted character sheet of yourself. Translates out of jump abilities, perks, and such as well, though it’s not quite as precise about it, to allow you to keep an accurate and objective running tally of your progress. As a side benefit you will never be lost when people start using metaphor or meta-references. You will always understand what they are talking about when they say ‘we need to go deeper’. This doesn’t give you fourth wall awareness of course, but you’ll know when that crazy guy is actually crazy or just using meta-speak.

**Graduate of a Sorcerous College** [100 or 300] - You're really good at sorcery. Naturally talented one might say. Normally it's difficult even for Exalts to learn how to actually perform Sorcery, having to make various (personal) sacrifices and a lengthy vision-quest equivalent. You’ve already done that though. You automatically start knowing how to perform Terrestrial Circle Sorcery (the lowest level) as well as knowing 3 different spells of that level in addition to Terrestrial Circle counter-magic.

Additionally you learn spells in half the time, have much easier times researching and creating new spells, and take only half the essence to cast them. A real spell casting dynamo. For 300cp

you start knowing Celestial Circle Sorcery as well, and three spells of your choice from that circle as well as Celestial circle counter-magic. This explicitly allows individuals that would otherwise never be able to learn Celestial Circle Sorcery (such as mortals or Dragon-blooded) to learn and cast spells of that level. You can continue to learn more spells, in jump, of any level you have purchased.

Not taking this perk does not prevent you from learning Sorcery in jump but it will be difficult in the extreme, especially without a teacher, and Celestial Sorcery will be forever beyond the grasp of mortals and Dragon-blooded if not purchased here. There is no option for learning Solar Circle Sorcery to start with, if you want that you'll have to figure it out on your own. That said this perk will certainly help start you on that journey. As normal only Solar's can learn Solar Circle Sorcery. As an alternative to Sorcery you may instead choose to know Necromancy, of the appropriate tier that you have paid for. Necromancy is reviled all across Creation and if people learn you know of it, or worse that you actually practice it, you will likely be hunted down and killed.

**Past Lives** [100] - You've got memories of your past lives! This gives you tremendous insight into the workings of the First Age as well as an incredible leg up in regards to the development of charms (magic abilities), sorcery (magic spells), and the culture, language, and devices of the First Age. This could be really helpful for a starting Exalt. Purchasing this here makes your memories so clear it's as if they just happened. Normally this would be dangerous and you could risk getting lost in the memories or having the personality of your previous life interfere with your own. You're a Jumper though and this sort of thing is old hat to you, so unlike everyone else with Past Lives you are in no danger of such issues.

**Savant** [100] - You're a Savant! This means you've got an incredible insight in crafting all sorts of things, from meals, to clothes, to armor, to weapons, to magical devices, and all sorts of other things besides. Even if you've never done something before so long as it's a skill remotely 'craft like' in nature you'll be able to perform it at the level of a (mortal) master. This just represents innate talent, and if you actually focus on developing such skills the normal way you'll quickly outstrip even the best that a mortal craftsman could accomplish, able to make artwork that speaks to the soul (perhaps literally) or armor and weapons of surpassing quality that look like show-room pieces despite being suitable for combat and also being sturdy and reliable to a frankly unbelievable degree. Purchasing this will even make you substantially better than other Exalted craftsmen, assuming you put in the same amount of effort that they did.

**Subtle Essence** [300] - Your essence usage is subtle, really subtle. So subtle in fact that, like Spirits, you can use all of your essence without giving away the fact that you are using essence. In effect all the essence you have is considered personal essence and you never make an essence or anima display unless you purposely meant to. For castes that would normally get this ability (Night caste Solars for example) as a special compensation if they take this they'll be able to mute **all** essence displays, even those of charms that otherwise are 'obvious'. This is an utterly unique power amongst the Exalted, don't let others know you have it.

**Abundant Essence** [400] - You've got Essence. Lots of it. Way more than you should in fact, about five times more. This counts both towards your personal essence pool (the stuff you can use without glowing) and your peripheral essence pool (the stuff that does make you glow when you use it). You also regenerate your pools of essence at roughly five times the normal rate, allowing you to make use of this expanded pool of energy without needing to worry about lengthy recovery times. If others learn of the sheer amount of essence at your command you will likely be viewed as an extreme oddity at best, and might be targeted by those that suspect you are something other than you seem.

**Curseproof** [500] - You don't suffer from The Great Curse, nor can you ever suffer from The Great Curse or anything like it, the loophole that allowed it to take place being effectively closed. This is A Big Deal in setting, though virtually no one knows about The Great Curse in the first place. This perk also makes you heavily resistant to curses in general. As a final bonus you not only know how and why you became Curseproof, but you also now understand how to make *others* Curseproof as well. It will be a trying and difficult procedure even for Exalts accustomed to hardship but the sheer importance of what you can do with this is not to be underestimated. This could, literally, change the dynamic of the entire world. Finally while you can teach others only Exalts on the level of a Solaroid can actually perform the procedure (with you being the exception if you aren't a Solaroid yourself), so keep that in mind.

If you don't take this option you can still rid yourself of the Great Curse post-jump but you'll have to research the method yourself, and it will likely take you at least a hundred years before you manage it, assuming you manage it at all. Additionally even if you do figure it out the method you devise will *only* work on you, your companions with Exaltations (if you have any) will need their own methods, though you may of course choose to help them in developing their own cures.

If you do not purchase this option you will have all memories of The Great Curse sealed while in the jump and will not know that you are affected by The Great Curse, nor begin research on a cure for it, until after the jump has ended. This additionally locks anyway any information you may have on The Great Curse via other methods, such as written materials, digital information, or even simply censoring the Exalted handbooks if you happen to have copies of them.

## Drop-In

**Exaltation!** [Variable cost, no discounts, restricted to Drop-In] - Choose a type of Exaltation and any caste that would belong to that type. You are now guaranteed, at some point after your first year here, to attract that Exaltation to yourself. You can choose Dragon-blooded (not Dynast, that's a background, not a type of Exaltation) for free, a Celestial version for 100cp, and a Solaroid version for 300cp. Sounds great right, much cheaper than the background options?

Think again. This means you have zero experience with your Exalted powers, not even starting on the level of a typical 'player generated' character. You'll have to learn everything from scratch unless you can somehow find a teacher or mentor to train you (better hope they don't use their more developed Exalted abilities to mind-fuck you). Keep in mind all those 'starting character' archetypes from the books had, on average, two or so years of experience with their abilities, something you won't have.

Additionally when you get your Exaltation it WILL be in a public place and people WILL notice it happening, there is no way to avoid this. If you pick a Celestial or Solaroid level Exaltation prepare to be hunted. Take the 'Hunted' drawback and gain no points for it, but its effects do not apply until after you have Exalted, if you pick any Exalt type other than Dragonblood.

**Alchemical Exaltation** [100] - You're an Alchemical Exalted instead of one of the other more 'regular' Exalts. Choose what caste you are. Unlike the other options if you purchase this you start out as an Alchemical Exalted but you're probably the only one currently in Creation so have fun explaining what the hell you are to the people you meet. You still have no clue how your abilities work and basically zero idea on how to develop them, so it is going to take you some time to puzzle things out. Additionally you look like some sort of weird mechanical person and will definitely stand out basically anywhere and everywhere that you go until and unless you discover a method to disguise yourself.

As a reminder, you can only ever have one type of Exaltation from this jump. On the plus side you don't have to take the Hunted drawback with this purchase, but it doesn't change the fact that you look weird as hell and most people (whom are quite ignorant) will shun you, assuming they don't just try to run you out of town or kill you. Drop-In's do not get this perk for free or at a discount, only Drop-Ins can purchase this perk.

**Savvy Snake Method** [100] - You're a scheming bastard, able to think around all sorts of foes and capable of turning the tables on your enemies so long as they aren't massively superior to you in some fashion. Additionally you're also quite skilled at preventing people from realizing you're doing it (unless you want them to know, of course). Keep in mind if you're a mortal basically every Exalt and most magical creatures are massively superior to you in some fashion. If you are an Exalt however then you've got the potential to be one of the best schemers around. This represents natural cunning, not learned cunning. Combined with actual experience you might one day be able to sell a man snake-oil even after directly telling him it was snake-oil.

**Improvised Weapon Understanding** [100] - No weapon? No problem. Whenever you need it you will always be able to find a nearby object you can use as a form of improvised weapon. It is guaranteed to be a superior choice to using your bare hands, unless you're using some sort of explicitly bare-handed martial art style. Additionally you'll never suffer from using improvised weapons in this way as you somehow manage to make them, if not as good as a real weapon, than at least serviceable as a means of protecting yourself.

**Authority Circumventing Stance** [200] - So long as you don't make a particular effort to stand out people of higher social standing than you won't make any particular effort towards messing about with you. If they do focus their attention on you they will be more prone to letting you off the hook lightly rather than, say, having you whipped and beaten and then enslaved because you weren't bowing your head fast enough. As a mortal this will take you a long way, especially if you're anywhere with a heavy Dynast presence, and as an Exalt people will be more likely to think you're less of a threat or concern than you are unless you give them explicit reason to think otherwise. Even if they know you're an Exalt they won't think you're any more dangerous than a typical example of your kind unless they have personal experience otherwise.

Additionally you will have an instinctual knowledge, if not a specific one, of how to avoid those in authority and those that represent such authorities no matter what land or place you travel to. This manifests as a sort of sixth sense that warns you when you're about to do something or go somewhere where 'authorities' would notice and take umbrage with you.

**Shadow Walking Method** [200] - Stealth and you are old friends. The shadows welcome you, traveler, and in turn you embrace them like an old companion. Whenever you are seeking to go unnoticed, so long as there are shadows to duck into, you will invariably find them. Almost as if you were drawn to them, and they to you. You're not the stealthiest thing around by any means, not yet at least, but this innate talent of yours will see you in good stead and if you put in the time to practice you may yet be able to go as unseen as the wind itself.

**Adventure Seeking Mudra** [400] - You've got a nose for adventure, a really good one at that. You'll be instinctively drawn towards places of magic, wonder, and danger. You'll have an approximate sense of how much of each of those things the places you're drawn to have, though not the specifics, and further you've obtained an incredible, and indeed *tremendous*, skill in path-finding, surviving off the land/sea, sailing, horse riding, and just being an adventurous and social person in general. You also have a flawless sense of direction and an innate knowledge of your exact location in regards to any maps you might have so long as they cover the general region where you are located. Maps that you make count for the purposes of this innate knowledge, even including mental maps.

With this sense and these skills you'll be sure to go to all sorts of incredible places, see amazing things, and probably have a fair amount of treasure (and stories) to show for it. Additionally as an Exalt you will have a magical, if minor, ability to intuitively know the quickest route to the general area of wherever you want to go. Quickest doesn't mean safest.

Any adventures or places of interest you discover through this method will invariably be significantly more profitable for you than they would be otherwise. Buried treasure may somehow be uncovered in ruins long thought picked clean, wondrous hidden locations holding demesnes, or perhaps even manses. Even spiritual or metaphorical journeys, with less physical or mundane rewards, will prove to be more profitable for you.

**The Unlikeliest of Friends** [400] - You are the glue which holds the group together. The heart of the team, the one that everyone turns to when they are hurting, and the one that everyone can count on to be the rock around which the others are tethered. Disparate personalities and customs can exist and indeed excel alongside one another so long as you are there to act as the medium between them.

A Solar, a Bronze-Faction Sidereal, and an Abyssal walking into a bar might sound like the opening to a bad joke if anyone else said it, but if it was you that was speaking it might very well be an event that actually happened, one that ended peaceably at that.

**Experience Like a River** [600] - Experience flows like a river for you, and you'll be making incredible leaps and bounds in training and personal development at speeds that might just terrify the casual observer. As a mortal this gives you the equivalent of an Exalts ability in learning speed and training times, able to master specific skills in weeks or months that would take mortals lifetimes, and able to push yourself mentally and physically such that you'd be at the absolute top of your game in almost no time at all.

As an Exalt this is amplified even further, compressing into days what would take other Exalts weeks. Additionally any skills you have will never degrade from lack of use, you'll be able to take that one obscure skill you learned hundreds of years ago and use it at the same level of skill it used to be, as if no time had passed at all. To elaborate this doesn't let you exceed the limit or 'cap' on any skills or abilities you might have, but it will let you *reach* those limits in a bare fraction of the time it normally would.

## Dragon-blooded

**One Weapon, Many Hands** [100] - You are more than the sum of your parts. Any time you fight, or just cooperate in general, with your peers and allies you all receive a boost to your respective skills and abilities. Swordsmen become better with swords, able to twist and parry and strike with a fluidity they could never reach on their own, scientists work off of one another to make incredible insights and discovers, and craftsmen collaborate to make works of surpassing quality that they could never have even dreamed of making by themselves. This is a modest but noticeable boost for all individuals involved, but it particularly shines when in use with other Dragon-blooded. In such a case their respective abilities are doubled, and the sheer speed and efficiency of their collaborative works seem as if choreography.

**Naturally Getting Your Way Maneuver** [100] - You are Exalted above others, are you not? Of course you are, and others can tell that this is the case. Even if they can't actually tell you're an exalt, or even know what an exalt is. Something about you and your authority and natural privilege will simply be apparent to them, and they will give considerably more weight to your opinions and desires than they might show to others. Effectively you get the kind of

consideration a noble would receive, as opposed to that of a commoner, wherever you might go.

**Chosen of the Elemental Dragons** [200] - You've got Legendary Breeding. Literally. You're the epitome of what a Dragon-blooded is supposed to be like, and the blood of the Elemental Dragons flows thick in your veins. This gives you extra Essence to use (though not even remotely as much as the Abundant Essence perk), extra skill and ability in the use of your elementally aligned perks and magics (choose one of Wood, Water, Fire, Air, or Earth), and the guarantee that if any other Dragonblooded realize you have this (which they will if they bother looking at you for more than a moment) that suitors will be lining up for your hand in marriage. In fact if you're a Dynast it's an absolute certainty, you'll already have an arranged marriage to a 'suitable' Dragonblooded wife/husband (whom may be a companion if you buy that option) and be expected to make lots of babies. *Lots* of babies. What nobody besides you knows however is that your Legendary Breeding is inheritable.

All children you have are guaranteed to Exalt at some point around their 7th birthday as a Dragonblood of a random elemental type and they too will have Legendary Breeding just like yours, which is, again, inheritable. In future jumps this makes people look upon you as a member of the highest class of society, even if they can't particularly pin down why they think that way. If taken with Naturally Getting Your Way Maneuver people will roll out the red carpet at the merest hint of your presence, or the equivalent anyway, even if they wouldn't normally give that kind of service to anyone outside of a very specific and select group of individuals.

**This perk is restricted to Dragon-blooded Exalted, or Drop-Ins that choose to Exalt as Dragon-blooded, only.** If Curseproof is purchased all children born of your lineage gain Curseproof for free. In case it wasn't explicit enough this perk makes it so that everyone that is ever born of your bloodline will *always* have legendary breeding and will *always* exalt as a random elemental type dragonblood. Your bloodline will *never* become diluted no matter how many mortals are introduced into it.

**Sworn Brotherhood** [200] - You may at any time form a brotherhood between sworn companions. Normally this would be limited to five individuals, but you can create a bond between up to nine (8 companions and yourself). This bond is magically reinforced, and so long as it remains intact you will all be considerably empowered when working alongside one another, far more than you ever would be alone. Charms become cheaper, skills become more refined, disputes and even hard feelings are suppressed. Over time your bond will deepen, able to finish each other's sentences, divine each other's thoughts, and eventually reaching the point where you don't even need to speak to each other, as everyone involved has such a deep connection that they have transcended the need for mere speech.

If any member of the brotherhood is in danger all of the rest will instantly know of it, and will have a perfect understanding of the members location, relative to their own, that is in danger. If you truly desire to do so, you and your sworn companions may dissolve this bond. You may

reform another in the future, however, when and if you desire. Additionally this bond, unlike the one that exists in canon, is not restricted to only the Dragon-blooded.

**Masterful Intrigue Method** [400] - You're a master manipulator on a level even most of the Exalted can barely comprehend. Your plans are labyrinthine in complexity and subtlety, able to wind your way through the political mire that is Dynastic court politics to a level few if any can match. You can be as open or as hidden with this as you wish, and your plans and intrigues are so intricate that short of telling people what they are most will never suspect you at all, and even if you did tell them then that too may be part of your plans. If the Scarlet Empress was still around, and realized you had this level of political acumen, she would either promote you to a lofty position where she could keep an eye on you or have you executed outright. It's a good thing she'd probably never discover you though, even if she were still around.

This perk strictly applies to intrigue, politics, and social interactions however if purchased with the Drop-In perk 'Savvy Snake Method' it will also apply to plans and designs you make in regards to the field of military strategy and economics.

**Credulity Straining Charisma Formation** [400] - You are *incredibly* likable. Everyone wants to be your friend, or at least wouldn't mind being your friend if you showed an inclination to being friends with them. Your superiors tend to show you some fairly blatant favoritism and you're more likely to be selected as the right-hand of someone truly powerful (politically, personally, socially, or otherwise) than you are to draw their ire.

Shrewd business cunning? Why that Guild Factor sees a little bit of his younger self in you, and will take you in as his protege rather than have you killed or run out of town as competition. One of the Chosen of the Sun challenged you to battle and you lost? Why naturally that was just the interview to be their new lieutenant, and all you need to do is settle in to your new post. Nine times out of ten unless the other person has a *serious* predisposition to not liking you they will invariably view you as they might a friendly acquaintance or, if you actually know and get along with them, then as a long time and close friend. So long as you don't do anything to jeopardize that friendship (that they discover at any rate) such feelings will continue, even if they haven't seen you for a while.

**Exalted Ways Dominance** [600] - As one of the Dragon-blooded you were trained from birth to excel in the areas in which you showed talent, and you showed a great many talents indeed. Choose any seven of the following - War, Melee, Martial Arts, Archery, Thrown, Riding, Sailing, Socializing, Athletics, Awareness, Dodge, Bureaucracy, Crafting, Integrity, Investigation, Larceny, Linguistics, Lore, Medicine, Occult, Performance, Presence, Stealth, Survival, or Resistance. You are now the undisputed master of those seven skills. This is in addition to any skills or abilities you would normally be good at on account of your Caste or 'favored' choices. You can do things with the seven skills you have chosen while half drunk and blind on your worst day that the greatest mortal practitioners would never be able to replicate, even on their best day, in their entire lives.

Additionally you can train anyone that you personally tutor in these seven abilities and they will quickly reach a level of skill close to, but just short of, your own level of skill. They will learn at a rate equivalent to an Exalt so long as you personally teach them, even if they aren't an Exalt.

If you chose Dodge you might one day be able to walk through a rainstorm without getting wet. If you choose Archery you might strike a man's heart from over the horizon while he is standing in the middle of a forest. If you chose Bureaucracy the sheer efficiency and speed with which your organization operates will baffle even the most astute observers and leave competitors hopelessly scrambling to catch up. Choosing Medicine might allow you to perform brain surgery with a rusty knife using only one hand, and have the patient come out the other side perfectly healthy. Point blank the things you can manage with your chosen skills would be outright impossible for nearly anyone else to replicate, even other Essence users needing to 'cheat' and use Charms in order to match what you can do with nothing but your own innate talent. You may purchase this perk up to three times, each time it is purchased you must select different abilities.

## Celestial

**Wyld Surviving Savant** [100] - You're tough. Really, unnaturally, ludicrously tough. You can shrug off hits that would even leave other Exalts reeling and quickly heal even from the wounds that do get through. Or maybe you're just benefiting from blatant comic favoritism and stuff that should have hit solidly just glanced off instead. Either way you're also really good at surviving in the wild (and even The Wyld) for some reason, even places you've never been to before, and you gain a complete immunity to all mundane poisons and diseases. Magical poisons and diseases can still mess you up, but you've got a fair resistance to those as well.

Finally in places of extreme chaotic nature, such as The Wyld, you will find yourself oddly insulated from the normal consequences of being in such a place. This isn't total resistance and it's still advised you leave while you can, but if it's just a relatively short visit you could conceivably survive just fine even in the very heart of The Wyld or other similarly chaotic areas.

**Fantastical Destiny Enactment** [100] - Otherwise known as role playing. You are ludicrously good at playing a given role. You will never give away or hint at *anything* that the role you are playing at couldn't reasonably know or do, and no method can be used to discern otherwise until and unless you personally do something to suggest otherwise. Which you wouldn't, because you're *that good*. Naturally playing all kinds of roles could get confusing, as you lose yourself amongst the many faces you wear. Not for you though, you have no issues maintaining even the deepest of covers for years, perhaps even decades or centuries, and can easily drop them whenever you need to and go right back to being your 'primary' identity. Or perhaps even a different role, yet another layer in the deception that you weave.

Naturally you couldn't actually do these things if you weren't actually good at acting, so this perk also provides you with a fair amount of skill in performance and presence, letting you 'sell' the mask so to speak.

**Amplified Anima** [200] - For some reason or another your Anima powers, unique powers and abilities you can call upon that differ depending on your Exalt type and Caste type, are particularly powerful. You get much more mileage out of them than you should be able to, spending dramatically less Essence when using them and being able to either effect a larger range, more targets at once, use it for a longer period of time, or perhaps just affecting one target in particular in an especially potent way. The exact specifics on what this does changes depending on what type of Exalt and what type of Caste you are but it's a very dramatic boost in general. Additionally when you use your anima powers you may choose whether or not they are visible and may additionally choose to exempt people, creatures, items, or other such things that you do not specifically desire to target.

**Self Mending Meditation** [200] - Maybe you actually have regeneration. Maybe you've internalized the cosmic fact that pain and injury are simply a state of mind, ephemeral and temporary. Either way however you heal at a phenomenally quick pace, significantly superior to even other exalts. Lesser injuries might fade within minutes, severe injury with hours, and even the most critical and life threatening injuries in no more than a day or two. Additionally you never scar, and if you've got time to actually sit down and rest your recovery rate actually gets appreciably faster.

But it's not just physical injuries that this helps. Even damage to your mind can be recovered, if you have suffered from such, and you can recover from any injury up to and including amputation so long as you have some time. Naturally, however, missing limbs do take longer to recover from. A final boon, and perhaps the most important some would argue, you recover your expended reserves of essence at twice the regular speed even when you are exerting yourself, and three times as quickly when you are completely at rest. 'Even when you are exerting yourself' does not mean it affects mote recovery from stunts.

**Assumed Membership Stance** [400] - You're really good at getting into places. Supernaturally good in fact. Whether you're walking right in through the front door and claiming you're actually a member of the court or stealthily sneaking in through the midden you'll find that you have little issue getting into, and out of, just about anywhere. You're so good at this in fact that you can even convince people you're supposed to be where you are even if the place you're at has a known membership and they know you're not one of them, whether because you're that good at persuasion or something else is at work is unknown. What *is* known is that you'll have no issue traveling about and infiltrating all stations of society. Foreign Prince? Of course you are. 7th member of a 6 man secret organization? No doubt them not remembering your membership was all some sort of prior plan they're just now recalling.

This won't give you any particular protection once you're inside if you're too obvious about the fact you shouldn't be somewhere, but as long as you can play along people will just kind of assume you're supposed to be there.

**World Spanning Cosmic Understanding** [400] - You are capable of understanding, and indeed innately understanding of, the Big Picture. The larger the scale, the deeper your insights. Large scale plans, plots, engineering projects, wars, logistical issues, anything and everything. So long as it is large in scope you are gifted with a tremendously deep insight into it, far beyond what you might possess otherwise, and will be able to make significantly better decisions in order to enact a given end goal.

You could glean, as an example, a reasonable amount of understanding into the pattern enforcing charms worked into the trade routes of Creation such that you may actually learn and understand why and how they work, and how potentially to enact such large scale effects yourself given the correct time and effort. Even a system as complex and absurdly large scale as the Realm Defense Grid itself is not beyond your ability to glean insights into, though actually building such a thing may be beyond you, especially if you lack the materials to make it or the crafting abilities to put those materials together. Just because you might understand how a given thing works doesn't mean you have the ability to actually make it yourself, after all.

**Jumper Hero Style** [600] - Your nature as a world (and dimension) crossing Jumper has changed the fundamental nature of your being and understanding. Your many experiences across many worlds has given you the necessary insight and mental fortitude to truly grasp the nature of Martial Arts. You can learn any supernatural martial arts style native to any world/Jump you happen to find yourself in, even if you don't actually have a mentor to teach you how to do it, so long as it is not an option that requires you to pay for it with CP (a restriction that is lifted Post-Spark). Through either dumb luck or keen insight you'll just stumble into the correct move set, frame of mind, and if necessary secret-hidden-potential needed in order to become a practitioner.

In effect this means you'll always be able to learn any form of supernatural martial arts even if you lack the qualities, genetics, special destiny, knowledgeable teacher, strong soul, or whatever that you would normally require in order to learn them. For this Jump specifically this means you can learn Sidereal Martial Arts even if you aren't a Sidereal (or even if you're just a mortal) and, further, you're a lot better at it than you should be. You've got a natural talent and insight for martial arts that allows you to get a lot more mileage out of these styles than normal practitioners, able to fight harder, longer, faster, and just all around better than your peers.

You require less Essence, ki, qi, magic, chakra, chi, or any other energy source in order to power any supernatural Martial Art that you know. You must have been to a Jump in order to learn/practice any special martial arts from that Jump, so no learning how to make your hand glow with an awesome power unless you've been there first.

# Solaroid

**Gregarious Ruler's Disposition** [100] - You know how to Rule and how to Lead. Delegation, training, leadership, how to put your best foot forward, how to present yourself, how to carry yourself, how to speak authoritatively, all these and more shine through and show your natural and destined abilities as a ruler. You will find all matters of governance come to you easily and you will always be able to carry on and act in a manner as befits your station. People that interact with you will naturally gravitate towards following your commands, and if you are a part of a group where there is a question of who should lead you will always be viewed as the favorite unless there is a clear and obvious reason to pick someone else. Individuals you personally train will be instilled with incredible loyalty towards you, and will learn and retain information and skills you teach them at a rate far beyond what they might normally have been capable of.

As Solars were the leaders of the Exalted host it is both their nature and their duty to lead vast armies of their lessors, and you too now share this. Further you also gain keen insight on how best to consolidate such positions, or how to gain them in the first place if you don't already possess them. Let no one question your Mandate to Rule.

**Respect Commanding Attitude** [100] - Similar to the charm of the same name when you speak others listen. They do not heckle, they do not interrupt, and they do not attempt to punch you in the face halfway through your first word. They won't necessarily care about what you are saying, but they won't interrupt you while you are saying it. Naturally if you start attacking people while speaking they'll defend themselves. Unlike the charm of the same name however you do not need to expend essence in order to power this ability, it simply being an innate facet of your nature.

More importantly though is that you may now continue to speak, or start speaking, even in the heat of battle allowing you to use your way with words to continue your verbal assault upon your foes, condemning and castigating them. Or, if you're trying for something less antagonistic, you may instead attempt to reach them through diplomacy, convincing them that fighting is not the answer and instead to settle things through peaceful discourse. This doesn't guarantee you'll be successful in your words, of course, but unlike most you can actually continue trying for diplomacy even after the daiklaves have cleared their scabbards.

**Wonder Forging Genius** [200] - Your crafting abilities need to be seen to be believed. From your hands pour forth miracles given form, works of art of peerless and breathtaking magnificence, works of culinary delight that would leave Emperors sullen at the thought that no other foods could compare, weapons that could last hundreds of years of constant use that would leave men feeling honored to have been slain by them, all these and more take shape under the guidance of your hands. You would be welcomed in any land and by any court for the

sheer quality of your work, and you will quickly gain national, if not worldwide, fame for your creations if you bother to advertise them at all.

The least of your creations are superior to anything a mortal master might create, and even the simplest and least adorned of your works will be possessed of unmatched efficiency, resilience, and simple elegance. Purchased with the Savant perk this is taken to an even grander height, leaving even the crafts of other Exalted looking as pale and shameful imitations by comparison, assuming you put forth the same effort they did in learning your base crafting abilities.

**Eight-Fold Geomantic Mastery** [200] - You possess the inherent understanding and skill with geomancy and the manipulation of natural energies such that you may now create manses in any area where such a thing could conceivably be created. The stronger the mystic or magical significance of a given place the more powerful the manse that can be built there, but even in the barest and most mystically barren areas you will still be capable of producing, given some time, a manse of the least (1-dot) power. The process of creating a Manse is tremendously faster for you than it would be for others, the necessary geomantic arrays and arrangements seeming to simply leap to your mind with a clarity of insight few if any could match.

The Eight-Fold part of it is that you understand the methods for creating manses aspected towards all five of the elemental essences of fire, earth, wind, water, and wood as well as manses aspected towards solar, lunar, and stellar (sidereal) energies. Given time and effort you may discern methods for creating other types of manse, twisted mockeries of what nature intended, but such insights will take considerable effort, time, and resources to bear fruit. Taking this perk explicitly allows you to create manses even outside of Creation and, indeed, is the only way to create manses outside of Creation.

**A Gilded Throne** [400] - You were born and destined to lead and, indeed, you were Exalted for it. Any army or group you lead will share in some small manner a portion of your own brilliance. If you are possessed of supernatural strength, toughness, or intelligence then even the least of the soldiers in your army will find themselves to be possessed of similar qualities at the limit of what a member of their race could achieve and, with time and effort on your part, might even manage to surpass it. Logistics and finances for your organizations are easy and seem destined to work out in your favor, and further any attempts to stall or hinder your organization find themselves stymied on all fronts, concerted efforts being required to see any sort of results in slowing your forces.

Finally those that work for you will be possessed of increased morale and will never suffer from lethargy, certain that by working for your cause they are being part of something great. <u>This perk **only** works for organizations that you personally, and openly, lead.</u> You must sit on the Throne to benefit from it, not scheme from behind it.

**Eidolon of the Sun** [400] - There is one simple truth about the Exaltations. They are weapons, and the beings they attach themselves to are warriors. Whether you be a poet, a bureaucrat, a

sailor, a merchant, or even a humble farmer you are first and foremost a weapon to be wielded, tested, and one day broken. It is through these constant trials, these different lives, that the power of the exaltation is made manifest, and it is this power that once brought down the masters of Creation itself.

When you are fighting, you fight harder. Faster. Longer. When you are playing you play harder. Faster. Longer. When you are working you work harder. Faster. Longer. You live a more full life, for you burn brighter than any others, a reminder that even if the sun has sunk below the horizon that the day is not yet gone. In any endeavor you throw yourself into you will be noticeably superior than you otherwise would be, as you commit the fullness of yourself to your task. Even if you should be surrounded and alone, half dead and stumbling, they will pay for every single step that they take, and every last drop of blood that they spill. You may fall, o Chosen of the Sun, but you will not fall easily.

In effect you embody everything that is good within the Solar. Compassion, Valor, Temperance, and Conviction. So long as you act within these bounds you will go far above and beyond what any else might manage, so long as you dedicate yourself fully.

**Fateless Circle** [600] - You are the master of your Fate and no other. Attempts to hinder you through prophecy or the manipulation of Destiny fail outright, attempts to divine your location, your actions, your intentions, or indeed anything at all about you using supernatural methods simply do not work upon you. This protection can be shared with those close to you, no more than eight at a time, and this protection never interferes with your own abilities or methods. You may grant this protection with a touch and at no cost, and it lasts until you revoke it which may be done at will regardless of where they are in relation to you.

In Creation Fate is a powerful thing and you are perhaps the only being that is not subject to it, and can not be *made* subject to it, in any shape or form. In future jumps this works on similar abilities. As a side benefit individuals that use such abilities will not realize you possess this protection, their predictions and visions seeming to be accurate but, in truth, failing to account for you. Additionally so long as you're striving towards greatness you will find that matters smooth themselves out for you. You will not be hindered by petty regulations and bureaucrats, search teams and hunters will miraculously skip past you or arrive just after you have left, and events will occur in such a fashion that you rarely if ever suffer from major setbacks.

Be warned however, while your Fate is in your hands you must truly strive for greatness if you wish to really benefit from this. Living a life of mundanity will not accord you any benefits at all beyond protection from the manipulations of destiny that your enemies might use to find you. Finally you may use this ability to, once per jump, avoid death. Any time you would otherwise be killed this ability will activate and prevent you from dying. Your various pools of energy will be refilled, you'll be restored to full health, and any mind altering or compulsion effects you labored under will be broken. This is a perfect conceptual effect. Post-Chain this is once every ten years.

# Varied Treasures and Interesting Baubles

The item section. All magical artifacts are rare to some extent, even the ‘simple’ ones, thanks to the relative state of the world in the current age. Additionally some of the things on offer are next to impossible to find even if you make a concerted effort. The more powerful an item the rarer it is, Artifacts or other magical objects of rating ‘4 dots’ or higher might be the end reward of epic quests, and items of ‘5 dot’ or higher values are so rare you might go your entire visit without seeing a single one.

Of note, if you are a mortal with the Drop-In option you won't be able to really make use of any of these magical artifacts until after you Exalt, unless they specifically say they do not require Essence to attune, so keep that in mind. Additionally artifacts come in various levels from '1 dot' to '5 dot'. 1 is the lowest with 5 as the highest. There are also 'N/A' level artifacts that are above even 5 dot artifacts but they aren't for purchase here aside from ‘Hands of the Maker’. Additionally all 'attuned' magical weapons or armors purchased here are effectively weightless for you, regardless of how large or impractical they would normally be.

*An allowance of 300cp is available to all backgrounds to be spent solely in the item section. Companion imports do not get a CP allowance unless their import option specifically states otherwise. Dragonblooded get 500cp and Dynasts get 600cp to spend on items only. Drop-Ins that choose to be Dragonblooded still only get 300cp.*

**A Simple Amulet** [free or 50] - A hearthstone amulet, your choice of magical material to be made out of. It has a single socket which can have a single hearthstone placed into it. Hearthstones provide all sorts of different magical benefits as well as increasing regeneration of Essence when a heartstone is placed within. These hearthstone amulets you purchase here do not require Essence to attune them. Your first hearthstone amulet is free, and additional amulets can be purchased for 50cp each. Does not actually come with a hearthstone.

**A Storied Blade** [free or 50] - You receive an average Daiklave, roughly a '2 dot' artifact weapon, for free. It comes in the magical material of your choice. Daiklaves are swords that are really huge because screw you physics huge swords are cool. For an extra 50cp you can upgrade it to a Grand Daiklave which is basically a super-huge greatsword. If you're thinking of a massive eight foot long slab of metal heavier than two fully grown men then you're on the right track. Unlike regular artifact weapons that you would normally find ones purchased here have no Essence requirement. You can attune to them, and keep them attuned, for absolutely free. Additionally, also unlike normal magical weapons (of this low a level at least) these Daiklaves are completely indestructible. Comes with 1 hearthstone socket, just because.

**A Magnificent Armor** [100] - You've come into possession of a set of magical armor. Pick any type of regular armor, even armored clothing/coats. You now have a set of such armor that has been enhanced with a magical material of your choice. These require no Essence to attune and are dramatically more effective at protecting you than regular armor. The armor, if damaged, will repair itself given time, is also self cleaning, and keeps you quite comfortable and temperature controlled. Magical clothing will be the equivalent of regular full plate but completely and totally subtle, whereas magical full plate will be comparably even better than normal full plate if rather obvious about it. Comes with one, discrete, hearthstone socket just because.

**A Hidden Manse** [Variable cost] - Now we're talking. You get a Manse, the Manse of course being a piece of land that is somehow magical in some fashion or another. They're aspected towards a certain type of Essence, either elemental essence such as Wood, Water, Earth, Fire, or Air or alternatively they're aspected towards the Celestial elements such as the Sun, Moon, Stars, or even Infernal or Abyssal (which are quite rare normally). Aside from being a spot of land that you now own (as long as you can protect it) a Manse also produces a Hearthstone.

Hearthstones, when socketed into certain weapons/armor/amulets, provide both unique magical effects and act as channels of the Manse itself allowing for vastly improved regeneration of Essence. Did I mention you also regenerate Essence faster while in the Manse? Yeah, you do. Anyways there are far too many Manses to actually list here in this document so we'll just go by price. For 50cp you can get a 1dot manse. For 100cp a 2dot. For 150cp a 3dot. For 300cp you can get a 4dot. For 600cp you can get the most powerful manses at 5dots. You can choose any Manse you want from the Core books or official supplement books for Exalted that you have paid the appropriate cost for.

Of note is that while you can have more than one Manse only ones you purchase here will follow you between jumps, inserting themselves flawlessly into new worlds (or as an addition to your Warehouse, your choice either or). Additionally you will need at least one open hearthstone socket for every hearthstone you have if you want to make use of them. Manse's can range from the size of a small forest clearing to the size of a reasonably large nobles estate (call it 100 acres), you choose what size yours is, the more expensive the Manse you bought the bigger it can be.

**A Legendary Implement** [Cost varies] - Go through the Core rulebook or any official supplemental book. For 50cp you can have any 1 dot artifact. For 100cp you can have any single 2dot artifact. 150cp will get you any 3dot artifact and 300cp will get you any 4-dot artifact. 5dot artifacts will cost you 600cp. Be warned, powerful artifacts draw powerful attention and if you openly showcase you have possession of them you can expect no end of thieves and worse that will want to take them from you.

**An Artificer's Dream** [50 each] - Pick a magical material from the following of Jade, Orihalcum, Starmetal, Soulsteel, Moonsilver, and Adamant. You now have a source of it provided for you in your warehouse every week, roughly 50lbs worth. If you pick Jade you get 50lbs of each of the

five types of Jade. None of this stuff is actually made into anything yet but if you've got the crafting skills you could easily change that. If you pick Starmetal note that you'll probably have the largest (and only regenerating) source of Starmetal in all of Creation. Don't let your enemies find out. In fact, don't let anyone find out you have a regenerating source of any of these materials, whole nations have been put to the torch for less. Magical Materials are incredibly useful, and critical, in the construction of artifacts.

**Of Wealth Aplenty** (Discount Dragon-blooded, 1 free Dynast) [100 or 200] **-** Resources, money, wealth. Maybe you own property that you collect taxes from. Maybe you have investments in shops or craftsmen guilds. Or maybe you've just got huge piles of Jade talents sitting around. Whatever the source may be you're rich because of it. You have access to a nebulous (but legitimate) source of income. For 100cp it's enough to let you afford a nice home no larger than a small manor house, as well as fine food for yourself and up to 10 other people. You'll also have enough for some servants, access to a fine horse (or equivalent method of transportation), as well as high quality if mundane armor and weapons. You'll be able to make occasional purchases for luxury services and items, if you budget well.

For 200cp you're one of the wealthiest individuals anyone living within ten leagues of you can name, with riches equivalent to merchant princes and the high-ranking officers of The Guild (the largest trade organization in Creation). You'll have access to a luxurious palace, the absolute best in choice clothing, food, drinks, and entertainment. Your disposable income is enough that you could casually spend ruinous sums (as far as the average man is concerned) in random flights of fancy so long as you don't go too overboard. You have a host of servants to attend to your every need and access to the absolute best that money can buy. If others know of your wealth you're likely to be invited to high society parties and have all sorts of 'ins' with various groups interested in courting your favor.

None of these possessions, from either level of the perk, follow you from jump to jump unless you stick them in your warehouse or pod the servants. However the source of income *does* follow you, and will adjust itself to fit within the context of future worlds, allowing you to quickly and easily set up a new lavish lifestyle wherever you go.

**Forbidden Treasures** [200 or 400] - You looking for some weird stuff? Maybe the bottled laughter of a newborn infant, or the dream of a maddened artist? How about the color of the sunset as seen from a specific mountain peak found only in The South? Well if you buy this option you'll have those things. 200cp gets you a regular source every week in your warehouse of relatively hard to find exotic resources and reagents which can be used to dramatically aid in the speed and efficiency of artifact creation. For 400cp you get a larger amount every week of far more exotic things. Trapped Essence of Yozi, a fragment of the twisted dreams of the Neverborn, and a thousand and one things never before seen or imagined spawned from the twisting madness found only in the absolute heart of the Wyld. You may direct what specific kind of resource you get each week if you have some specific need or desire in mind, and may freely choose something different the next week.

**The Hands of the Maker** [800] - You have gained a forbidden knowledge. A dusty tome has come into your possession and within it dwell the secrets of producing Alchemical Exalted, one of the greatest creations ever made by a Titan devoted to Craft. It could take a hundred mortal lifetimes to glean even the barest secrets of this knowledge, though one who is Exalted above others might manage it in as little as one. It contains instructions on how to make all the various types of Alchemical Exalted and, unlike the Alchemicals that were first created, these instructions show how to create improved versions. Ones that are immune to the dread sickness that so afflicted the Maker and far less susceptible to the vagaries of Clarity. This is only the knowledge to create these beings, and someone that desires to make use of this knowledge will need to secure the materials, infrastructure, and other reagents needed on their own. The Jumper, and only the Jumper, is guaranteed to one day be able to make Alchemical Exalts if they study this, even if they wouldn't normally be capable of such, though it may take a very long time indeed.

While you may discover the method of the creation of Alchemicals, how their Exaltation itself is formed will elude you, no matter what method you attempt, until such time as you have gained your Spark. Further you will discover that no method you are capable of will be able to utilize the Alchemical Exaltation for anything other than powering the Alchemical that it has attached itself to. This, too, will be something that will be beyond your comprehension until such a time as you have gained your Spark. As a reminder Alchemicals were once people and while the process may have changed them both in looks and abilities they are people still. So unless you take them as companions, or have some other method of bringing them with you into future worlds, you will not be able to take them with you. Finally the process of making an Alchemical does not infuse into them any sort of loyalty to you, so beware if you have used this knowledge to force this condition upon the unwilling.

## Companions

Companions and Imports do not get a free CP allowance for items unless otherwise specified nor may they take drawbacks, that is for Jumpers only. They do get one free hearthstone amulet and one free average daiklave however, but must pay CP for anything else. Companions may not purchase companion options.

**Perfect Circle** [200] - 200 CP gets you four companions, imported or newly created, with 800 CP each. They must be of the same Exaltation type as you and there must be at least one of every different type of Caste, not including whatever Caste you chose for yourself. They do not get an origin for free, except for Dragon-blooded. They must be Exalts, and can not choose the Drop-In background.

**Regular Import** - Spend 100cp per companion or 500cp for 8. They get twice the amount of CP you spent but must pay CP to pick their origin.

**A Powerful Familiar** [100] - Is it a Yeddim? Is it a Tyrant Lizard? Maybe it's something more exotic, like a minor behemoth? Whatever it is it certainly *isn't* a lame ass regular dog. It could be a massive and powerful spirit dog though. It's tied to you via essence, and you can use it almost like a battery to store excess motes of essence. Additionally it's just more powerful for its type than it should be, stronger, faster, tougher, smarter, and just all around better. Eventually it'll get smart enough to actually talk to you, even if that wouldn't make much sense. *Especially* if it wouldn't make much sense. As it gets older and more experienced it can eventually even start to learn spirit charms.

Since it's tied to you through charm work it doesn't technically count as a Companion, and thus doesn't take up a Companion slot (unless you specifically import it as such into a future jump, in which case it will thereafter require a slot and gain all standard companion benefits). If killed it'll show up 24 hours later none the worse for wear. Grows in power as you do, though it isn't a straight one-for-one deal, and it will never die of old age as long as you don't. You may import a creature into this role if you desire, though if they were a companion then they stay that way.

**Dragonblooded Escort** [100] - One of the Dragon-blooded has seen fit to join your cause. This person is a resident of Creation and may **not** be an import. They get the dragon-blooded origin for free, 600 CP that they can spend on perks, and 300 CP they can spend on items from this jump. They'll be a loyal and steadfast subordinate and friend unless you treat them like absolute and utter shit, even if you are a mortal, celestial, or solaroid. You may choose what elemental type they are and they will be a Dynast for free if the Jumper is also a Dynast. Jumpers that purchase the 'Chosen of the Elemental Dragons' perk get this companion for free as their partner in the arranged marriage. They *do not* have 'Chosen of the Elemental Dragons' unless they pay for it. They *do*, however, come with the 'Particularly Exalted' perk as well as the 50cp versions of 'Stunt Master' and 'Motivated to Greatness'.

**Celestial Bond Partner** [200, Lunars or Solars only] - You are now Fated to run into the bond partner of your given exaltation. If you are a Solar this means it's a Lunar, if you're a Lunar it's a Solar. By fiat they will be predisposed to liking you, and will not knowingly attempt to take advantage of you or betray you. They're also as loyal as they come. Which is rather fortunate for you because some Solar/Lunar bond pairs want nothing more than to murder each other. They have 600cp to spend on any perks, 300cp to spend in the item section, and they receive the 'Particularly Exalted' perk as well as the 50cp version of 'Stunt Master' and 'Motivated to Greatness' perks for free. You may only purchase this companion once, and they must be the opposite of whatever type of exaltation you have. They may not be an imported companion unless you truly, genuinely, already possess a significant bond of some sort with them.

**Exalted Sifu** [100] - You get an Exalted sifu (mentor) that you will meet within the first few months of having Exalted <u>*or*</u> a few months after the jump begins if you have not purchased an

exaltation option. They are of the same Exalted type and the same Caste as you. If the Jumper chooses the Drop-In origin and decides not to take an Exaltation this person will be a wise and talented mortal Sorcerer capable of Terrestrial Circle Sorcery. They will teach you everything they know and will look out for you and keep you safe to the best of their ability. They are Fated to die four years after you first meet them and *nothing* can be done to avoid this. They are certain to teach you many secret things you may not ever discover on your own.

In future jumps another sifu taking a similar role will appear to you in order to guide and protect you, they are also Fated to die at some point. *Nothing* can be done to avoid this. These individuals do not count as companions. You do not get to choose who these sifu's (including the original Exalted sifu) will be. They can be considered 'generic' mentor-type characters as far as the settings they appear in are concerned, but always exceptional ones. You will never see these deaths coming, but rather than filling you with grief they will fill you with the resolve to carry on their teachings. You are limited to only one Exalted Sifu purchase.

## Drawbacks

You can take only up to 1200CP in drawbacks, or up to 1800 CP in drawbacks if you take 'Stranded in Creation'. Be aware that picking certain drawbacks in conjunction with each other may make your jump nearly impossible to survive. Of specific note are people that take 'Complete Pacifist' alongside 'It's Fighting Time' and 'Easy Target', or Drop-In's that take the Wanted drawback and the Stranded in Creation drawbacks. You guys will probably die, since you'll have no powers, no resources, no warehouse, and literally everyone in your starting Direction (aka: ⅕ of the world) wants you dead. God help you if you have Hunted on top of that.

**Some sort of Keychain** [0] - And it appears to be located in Creation. Maybe. Possibly. It's not entirely clear, actually, where it is or if it's actually a keychain or if that's just supposed to be a metaphor for something else. What's important is that you are now within the version of Creation where Keychain of Creation takes place. Maybe you could link up with Misho or Secret for some adventures? Or maybe you'll just be driven to insanity on how meta everything has suddenly become. This does not appreciably shift the danger of Creation one way or the other.

**Unsubtle** [100 or 200] - You're just not subtle. If you're a Solar expect to be glowing like the glorious golden demigod of the Sun that you are just about any time you do anything of note. This doesn't hinder you from planning or trying to be subtle, but events will conspire such that you'll be forced to reveal yourself (even if only slightly) any time you try to do something particularly amazing. You still have personal essence, this just ensures events conspire such that you'll end up revealing yourself anyway any time that you do something 'too amazing'. Can not be purchased with the 'Subtle Essence' perk. Solaroids and Celestials get 200cp from taking this drawback.

**Essence Sink** [100 or 200] - You're just not very efficient with Essence usage. You can still do everything you could before, but it costs more. This means that you will often find yourself dipping into your peripheral essence pool if you don't watch yourself, and charms or effects that require particularly large amounts of essence, such as sorcery, may be beyond you until you have raised your overall Essence score. Dragonblooded, on account of not having as much essence as other Exalts, get 200cp from this Drawback.

**Tragic Background Story** [100] - It turns out that your background here in Creation was, to put it in generous terms, absolute shit. Your backstory is tragic enough that even the famous Greek playwrights would look at you and say 'that's a bit too much tragedy' and ask you to tone it down. Your memories of this time will be in your thoughts often, and it is likely that your immediate goals and/or Motivation will be to lash out and/or remedy whatever it was that caused you to have such a terrible upbringing.

Drop-In's quickly find themselves experiencing situations awful enough to give them similar experiences. That said you *are* Exalted now, so it is entirely possible that with your superior exalted perspective, which you have gained thanks to your enlightenment, that you could overcome these memories and move on given time. Assuming, of course, you wanted to move on from them.

**Something of a Foreigner** [100] - It's pretty obvious you're not from around these parts. It's particularly easy to figure out thanks to that whole "I can't speak any of the local languages" issue you have. Also you don't really look like anyone around you either, some subtle effect or feature always clearly marking you as *just* outside of the regular social group. You can eventually overcome this with exposure, learning the language and letting the people get used to you, but it'll take time and effort and in the meanwhile you're going to stick out like a sore thumb. If you pick up shop and move somewhere else you're back to being a foreigner again. People won't forget you where you came from of course, so you could theoretically move back, but you probably had a good reason for moving .. didn't you?

**Hunted** (mandatory w/ no CP for Drop-Ins w/ Celestial or Solaroid Exaltations) [200] - You're being hunted. If you're a Dragonblood then maybe you angered another major Dragonblood house and they want you dead. If you're a Celestial or Solaroid the Realm has heard of you and will be marshaling their forces in order to hunt you down and murder you, doubly so if you've proven yourself to be influential or charismatic. If you're a Sidereal in particular then it's the other Sidereals that will be after you, since Arcane Fate would prevent others from remembering you.

No matter who it is though expect some seriously heavy duty death squads to be hunting for your life. If the Realm is after you then you are at risk in basically every corner of Creation where peasants have even the slightest inclination towards Immaculate Doctrine (the main religion of the Realm) which will cause them to seek out the authorities to report you.

Of note is that Celestial and Solaroid Exalts would normally be hunted if discovered, but taking this drawback however means that your foes actively put your destruction on their high priority list, and will be far more willing to expend truly excessive amounts of resources to take you down. We're talking 'you're considered a larger threat than The Bull of the North' levels of notoriety and hatred here. The people after you head will *not* pull their punches.

**Wanted** [200 or 300] - Pick a Direction other than The Center (the Blessed Isle). You are now wanted by every major faction in that Direction. Unlike the Hunted drawback where the people against you are other Exalts (or their lackeys) this drawback means that even the regular folk (and magical creatures/people) *and* the Exalts want a piece of you. They'll go out of their way to interfere with your plans, actively hinder any attempt you make towards doing just about anything, and openly denounce you. It's possible to disguise yourself so that people won't recognize you but the moment someone realizes who you are you can expect that everyone in the area will know about you and begin actively trying to interfere with you in some fashion.

If you take this and Hunted you can expect ambushes by forces tailor made to counter your known abilities any time you're discovered to be wandering around in the Direction that you took for the Wanted flaw. They might not be able to actually do anything to you depending on how strong you are (they don't power-scale) but it will still be a massive hindrance and if you get into a battle you can expect entire nations to be up in arms to get rid of you.

If you conquer a region in one of the Directions you are Wanted in you won't be Wanted there, in that specific region, but you'll still be wanted everywhere else in that Direction. You can take this flaw a maximum of twice. Taking this drawback overrides your initial location, you now start in the Direction you are Wanted in. If you are Wanted in two Directions events will conspire such that you will end up in both of them at some point during your jump. For an additional 100cp events will conspire such that you must spend at least half of every year in at least one of the Directions you are Wanted in.

**Somewhat Poor** [200 or 400] - You have no stipend to use in the item section. If you're of the Dragon-blooded Origin (not a drop-in that chose to be a dragon-blood) you get 400cp for this. Everyone else only gets 200cp.

**Never Learned How to Attune an Artifact** [200] - Yeah, you never really figured out that whole 'attunement' thing, where you commit some essence in order to make magical artifacts work for you. You can still do it mind you, it just takes you twice as long as normal and you have to commit half again as many motes of essence as anyone else would need to do. Committing more motes in this way never gives you an additional advantage, even if it normally would on account of specific artifact mechanics.

**Easy Target** [200 or 300] - There's just something about you that screams 'easy prey' to just about everything you come across. Maybe it's your incredible athletic build and bulging muscles. Maybe it's your first circle demon body guards. Maybe it's that grand daiklave that

clearly marks you as an Exalt that just screams out to predators ‘this guy is totally someone I could take’. Whatever the cause predators of all kinds will naturally choose you over other targets given an option, even if they really *really* should have known better. That’s the 200cp version, at least.

If you desire to make things even more interesting for yourself, in the Chinese sense of the word, then for 300cp you can have this apply to sentient/sapient beings as well (aka: other people). Thugs and criminals will target you, other Exalts will think you’re a stepping stone, Gods will think they can bully you, the works. After all that massive Warstrider you’re piloting would totally look good on them and not you, nevermind the fact they have to somehow pry you out of it.

**It’s Fighting Time** [300] - So you better roll for initiative, because the fight is on. More specifically this means that nine times out of ten any time you try to peaceably have a conversation with someone, that isn’t a direct subordinate or close friend of yours, it will come to blows and require you and/or your audience to immediately get to the punching and the kicking and the slashing.

Trying to talk to an audience? Some heckler is convinced you’re a terrible person that shouldn’t be allowed to speak and will leap out of the audience to attack you. Or maybe shoot at you with a ranged weapon. One on one conversation with someone important? Maybe they suspect you’re trying to use social charms on them and they punch you in the face first in order to avoid it, convinced it would have come to blows anyway. Maybe they were even right?

Either way expect to need to fight basically every person you end up having to talk to that doesn’t directly work for you or isn’t a very close pre-existing friend. That said, after the fight, they’ll be totally willing to listen to whatever you were saying. Assuming they’re not dead. And still conscious. Or that you’re not dead and still conscious. Only applies to the first time you talk to a given person.

**Hated** [400 or 600] - Well you’ve certainly done it now. Events will conspire that you will somehow come to the attention of a fairly major player in Exalted. For example Chejop Kejak, oldest living Sidereal, or the head of one of the Great Houses of The Realm. The attention that you have gained is wholly negative, and they will not appreciate your existence at all. For 400 it’s enough to have them frustrated with you and willing to commit some resources to mucking about with you and yours, or potentially more if you come within easy reach. For reference everyone you could conceivably take this drawback for has a LOT of resources to throw around, even if they’re only committing ‘some’.

For 600 they hate you so much that they’re willing to expend considerable effort to get you killed/fate worse than death, and will be a constant and potentially escalating problem as your continued survival pushes them to expend more and more effort and resources to taking you down.

On the flipside, the 600cp version is a definite way to get the Incarna off their ass and away from the Games of Divinity (if you chose one of them as the person that hates you). On the downside it's because they're coming to kill you personally, and that's probably not going to end too well for you when you suddenly find yourself on the other side of a battlefield from The Unconquered Sun or the Maiden of Battles. You can take this twice, but you can't take it for anyone that would be literally incapable of coming after you (such as the imprisoned Yozi, or the trapped Neverborn). If you somehow manage to kill the individual after you it is entirely possible you will draw the ire of all of their allies, assuming they had any allies.

**Exalted Learning? What's That?** [400] - Oh .. this could be bad. It would appear that if the short bus drove around in Creation that you would certainly be one of the people on it. Your learning ability is absolutely atrocious for an exalt, effectively no faster than it would be for a regular mortal. You're just as capable of reaching the same heights .. it'll just take you life-times compared to the couple of years it would take your peers. If you're a mortal then you can pretty much forget about learning anything new while you're here, so you may as well just enjoy the sights because any of that fancy 'learning' or 'training' that other people do is going to go in one ear and straight out the other. Taking this with the 'Experience Like a River' perk effectively causes them to cancel each other out for the course of the jump.

**As Witty as a Yeddim** [400] - You're not good at this whole 'thinking' thing. That's kind of a problem here in a world of political and courtly intrigue. You'll regularly be outmaneuvered in terms of wit and you'll find yourself much more susceptible to a persuasive argument than before, even if you really should have known better than to listen to them. Considering a great many people in Creation are capable of supernaturally convincing arguments you'll be hard pressed not to be a puppet dancing to the tune of the most socially convincing person in the room. Your only saving grace is that regular mortal people can't do this to you, but regular mortal people weren't really that much a threat to you in the first place, were they?

**Sworn to Pacifism** [400] - You just won't fight people. You'll be able to dodge all you want, maybe wait them out as their endurance flags, and you'll be just as durable as you always were but you'll never begin a fight and you utterly refuse to end a life for any reason. Given any confrontation you will attempt to defuse it with words and diplomacy and if that fails you will continue to try to talk your opponents down even as they try and kill you. You can still choose to flee if you desire, but you'll never be able to bring yourself to take a life deliberately. If through your actions someone dies, even accidentally, you will be wracked with guilt and will insist on atonement.

This doesn't apply to animals, the undead, or anything that wouldn't be considered sapient/sentient but if it can talk, or even theoretically might be able to talk and you just don't understand it, you will never raise a hand against it. Better hope your social skills are up to snuff. To clarify, self defense is acceptable, but you may not directly (or indirectly) start a battle

and you may not use more than the absolute most minimum force against others. Your natural preference will be to talk or flee, not to fight, and you may not kill even in self defense.

**Half-Way Exalted** [600] - You're Exalted! Mostly. Somewhat. Not really. Something went wrong when the Exaltation tried to attach itself to your soul, and it's having the equivalent of a BSOD moment. It'll sort things out and get everything running like it should be given some time. About ten years, give or take. Until then you have absolutely no exalted abilities, charms, powers, or anything else related to it. If you're here for more than ten years for some reason, for example one of those end-game scenarios, then this drawback explicitly does still go away after ten years. You must actually have an Exaltation in order to take this drawback.

**Attention of the Yozi** [600] - The Yozi know about you and are convinced that if they can kill you that they'll somehow be freed from their prison. They're completely correct. They will level their absolute best at finding you and killing you and will expend any and every effort to see you dead. Your only benefit is that they themselves can't directly attack you, unless you're retarded and go to Malfeas where they live, so you'll 'only' be at the top of the most wanted list for every demon, Infernal Exalt, and Yozi worshiper in Creation. Only. If you are killed you will doom Creation. Additionally it goes without saying that Infernals that take this can basically forget about getting any support, ever, from the Yozi or their subordinates. Yozi worshippers will actively be attempting to summon in as many powerful demons as possible, and if word of your location reaches them even 3rd Circle Demons will allow themselves to be summoned in order to confront you, possibly en-mass.

**The Void Hungers** [600] - Like above, the Neverborn are convinced that if they can kill you that that will somehow allow them to complete their goals of killing everything else. Unlike above they're actually wrong about that, but it won't stop them from trying their best to kill you anyway. You will be priority target number one of all the Death Lords, Abyssal Exalted, and basically every single ghost or undead or anything even vaguely remotely related to them in the entirety of Creation. Even if you think you're a bonafide badass take note that the Death Lords are the ghosts of extremely powerful and experienced Solars and have access to a whole host of conceptual abilities that you will likely be hard pressed to defend against. They're also basically unkillable, permanently at least, to anything you could find in setting. Your only saving grace is that it is difficult for them to operate outside of the Shadowlands in order to get at you, and Shadowlands tend to be rather unsubtle places, but they'll damn well try anyway.

**Stranded in Creation** [600] - *All* out of jump powers, abilities, perks, items, and access to the warehouse is closed off for the duration of your jump. You have only what you purchase here and what you can make and/or take with your own two hands. You still have your body mod body, however. You will forge your destiny with nothing more than your honest effort and your own sweat and blood, or you will die in a ditch alone and forgotten. There is no inbetween. Any options bought in the item section that specifically state they appear in the warehouse are not available for you during the course of the jump as you do not have the means to access it. You

will simply have to trust that they will be there waiting for you after you have finished your ordeal.

This drawback specifically and explicitly seals all skills or knowledge that you have attained from your jump-chain, effectively you will be working only with your body-mod body and whatever skills and abilities you personally possessed prior to starting your jump-chain. Your companions are similarly sealed, having no powers or skills beyond what a regular human would have even if they weren't themselves a human when you first picked them up. You regain everything as normal once the jump is over, whether you fail or succeed.

## Afterwards, The Future.

Three choices await you now, whether you were a Hero or a Villain, a King or a Holy Man.

**To Home and Hearth** - You return to your first home, perhaps now a distant memory. You take with you all that you have earned through your long journey, and companions of yours will eventually meet up with you again, as if Fated to do so.

**A New Age** - You remain here in Creation. It is a hard choice, and many would not envy you. Perhaps you have fallen in love with this place, perhaps you believe you can lead it to a glorious future. Or perhaps you are too tired to continue on, but no longer desire to return to the home you can scarcely even recall. As a final reward you are given knowledge of The Great Curse if you did not already have it, and a vague inclination on how it might be cured, though it will be a herculean effort to enact it. Additionally you may now use and develop Elder Essence charms as normal according to your age and Essence score.

**To the Journey Itself** - You carry on as you have, and as you will continue to do so. New worlds and new vistas await, perhaps you will show them what it means to be Exalted above all others?

Or, perhaps, a fourth option awaits? Do you have what it takes, Jumper? Can you show yourself to be *truly* Exalted above all others, even those who claim to share your lofty title?

## ***The Endgame.***

Endgame scenarios are exactly that, endgame. They are restricted to certain types of exaltations, and they will all be uniformly difficult, if not impossible. But it is the nature of the Exalted to do the impossible, so perhaps there may yet be a way. As a consideration of this if an Endgame scenario is chosen the Jumper automatically gets an extra 600 CP to spend on this jump and, additionally, they may use and develop Elder Essence charms during the course of this jump as normal for their age and essence level. Mortals (Drop-Ins that choose not to take an Exaltation) may not take an Endgame scenario.

## An Everlasting Dynasty

Restricted to Dragon-blooded Exalted only

The Balorian Crusade is in swing, the armies of the Faerie and the Unshaped spill forth across Creation and lay waste to all in their path. The Shogunate has fallen and the strength of the dragon-blooded host seems all but spent. The Solars are gone, the Celestials in hiding, and there seems no hope. Worst of all the dragon-blooded woman that would have gone on to brave the dangers of the Imperial Manse and activate the Realm Defense Grid, and then later would have been crowned as the Scarlet Empress, is nowhere to be found.

Into this nightmare scenario you, Jumper, have appeared. Your duty is three fold. You must venture into the Imperial Manse, a place that is trapped beyond imagining and was never meant for dragon-blooded like you to trespass within, and activate the Realm Defense Grid. You must then decisively end the threat posed by the Faerie and the Unshaped and end their rampage across Creation. If you fail in either of these tasks Creation is utterly doomed.

Your final task, assuming you have somehow managed the herculean effort of the first two, is to then found a new Dynasty of dragon-blooded with you as its founder and Ruler. This Dynasty must survive intact and unchallenged and further you, Jumper, must manage what even the Scarlet Empress could not and unite all of Creation under your rule. If you can manage this, and keep it this way for a period of no less than eight hundred years, you will have completed this scenario and will gain access to your Spark. Additionally your exaltation will be infused with power, rendering your charms and abilities equal to those even of a Solar despite your dragon-blooded nature.

## A Test of Time, an Era without Exalts

This scenario may only be taken by Lunar exalts.

Your goal is simple and straightforward. You must create a civilization, composed of mortals from Creation, that can stand the test of time. Specifically it must survive a period of four hundred years. This civilization must be able to survive and thrive in Creation without the interference, guidance, or undue influence of *any* Exalt, to include yourself. This civilization must

be managed by mortals, lived in by mortals, and of mortal manufacture. This civilization can not be hidden away from the world, and must be readily accessible to all others in Creation. While its population is permitted to start small in number by the end of the four hundred years it must have a population sufficient that it can be referred to as a significant, relevant, and recognized *civilization* without hyperbole.

ANY interference at the governmental level by an Exalt will reset this time, forcing you to start over. Any openly acknowledged influence that comes about as the result of an Exalt (such as someone defeating an enemy army or rampaging behemoth for them) on the civilization also resets the time and forces you to start from the beginning. This merely resets the time needed to complete the scenario, you can keep using the same society so long as it is still around and viable. You will likely have many false starts causing you to waste hundreds, if not thousands, of years of effort and the other Exalted within Creation will have little concern or reason to limit their influence with the society you have created unless you go massively out of your way to prevent it, and in a manner subtly enough that no one realizes you had done so.

If you can manage this effort and prove that mortals governing mortals without the need for Exalted superiors is viable you will have completed this scenario and will gain your Spark. Additionally your exaltation will gain a surge of power putting your charms and abilities on the same level as that of a Solar.

## There once was a Maiden … Who fixed Heaven on her Own

This scenario is limited to Sidereal Exalted only.

You have one job. Fix the Celestial Bureaucracy of Heaven. Currently it lies in shambles, corruption is rampant, factionalism is the name of the day, and many gods and even some other Sidereals put their own interests ahead of their duties performing only the most minimal effort expected of their stations. Some of them don't even manage that much. It is now your goal to fix this.

You will have succeeded in this scenario when Heaven is once more running in a smooth, efficient, and orderly manner. There will be no corruption, no taking of bribes, no factionalism, no shirking of duties, and certainly no abuses of position. The only exceptions to this are functionaries whose explicit purpose and job is the overview of those things, and even they must fulfill the tenets of their post in both the letter and spirit of the law of Heaven. The Celestial Bureaucracy was designed to function as a well oiled machine and you will absolutely make sure that that is how it functions in actuality rather than just in theory.

Additionally *no one* is exempt from this. Not you, not The Maidens, not Luna, and not even the Unconquered Sun himself. Everyone will fulfill their assigned duties both according to the letter and according to the spirit of how they should be done. It goes without saying that managing to

pull away any of the Incarna from the Games of Divinity will be a challenge that is all but impossible, but if you can somehow manage it it will make the rest of your duties dramatically easier. Assuming, of course, that you didn't finish fixing everything else first which is a real, if unlikely, possibility. You will have completed this scenario and earned your Spark the very instant that it can be said, without hyperbole, that the Celestial Bureaucracy of Heaven is once more in perfect working order. Additionally your exaltation will have surged in power, bringing your charms in line with that of even a Solar, and you may now make new Sidereal charms without Maiden approval.

## A New Deliberative

This scenario is limited to Solars and "Redeemed' Abyssals only (that means if you are an Abyssal you must "redeem" your exaltation before you can complete this).

Your task, Chosen of the Sun, is simple. Reform the Solar Deliberative and re-establish the dominance of the Solar Exalted over all of Creation. Having enemies opposed to your faction is acceptable, however it must be generally accepted 'fact' that the Solar Deliberative is the strongest faction in Creation and, effectively, 'in charge'.

This is no simple task, of course. Even leaving aside the fact that you would need to do considerable work in order to bring the facilities for the Deliberative back into operation, among them the Realm Defense Grid, you must also ensure that all of the Solar Exaltations are present and accounted for.

Considering that, of the three hundred Solar Exaltations, one hundred of them are currently twisted into the mockery known as Abyssal Exaltations, and another fifty in the warped form of the Infernal Exaltations, this will be an undertaking of suitably epic proportions. You will have completed this scenario when every single one of the three hundred Solar Exalted have gathered together for the first meeting of the New Solar Deliberative, this act signaling the end of the Age of Sorrows and the beginning of the Age of Renewal. Good luck.

*If* you succeed in this impossible task you may select *one* of The Unconquered Sun's 'big four' panoply charms, which you now possess as an innate ability.

## The Reclamation

This scenario can only be taken by Infernal Exalted.

Your task is simple, Prince of the Green Sun. Free the Yozi. Free them from their prison made from the flesh, blood, and bones of their leader. Free them from the unjust enslavement that the

Gods and Exalted have forced upon them, that they may sally forth with righteous fury upon their betrayers.

You must ascend to the absolute height of what is possible for an Exalt (Essence rating 10) and learn the charm Oath Shattering Strike, which you must then use to break the Yozi free. This singular act will utterly destroy you, body, mind, and soul. However in that transcendental act, the surge of motonic energy will capture the fleeting fragments of your being and reform you as a new Primordial, one of the new masters of Creation. Take your place alongside your kin, every bit their equal, and show all that the Primordials have not forgotten what was done to them.

Alternatively you may 'trick' a different Infernal Exalt into learning and performing the Oath Shattering Strike. They will be utterly and completely destroyed, gone forever, upon the completion of the task. Even your Companions, if they are the one to perform it, are not exempt from this utter and irrevocable destruction. However in the moment of their death and the unleashing of the binding oaths that hold the Yozi you may, if you are ready and able, seize that power for yourself. You will thereafter be capable of inflicting oaths upon others that are unbreakable by any effort, save for a single loophole (which you will know, and are not required to tell them of). Anything or anyone that agrees to do anything for you in any way or fashion, whether they are joking, serious, or whether they mean it as a deception, will thereafter be bound by the unyielding power of the oath if you so desire to bind them in such fashion.

Be warned, however. The closer you are to your goal, either of them, the more likely you are to be found out. Once you are close enough you <u>will</u> be found out, and everyone and everything in Creation and beyond that does not desire to see the return of the Yozi will expend every resource possible to see you dead and your plans laid to ruin.

## The Well of Oblivion

This scenario may only be taken by Abyssal Exalted.

Your goal, o Herald of Death, is as straightforward as they come. Kill. Everything.

Literally.

When everything in Creation is dead, and everything has been tossed into the Well of Oblivion, you must then jump in yourself. In this final act you will be utterly unmade, but unlike everything else to go through the process you will somehow come out the other side, unscathed and whole after having awakened your Spark, one of the only things (alongside the Exaltations) which even the Well of Oblivion could not destroy.

The goal is not hyperbole. You must literally kill/destroy everything. Everything in Creation, everything in Malfeas, everything in the Underworld, everything in Heaven. Everything. All the Gods, all the Yozi, all the Neverborn, all of everything. This includes your companions, all the things you have in your warehouse, literally everything. Everything must be dead and destroyed completely and utterly. Effectively you must be the absolute *last* thing that goes into the Well of Oblivion. If you are not the last thing, you die. Period. Forever.

Do not think this task will be simple, no matter how powerful you may be. Creation itself, as in literally the sky, the sea, the land, and everything in or on it must be dead and tossed into the Well of Oblivion. Keep in mind that many of these things are technically infinite in scope, including several of the Yozi that you must kill and also potentially several of the Neverborn. How, precisely, you actually manage to perform this impossible task is up to you, but in the end you must be literally the last thing in existence that is not inside the Well of Oblivion, at which point you must then toss yourself in. If you succeed in this task you will gain the ability to empower others as Heralds of your own, every bit the equal of the Deathlords that once served the Neverborn. These heralds of death will be loyal to you, both in letter and in spirit, and this loyalty can never be broken by any method.

## Notes

Credit goes to the Exalted : Mortal Gauntlet jump that some Anon over on /jc made for inspiring the Keychain of Creation drawback, which is actually a really good idea and I wish I could claim I had it first.

On the Exalted Sifu from the Companion options - Their Fated endings are impossible to avoid even if you possess Fateless Circle, or a similar ability, and extend its protection to them they will still die. Consider it a form of perk-trumping drawback specific to this option. Resurrection magics, if you possess any, don’t work on them either as they’re content with how they died and don’t want to come back.

On Demon and/or Elemental Summoning Post Jump - If you bothered to learn Sorcery, and learned the spells to summon demons and/or elementals (which you probably did if you bothered to learn sorcery) they still work post-jump via Jump-fiat. Don’t worry, you won’t open up new worlds to the Yozi or to demonic invasion.. Well, beyond the ones you personally summon at least. This means that demons/elementals can’t summon more demons or elementals, so only you can increase the number of such creatures in worlds outside of Creation. When dismissed or killed they return back to Creation. Don’t think too hard about how this works. This same effect applies for anything else that you might call/summon from Creation.

General terms, 'Essence' is the energy used to enact 'Charms' and 'Sorcery' and basically any other magical effect from this setting. Charms are innate magic abilities (supernatural kung fu, supernatural weapon feats, supernatural crafting, etc etc) and Sorcery is magic that uses essence to basically force the world to change something about itself (such as making a cloud of razor sharp obsidian butterflies appear out of thin air to attack people, causing the weather to change in an area for no obvious reason, and many other such effects).

Personal Essence is Essence that can be used without revealing you're a glowing demigod, Peripheral Essence is Essence that when used *does* reveal you to be a glowing demigod.

The Sun god is known as Sol Invictus, the Moon goddess is Luna, and the Five Maidens (that the Sidereals are aspected towards) are Saturn, Jupiter, Mars, Venus, and Mercury. The Yozi are the Titans that ruled Creation before being beat up and mugged by the Exalted Host which was the army that the Gods created, the Gods being the Titans servants up until that point. The various demon races are basically just servitors that the Yozi made and, while not human, aren't demons in the classic sense of 'always chaotic evil hell beasts'. The Neverborn are Yozis that got killed and then got stuck half-way between being alive and dead, they want to murder the hell out of everything including themselves and their servants the Deathlords and Abyssal Exalted do the bidding of their masters towards fulfilling that purpose.

Each type of Exaltation has a different set of 'Castes', or roles, that they can choose from. Some are good at fighting, some sneaking, some making stuff, some in social aspects, etc etc. It's heavily recommended that anyone that wishes to make use of this Jump either be familiar with Exalted already or use online supplementary material to familiarize themselves with it.

Additionally some rules/features of Exalted canon may be mangled/ignored entirely in favor of making a workable jump, so be prepared for that.

Willpower is technically also used in addition to Essence in order to fuel some abilities, fanwank how that works for your chain. Considering most Jumpers will have willpower perks falling out of their ass by the time they take this jump it isn't that important.

Essence is very powerful, even a single mote containing enough power that they could be likened to (small) nuclear bombs. However that's pretty much strictly the purview of the eldest of Elder Exalts (1000+ years old, minimum) using extremely powerful high-tier charms. Just because they can be used that way doesn't mean you'll be able to manage the same without hundreds of years of effort. Additionally Essence can be used to power other magic styles, with a bit of effort, but it's inefficient in the extreme. Unless you've got perks that allow for flawlessly merging different magic styles it probably won't be worthwhile, and even if you do it will still take you just as long as stated above before you can really get the best mileage out of it.

There is no cap on how high you can raise your Essence score, assuming you meet the basic age requirements in order to advance and in accordance with the normal limits. However, there is a limit on the kind of charms you can learn. You can not use or create any non-canon charm or charm-set that is higher than Essence 5 until after your jumping days are over, one way or another. Once your jumping has ended however this restriction is lifted, so feel free to go nuts with the custom charms.

To be more specific about the above paragraph, that means that *yes* you can go up to Essence 10, eventually, and can use any *canon* charm or charm-set of Essence rating 6 or higher, that you would actually be capable of learning/using, that exists within official material. Higher Essence ratings give you deeper wells of essence to use to power your abilities, potentially increase the potency of some charms and abilities, and raises the cap on how high your skills and statistics can be raised. This change from the original Essence 5 cap was made in order to balance things better while still keeping within the themes of Exalted. You can grow more as a person, given time and effort, you are merely barred from the truly excessive (and somewhat silly) heights of custom Elder Essence charms until after your jumping days are finished.

That said, there is *one* restriction. Infernals, or anyone else that could theoretically learn the correct charms, are not capable of learning/using the Devil Tiger tree to become a Primordial 2.0 until post-Spark. This is to prevent the jump from being wildly imbalanced in favor of the Infernal origin.

Charms/Sorcery/etc. I didn't go into this stuff much because honestly if you're not familiar with the Exalted system already then you probably shouldn't be taking this jump, not unlike how people that don’t know D&D should stay very far away from the various D&D jumps. Fanwank helps, and you'll probably need to in order to determine where exactly your character is going to fall on the 'how skilled/powerful/whatever-charms-do-they-have' scale.

On Exalted ages. Most Dragon-blooded can live for hundreds of years, Celestials for several thousand years, and Sidereals for exactly 5000 years. Infernals live for only 150 years unless they raise their overall essence level (the Yozi don't like slackers) in which case their maximum age is increased in accordance with their mastery of Essence. Ironically Abyssals, whom are aspected towards Death, are the only Exalts that are truly immortal and will never pass away from old age. Due to Jumpchain fiat you don't need to worry about age restrictions regardless of what type of Exaltation you take, and will never lose your Exaltation due to old age. It will stay with you until the day you die a final, permanent, death.

On Perfect Defenses and Perfect Attacks. During the jump they work as advertised because the Creation setting says they do. Post jump they're downgraded to just being really really awesome. They'll still block/hit just about anything but they're not utterly infallible anymore. This changes Post-Spark where you can start using them at their full level wherever you want. It's not like it would change much at that point anyway.

In the end remember, this is all for fun! So if you don't like the jump, just skip past it, and if you do like the jump then feel free to determine how it works in accordance with how you want it to work!

Jump by Brellin.