Exalted vs World of Darkness
A Jumpchain CYOA
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It's a world much like present-day Earth. There's a greasy McDonalds every few blocks, old money controls the world from ivory towers wrapped in glass and steel while ordinary people fight for table scraps in a world out of their control, a vampire is sucking Stacy's blood in that darkened alleyway...

Sorry, let's start over.

It's a world much like present-day Earth, except just a little bit worse. Not only do everyday human evils unfold as they always have, but monsters lurk in the shadows as they continually fight each other and their own kind while keeping their existence a secret. Wizards wage an ongoing shadow war for control of humanity's beliefs and reality. Werewolves fight in a doomed battle against the forces of evil and corruption in the name of the dying planet. And yes, Vampires engage in petty politics while feeding on humans quite literally.

But it wasn't always like this. Over 50,000 years ago in a time before time, there was an Age of Legends. A time of great and terrible heroes who could shake the very foundations of Heaven and lay low any titan or monster that tried to fight them. Alas, all good things come to an end and this Age would end, fading away into rumor, then legend, then myth...and then forgotten altogether.

An ancient line of families survived from this era, called the Dragon-Blooded. Although blessed with the powers of the elements when their lines bred true, they could not compete directly with their peers in the night in terms of power or influence. Instead they would hide away and keep themselves uninvolved in the rest of the world, remaining in obscurity for much of human history. Yet in these present nights, something has forced their hand.

Ancient vampires with an apocalyptic hunger have begun to stir, threatening to consume their childer and much of their human prey across the entire globe. The forces of the Wyrm prepare for their final push to choke the remaining life out of the world. A red star glows in the sky that only the supernatural can see, heralding what many believe will be the End Times. For the first time in many years, the Dragon-Blooded all met in one place from across the globe and deliberated on what to do. It was all but certain the world's end was knocking on the door and would arrive, perhaps in a century or less. With all other options exhausted, these ancient families walked over to the Black Vault, helpfully described with a millennia-old verbal instruction from their ancestors: Do Not Open.

They opened it.

Now, for the first time in many, many years the Exalted have returned to the world. These ancient powers embed themselves into humans who have encountered the supernatural or meet certain conditions, transforming them into demigods imbued with the powers of long-forgotten gods and powers. While diminished from what they were in their heyday, these newly-created Exalts are powers that threaten to tip the scales of the status quo across the entire world...whether to save the world or ultimately destroy it.

You are now one of these returning powers.

You will be spending ten years in this world. Good luck.

You may choose your age and gender for free, though it's highly recommended you start in adulthood. Celestial Exalted have only recently returned to the world and their ages will reflect that. You may start in any mundane location on planet Earth.

Origins:

Dragon-Blooded [+100]
Those Who Remain. The descendants of an ancient bloodline that once ran with the power of the Elements, their power and influence is a shadow of what it once was. Only a small percentage of their descendants gain the power of their forefathers, forcing them to keep track of elaborate family trees in a continual attempt to keep this blessing from dying out entirely. While the many families of the Dragon-Blooded hold no small amount of influence over the mortal world, they are forced to hide from their supernatural peers that would outnumber and wipe them out if they ever showed themselves to the world.

For millennia, they have remained hidden and out of most major events in the supernatural world, yet now their silence has been broken. The Dragon-Blooded, seeing the world spiral towards apocalypse, have opened the doorway to ancient power and watch as their peers and rivals from a time before time return the world. You are one of these Dragon-blooded, old or new, and it will be up to you to decide your place in this brave new world.

Solar Exalted
In the Age of Legends, the unconquered sun god of the era would grant his power to the greatest of the Exalts. They would be mighty rulers, generals, visionaries that would strike down any foe and rule an age of glory. However, they were still human and would fall prey to their own vices and hubris. Some say the end of the Age of Legends can be laid at the feet of the Solar Exalted of old. For good or ill, these great god-kings of old have returned to the world, now elevating humans to these old powers. They are the metaphorical hand grenade thrown into the delicate balance of the world, having witnessed supernatural horror at least once in their lives before and more than likely wanting to do something about it.

Lunar Exalted
Blessed by a forgotten Moon Goddess as the guardians of the ancient world, they were originally shackled to their peers and used as little more than tools or pets before violently breaking free and swearing to never return to that role. Although the Lunars of old failed at the end, this chip on the shoulder is shared by all bearers of the bestial Exaltation, choosing those facing life-or-death situations and outsiders, pariahs, and those who have been at the mercy of others. The modern day Lunars are equal parts guardian beasts and violent avengers, often dismembering those who caused them misery at the hands of their newfound claws and fangs.

Sidereal Exalted
Once blessed by five maidens who oversaw and engineered the strands of destiny, these seers and prophets would act as agents of fate to ensure its passage. While lacking in the raw power of their Celestial cousins, these Sidereal Exalted can see and pull at the threads of this power, manipulating events around them while perceiving the schemes and doings of others. The criteria for this Exaltation are decided by destiny itself, awakening themselves gradually within their new bearers. Without a support network, teachers, or even an ultimate source of causality, what will these fated Exalted do in this darkened world?

Abyssal Exalted
Sometimes the origins of the Exalted are more grim than a triumphant victory, vengeance against a life-threatening foe, or the whims of destiny. When at death's door, a voice from the grave visits someone who meets the same criteria as a would-be Solar Exalt, promising them a chance to continue on living as well as dark and terrible power. Those who accept rise from this grave as the undead Abyssal Exalted, given the power to act as agents of extinction and Oblivion. No matter who they were in life, death follows in the footsteps of the Abyssal Exalted, the vengeful spectres of the Underworld howling in worship and triumph at their passage.

Infernal Exalted
Not all Exalts emerged from the Black Vault or with ties to the Dragon-Blooded. Fifty terrible demonic Exaltations were sealed at the bottom of a thousand Hells, once responsible for unleashing great terrors in their attempts to conquer the world of old in the name of the forgotten titans that made them. Now the opening of the Black Vault has seen them return to the world by feeding on demons like parasites, promising great power to those who had failed during a critical moment in their lives while holding the same potential as Solar Exalted. Those who accept this Faustian bargain become the terrifying Infernal Exalted, wielders of demonic power. Now, the Infernal Exalted wield their terrible power with an ultimate goal in sight: To claim dominion over their own Hell and usurp the Demon Emperor that acts as the herald of the current era. Even so, some may have different ideas...

Alchemical Exalted
On the other side of the equation is the hidden domain of the Machine God, a realm called Autochthonia that was later explored and claimed by technocrat mages in their continuing bid for control. Originally planning to remain secret and influence the world from the shadows, the Machine God has sensed the return of its ancient enemies and a panicked series of events lead to hundreds of gems falling from space and all over planet Earth. These gems, upon finding compatible hosts, transform them into machine-human hybrids known as the Alchemical Exalted, leaving them with new abilities, half a clue of what to do with them, and several conspiracies racing to claim them or the source of their powers for themselves. Start running.

Liminal Exalted [+100]
As fate would have it, another type of Exalted shared the course of human history with the Dragon-Blooded outside of the Black Vault. Many have made attempts to create new life through esoteric means or even resurrect the dead. Sometimes, when these patchwork and macabre corpses near completion, their efforts are suddenly claimed by a cthonic power from beyond, turning their would-be creation into the very-technically-alive Liminal Exalted. Isolated from yet depending on humanity for stability, these horrifying Exalts are given an urge to combat the other members of the living dead who prey on the living, such as vampires and ghosts...yet beyond this, all they are left with desperate clinging to what was once their humanity. Whether they can one day find peace or an ending to their purpose remains a mystery.

Exigent [Free/+100]
In a world full of unique and forgotten powers, you must take the cake almost as much as a werewolf-mage-ghoul would. Whether hidden in some corner of the Black Vault or awakened by the return of the other powers, you possess a unique Exaltation that was created by a likely long-dead God...or perhaps one of this world's known deities in a different time, in imitation of the Age of Legends? Regardless, you hold unique and never-seen abilities, even by the standards of Exalts. Without natural allies or enemies, what will you do with this power? **Celestial Tier is free, but Terrestrial Tier provides +100 points. Pick one.**

Dragon Kings [+100]
These creatures aren't Exalted or human at all, actually. In the early days of the Age of Legend, humans weren't even the dominant species on what would one day become the blue planet. When those days of old ended, these dinosaur-like humanoids retreated into the realm known as Hollow Earth, where they have been in a persistent conflict with remnant mages from the Third Reich from 1943 onwards.

Yes, you read that correctly.

Now, as the signs of doom began to trickle into even their isolated realm, several have volunteered to make the climb to the surface and see what is happening on the surface...

Perks:

Stunting Is Still Cool [Free] – While reality is much less forgiving to humanity and the Chosen than it may have been in those ancient days, a tiny memory of it still quite enjoys when amazing things happen in a flashy enough fashion. In this and future worlds, you will find death-defying or otherwise impractical action movie stunts are much easier to perform.

Riding a motorcycle through a glass window at full speed? Easy enough, the shattered glass is just for show. Jumping across a room while firing a pair of pistols at targets ahead of you? About as difficult as it would be if you fired from the hip instead of borderline impossible. So long as it looks and feels 'cool', you will encounter no spike in difficulty from reality or common sense trying to keep you from looking your best. Keep in mind, impossible is still impossible – trying that gun stunt when you can't shoot straight on your best day will have predictable results.

Yes, Grandmother [100 – Free for Dragon-Blooded] – The Dragon-Blooded have only managed to stay in existence thanks to both careful breeding and social connections made by both personal influence and family. The elder Dragon-Blooded, who can live up to two and a half centuries barring death or misfortune, have made an art of this...as have you. Not only are you excellent at raising children, especially when it comes to teaching practical skills, but you know how to easily keep track of your personal family tree. You also find it easy to command reverence and respect among your descendants regardless of how far down said tree they are, though this can become strained if you should openly abuse them or said respect. As a happy side effect, you are also a skilled matchmaker when finding desirable partners for your progeny once they're capable and willing to seek such out. Just mind the especially stubborn individual that may want to be with someone else.

Inbreeding is not recommended.

Ancient Secrets [200 – Discount for Dragon-Blooded] – Although they are a pale shadow of their ancestors, the Dragon-Blooded have survived the end of an Age and have co-existed with their supernatural cousins for several millennia. How? By keeping their heads down and staying out of sight. A very small number of factions in this world are even aware of their existence, which is considered a piece of obscure trivia instead of anything worth worrying about. You are likewise excellent at burying the truth of the existence behind any organizations or familial ties you have, causing others to pass them off as unimportant and letting you move in the shadows of an otherwise busy and conflict-filled world. Of course, this protection disappears if you decide to openly challenge any of the major powers in the world...that sort of thing tends to have a ripple effect.

Blood Breeds True [400 – Discount for Dragon-Blooded] – Not quite as Legendary as your predecessors, but still enough worth nothing. When you pass down your genes to your offspring, they not only have a prodigious talent in anything you yourself are skilled in, but they have a much higher chance of inheriting any special powers or bloodlines you could pass down through reproduction. As a Dragon-Blooded, your own children have about a fifty percent chance of Exalting, something that will be in high demand if any of your cousins find out. Even if you don't have any special powers to pass down, your children will quickly become masters in any skills you possess with even the bare minimum of practice done. Who knows? Some might not even need an Exaltation to become one of the best in the world at something...

Inbreeding is still bad, by the way.

Echoes of the Ten Thousand [600 – Discount for Dragon-Blooded] – In the Age of Legends, the Dragon-Blooded were once the foot soldiers of the Exalted, the hordes and regiments that would form the backbone of the armies of the Chosen. In the present day, their number barely reaches 200 and the blood runs thinner with each generation, but in spite of this the ability to work in perfect unison with one another still exists within you. When you work in a team of any size, the abilities of all individuals involved increase in potency, whether mundane skills or supernatural abilities like Charms. This also creates instinctive, almost perfect synergy between all members involved so long as they're willingly working together, causing them to be able to act out intricate plans and maneuvers as though they had weeks of preparation. Two people can make a dynamic duo worth several times their number. A group of five Dragon-Blooded, the traditional number of a sworn brotherhood in the days of yore, could overcome foes several times above them. If by some miracle, you command an army of hundreds or more? All will share fantastic coordination and terrifying power they could not wield alone.

Hand Grenade Into China Shop [100 – Free for Solar] – The arrival of a Solar is anything but subtle, bringing golden sunlight in a world that would much rather remain in shadow. Likewise, your arrival and actions tend to disrupt the status quo the same way a charging bull into a shop made of glass would. When you make your debut in a given area or demonstrate previously unknown powers or abilities in a grand fashion, it tends to create a chaotic snowball effect among the movers and shakers of said area. Cover-up teams become sloppy. Conspiracies go on the defensive. The villainous scatter to the shadows in terror and confusion. They are knocked off-balance and their plans are disrupted in ways that benefit you, however temporarily...though they will eventually regain their composure and adapt if you simply leave it at that. Either way, the status quo is temporarily disrupted and loosened, letting you seize opportunities you otherwise wouldn't have. This may be toggled on and off.

Holding Out For A Hero [200 – Discount for Solar] – There is no shortage of misery at the hands of monsters and men in the modern age. As such, there is no shortage of targets for blades and words of the god-kings of old. When you spend any amount of time in an area occupied or controlled by factions you oppose, you will find golden opportunities to derail their schemes or rebuke their attempts to exploit the innocent, especially if it's anyone or anything you care about.

Should you emerge victorious in these interventions whether by gunpoint or diplomacy, you will find their influence over a city-sized area begins to wane and weaken as a butterfly effect causes them to shrink back from the rising sun, eventually making them flee or disband from said area altogether. However, this will not stop them from retaliating or trying to push back against you, so expect some form of resistance as their fingers are slowly pushed off of their prize. You may toggle this off if you'd rather not seek out conflict or leave such an immediate impact.

Behold The Sun [400 – Discount for Solar] – It's not enough to merely push back the shadows and defeat the monsters. You must light the spark that starts a fire, which is carried in the hearts of everyday people. Many creatures of the night fear the might of a united mankind and you will remind them of why that is. When you heal and inspire others, you will find ordinary people finding their courage and doing the same when they would have previously kept their heads down out of fear. When you expose the existence of monsters, not only are you heeded but said monsters' power and influence over mortals begins to wane or become less effective through misfortune and surprising bursts of will. When you expose the crimes of a tyrant or a monster, their victims will find courage and will they couldn't before and strike back with a great and terrible vengeance. One way or another, your deeds inspire others to be more and do more than their ordinary lives would otherwise allow, whether improving their communities or a wave of revenge against those who have exploited them.

Let's Kill Caine [600 – Discount for Solar] – Although the Age of Legends and its truths are long dead, one thing remains: The Exalted were designed to kill Titans who sneered at the concept of death or defeat. The Solar Exalted were the tip of that god-slaying spear, something you carry in your nature even now. Protections such as invincibility, curses directed at an attacker, or even an embedded destiny meant to save your quarry from danger are little more protection than a piece of paper would be from an oncoming bullet. A foe that would otherwise be impossible to wound with mundane weapons finds themselves scratched and bleeding as any other would be. In short, things that would normally make a being impossible to fight or kill yield to the majesty of the sun. Although this doesn't influence things like durability or otherwise 'normal' defenses, the Achilles' of the supernatural world will likely be shocked when your blade stabs into their hearts without even striking their metaphorical heels.

Oddly, this works especially well on beings that are normally beloved by fate or destined to survive to a certain point. Almost as if this perk was encouraging you to kill the darlings of the authors to said fate. How strange.

RUN [100 – Free for Lunar] – Whatever Lunars were in the distant past, the Exaltations of today often find their way into those with a bone to pick with somebody. Those who have personally wronged you are much more susceptible to fear or intimidation, something you're good at inducing whether through speech or mannerisms before even factoring in Charms or powers. Of course, nothing screams intimidation like a show of your anima or transforming into an animalistic killing machine, so that's especially effective. Bear your fangs and let those who have crossed you know they're not for long for this world.

Extremely Pissed Off Furry [200 – Discount for Lunar] – On the topic of grudges and revenge, Lunars also tend to be fairly protective of causes and people they consider their own. When someone or something is actively threatening these, even if you're miles away, you have a sense for who or what is doing so and how severe the actual danger is. The greater the threat to the safety of that person, group, or concept is the more urgency you will feel. In addition, when you move to confront this danger you will find you have a good chance of arriving in the nick of time with a considerable boost to your own willpower until the danger has passed. This tends to only focus on immediate danger – a scheme being concocted comes with a vague sense of unease, a knife-wielding maniac stalking someone you care about comes with extreme urgency.

Into the Umbra [400 – Discount for Lunar] – There was originally no barrier between the world of spirits and the world of flesh, Gods and Elementals walking among mortals with the barest of efforts. Now a barrier separates them both that makes passage between the two difficult. Well, for anyone who isn't you, anyways. You may step back and forth between the spirit world and the material world with an act of will, bypassing the Gauntlet as if it were never there. In addition, you may enter the Umbra or any equivalent in future worlds just as easily, even if the former wouldn't normally exist in said world. As an added benefit, spirits of all stripes tend to like you more and are more willing to aid you, though some aligned with causes or ones picky about who they bless will still need some convincing.

Unleash The Rage [600 – Discount for Lunar] – The mighty rage form, a transformation built from the Lunar's own choice of totem, tends to be a behemoth of strength or physical ability that can rip grown humans apart like tissue paper and exceed the limits of what it normally physically possible for said strength. So what if you could have another? Or another after that? This fusion of terrifying specialization towards violence and killing can be applied to future forms you possess, whether from the Hearts Blood of being a Lunar or forms you gain in future worlds. These tend to be a fusion of said form and a huge physical boost in one direction or another, as well as special traits and physical enhancements along the same lines of the war form. Incidentally, this works on human forms too, if you wish to do your best impression of a certain green giant.

Pulling The Thread [100 – Free for Sidereal] – The Sidereals are tied to the endless web of fate and its many twists and turns, even if there is no longer a unified font to observe it from. While most have an Auspicious sense for where to find destinies tied to their Caste, you in particular have a nose for detecting major individuals and moments in the near and distant future. If you meditate on this sense, it will guide you to helpful people or locations where major events will happen, along with a vague idea of how and how difficult it would be to change things in your favor.

Plot's This Way, Stupid [200 – Discount for Sidereal] – Perhaps in the Age of old, the Sidereals had a vast support network backed by the will of Heaven. This is obviously no longer the case and an unfortunate truth is that the majority of Sidereals find themselves acting as advisors and minders of the angry superpowered cats that are other Exalted. Good thing you're pretty good at it, right? Your natural sense towards destiny lets you easily persuade others to take actions that will keep things “on track” in a way that favors you, whether keeping things close to how they would have happened without your interference or towards a result you favor. Others tend to heed your words or take actions that work towards this, especially if you are acting as a trusted advisor or in some sort of mysterious benefactor capacity, even if they normally dislike you. There's a limit to this, of course – your enemies won't care to listen to you much and anyone who's distrust of you goes far enough will shut you out entirely.

LARPing is still cool, right? [400 – Discount for Sidereal] – Through donning false destinies, a Sidereal can convincingly disguise themselves as just another individual matching their Caste's own alignment, one that is near-impenetrable to non-Sidereals. You take this a step further. Your lies and acting ability are not only the peak of what is possible for humans, but you can even fool supernatural lie detection or throw off mind-reading with your deception. Likewise, you can even 'lie' to various ways to predict the future, giving them false impressions of your actions and letting you deceive even their supernatural gifts. While this doesn't stop someone from finding out your lies through physical evidence or old-fashioned deduction of your behavior, any way they normally have to 'cheat' this will quickly become useless and full of lies.

Spiders Eat Butterflies [600 – Discount for Sidereal] – Although their time came to an end with everything else, the Sidereals once schemed and manipulated destiny with the same ease as a gardener tending to their plants or a farmer with their crops. They foresaw journeys, battles, joys, secrets and eventually the ending of things. Whether or not you are one of Destiny's chosen, fate doesn't merely obey you when you call on it – it actively favors you. When you set out to accomplish a particular goal you will find little twists and turns of fate aiding you. Your pawns more readily follow the way your schemes predict, your allies are more lucky and competent, your machinations going undetected until it is too late, and so on.

In addition, those who scheme against you or counter to your goals will find themselves running into bad luck and obstacles that almost appear from nowhere, constantly setting them back until you're the one with the winning hand. You still need to personally act to reach the finish line, but when you play the game of destiny, you will find your deck is loaded and your cards are counted...while your enemies soon find themselves lacking the advantages their careful plans would normally have. Don't you know? Spiders eat butterflies, after all.

Whispers of the End [100 – Free for Abyssal] – The deathknights are well attuned to places of massacre and violence, along with where such things will likely manifest. You can instinctively locate any graveyards or mass burial sites just by thinking about them, your instincts moving you towards the closest one. Likewise, places that will almost certainly becomes places of mass death or already are in progress are included in this 'radar'. This can be toggled on and off if you would rather not find such places.

Sweet Blood [200 – Discount for Abyssal] – The primary method of Abyssals replenishing Essence is by stealing it through the blood of the living. Little plastic blood packs or licking old wounds won't simply do – you need to steal it fresh from the still-living victim in order for it to count. Not only do you gain retractable fangs to bite into and drink blood with if you aren't already an Abyssal, but the act of drinking blood or consuming recently-removed flesh will restore other energy pools within your body as well. Tasty!

Gravewalker [400 – Discount for Abyssal] – Although their role has been forgotten to time, Oblivion still recognizes its agents of extinction in the world. Not only do the restless dead obey and heed your words more easily than any other mortal, but you can easily step into the Underworld or any existing afterlife with the same authority as death itself, ignoring any barriers or bans on your presence and treating the Gauntlet as more of a suggestion than a fact. Finally, ghosts or beings that naturally feed into the idea of death or nonexistence will recognize you as a natural ally, ignoring or even heeding you when they would otherwise attack or kill.

The End [600 – Discount for Abyssal] – Oblivion is the ending of all things. Nonexistence, no hope of reincarnation or transcendence to some higher state. It is the period on the final sentence of all life. All Abyssals carry a fragment of this within themselves, with you much more than others. When you strike a fatal blow upon an enemy, you may opt to toss them into Oblivion and reduce their bodies to nonexistence. Their souls are sent screaming into the abyss and their existence will permanently cease with no hope of resurrection or revival, their bodies reduced to atoms and then nothing at all. Even if they would otherwise resurrect through immortality or an inability to die in the first place, they will cease forever at your will. There are none left alive who can contemplate the dreaded irony of the Neverborn's chosen wielding such an ability. This can be toggled on and off.

Bitter Ashes [100 – Free for Infernals] – Infernals were not exalted at death's door, with the blessing of destiny, or during some pivotal moment in their lives. They were born when they have tasted defeat and failure or felt that they had experienced such within their very souls. Internalizing this, you gain a boost to your personal willpower and bounce back quickly after being defeated or set back by opposition, as well as getting insight on the best ways to get back at the forces responsible for such. This only lasts while you're actively pursuing revenge or retribution – satisfying or denying it will lose the benefits of this perk.

Knight of Armageddon [200 – Discount for Infernals] – It is said that when an Age comes to an end, a new Demon Emperor will be crowned to herald the next. Whether or not this is true, the Infernals are ultimately agents of the apocalypse, the burning away of the old to bring about the new. With such built into your being, you have a sense for how close or how far away an apocalyptic event is for the world, whether in mere days or many years, though not exactly how long. You also instinctively recognize actions you can take that can accelerate or delay this, though not full context of how such actions will do so. Still, a world that is teetering over the abyss can be accelerated by a few short missions of yours, while a world due for a thousand years of peace will require more effort.

An Emperor To Be [400 – Discount for Infernals] – Infernals are very much born of Hell, though it's a Hell of a very different variety than some may imagine. As potential successors to the Demon Emperor, fellow demonic entities recognize them as kin and a potential ruler. Demons of lesser power than yourself will instinctively obey your commands or easily succumb to your will, while your equals will afford you a degree of respect and kinship they wouldn't otherwise show. In addition, you may enter Hell or any demonic realm at will, your body immune to environmental hazards or dangers that may otherwise come with such.

Crown of Hellfire [600 – Discount for Infernals] – The Infernal Exaltation is born by burrowing into the body of an unfortunate demon like a worm before turning it inside-out as fuel for the birth of the actual Exalt. Apparently once wasn't enough for you because you will find that when you fatally strike down another demonic entity – even other Infernal Exalted – your Exaltation will consume a fragment of their power, giving you a new Charm based on their abilities, increasing your base attributes in a field your enemy previously surpassed you in, or adding a new feature to your Shintai based on their own form or innate properties. If you aren't an Infernal Exalt, these materialize only as Charms or permanent attribute increases.

Techno Tunnel Vision [100 – Free for Alchemicals] – Alchemicals don't quite have the luxury of having access to all of their Charms at once like other Exalts, needing to equip and prepare them ahead of time. Thus, being able to adapt using what you have on hand is essential if the Alchemical wants to survive and outlast their pursuers. You know how to optimize your 'loadout', whether its Charms or personal equipment and abilities, as well as having a knack for using them efficiently and creatively.

Ghost Out of the Machine [200 – Discount for Alchemicals] – The newly-created Alchemical Exalted have a lot of reasons to not be seen or caught by the many forces that control the world and want to keep it that way. It's difficult to hide when digital eyes are around every corner in said world. Whether from a quirk of the Exaltation or an unusual form of Arcane, you are an exception – your being is invisible to methods of technological tracking you do not want finding you. Radar fails to pick you up, cameras don't capture your image at all, digital records of your existence are mysteriously deleted or glitched out to the point of uselessness. This only works for technological tracking, however...magic and mundane methods of locating you still work fine and people won't forget seeing you unless they themselves are running on technology for things like their brains and memory.

More Machine Than Man [400 – Discount for Alchemicals] – Changing forms through technology is something that the Alchemical Exalted are seemingly designed for, something you might be taking a step further than most. Whether or not you're an Alchemical yourself, you will find you can easily attach and install technological augmentations into your body and remove them just as easily as if you didn't have them in the first place, not suffering from any permanent downsides or incompatibility problems such would normally have. If you are an Alchemical, then these newly-installed devices function as easily as other Charms would, adapting themselves to your body easily for use with your Essence. A downside is that devices that vastly exceed you in power are 'dialed-down' to your level until you gain a power source or ability to match said output somehow.

Primordial Machine [600 – Discount for Alchemicals] – Whether through great fortune or a terrible curse, a bigger part of the Machine God has found its way into your brain. Luckily, it doesn't come with any sentience or sapience to it, merely acting as an automatic function of your own mind. With this fragment of the titan of technology old and new as a part of you, it comes with several benefits. First off, your mind is a lightning-quick learner in the fields of science, engineering, and technology. If you knew nothing about the mundane sciences of your world, you could learn them all in an afternoon and then advance them by decades in a week. In addition to being a brilliant savant with technology, you will find you can control and access anything technological with a simple touch, bypassing safety protocols and firewalls as easily as pushing aside a curtain. In time, you may construct fantastical devices that hearken back to a long-dead age or create new technology entirely, though it's hard to say if it will truly live up to the Age of Legends without a lot of time and resources.

By the way, revealing you have this in your brain is a great way to become priority target number one for the Technocrats. Just saying.

It's Quiet Now [100 – Free for Liminal] – Without their animas revealing their grotesque natures, Liminal Exalted appear as otherwise ordinary humans to the eyes of casual observers. You have a similar ability now, able to overlay an illusion of being a common individual in a world you're in, completely hiding the truth of you being something like a walking corpse or a horrible monster, applying it to any form you possess. This disguise disappears once you draw on a large amount of supernatural power, such as enough essence to trigger an anima flare-up in an Exalted, but will reform once that energy has subsided.

Corpse Party [200 – Discount for Liminal] – The only essential part of a Liminal's undead body is their brain, the rest being replaceable and repairable through the grim energies used to fuel their existence and potentially letting them stave off death indefinitely. But why only human limbs and organs? Why not things like the rams of a horn to replace a shattered temple, or a bear's claws to replace your hands? Like a macabre imitation of Lunars, you can attach monstrous and animal limbs to your body and have them be as compatible as your old limbs, able to replace broken body parts with those from corpses of animals and unusual creatures. Try not to let anyone know you can do this. Non-Liminals can also benefit from this limb replacement system, though they will need medical aid in the initial attachment.

Warden of Life [400 – Discount for Liminal] – While their purpose and origins have been long-forgotten, the Liminal Exalted are naturally good at one thing: Silencing the Unquiet Dead. Their Charms and drives are naturally driven towards hunting down the restless dead and vengeful spirits. Following this in suit, your Charms and supernatural abilities become especially effective against all undead or past-dead targets as though you were striking vampires with fire or ghosts with angry soulsteel. And Charms already designed with fighting the dead in mind? They hit even harder, now.

Dark Mother's Dying Gasp [600 – Discount for Liminal] – Liminal Exalted are created both from the acts of hubris tied to their creators as well as a nameless force that hijacks their efforts at the final moment of creation, much like how the cuckoo lays its own eggs in another bird's nest. You are now able to do the same, turning a would-be homunculus or a reanimated corpse into a newborn Liminal Exalted. The only condition is that they are made from more than one body's worth of parts, being at minimum a patchwork of two or many corpses. The Liminal Exalted that rise from your power tend to start with a positive and loyal look towards you...so long as you don't mistreat them, anyways.

I Speak For God(s) [100 – Free for Exigent] – Well, somewhat, anyways. As Exigents were made to be the personal Chosen of individual Gods, they were more easily recognized as the authorities of whatever God they worked for in the first place. Likewise, you are recognized as a divine authority on the same level of your Exaltation, as if your own God was still walking the Earth. Non-Exigent Exalts that take this are more easily recognized as authorities of their original creators, and while their names and original forms are long forgotten, you will find it easier to command and summon spirits and powers related to said Gods.

In Heaven's Eyes [200 – Discount for Exigent] – Exigents, assuming they existed in the Age of Legends, were not chosen en masse by the mightiest of Gods. Each one was unique, chosen by gods both powerful and small to carry out their will. As such, they tended to have a closer and more personal relationship with their patrons than most other Exalts. You find it easy to endear yourself to both spirits and Gods, big or small, with them looking upon you like a favorite family member and often quick to provide clues or gifts to you...though they will likely ask for a few favors in return if you start accepting their help. Still, it helps to have Heaven on your side, right?

Send My Shield, Send My Sword [400 – Discount for Exigent] – Of course, material rewards and divine inspiration aren't the only ways you can receive the patronage of a spirit or a God. Should you be in the favor of any divine beings or powerful spirits you encounter, you may call upon them even in future worlds to gain blessings and powers unique to their domain, or even a temporary moment of divine intervention in your favor. While this will depend on their power and domain – a minor weather god might cause snow or rain to obscure your escape from pursuers and a greater god of destruction might just lay waste to opposition in front of you – one universal constant is that they can restore your Essence or other energies in your body by giving you their power in turn. The primary downside to this intervention is that while deities you hold favor of may act in your favor, especially if you purposefully call on or desire them to, that does not mean it is guaranteed. The better your relationship is, the more likely it will be, though this favor is always from far away unless you somehow brought them to future worlds with you.

Thrice-Chosen [600 – Discount for Exigent] – Or more than that, really. As Exigents are the unique champions of long-forgotten gods, no two are alike the majority of the time, especially in this ruined era. So why just settle with one set of powers? When you have both earned the favor of a deity and they are willing to grant you some of their power, your Exaltation gains a new 'mode' based on this deity, which comes with a unique anima ability and the development of Charms based on that deity's powers and domains akin to other Exigents. You can switch to this new 'mode' at will and can gain as many as you have deities willing to share some of their power with you, unable to revoke such once it is a part of you. You may also extend these blessings and powers to items of power you wield, granting them a permanent boost with the aid of the divine. Why settle for being Chosen just once, anyways?

Ancient Thunder [100 – Free for Dragon Kings] – In a time long forgotten, the Dragon Kings were the masters of mankind and the dominant race upon the world. Though they have languished and wasted away from their original forms, their age shows. Looking upon you invokes a feeling of being ancient and primordial, creating awe and terror in mortals when you reveal yourself or speak openly, making it easier to intimidate or sway ordinary humans to your words. Those with supernatural powers or strong wills can still feel this sense of awe, but very mildly compared to ordinary folks.

Eternal Everlasting [200 – Discount for Dragon Kings] – The Dragon Kings have survived much. Humanity taking their role as the Earth's masters, a gradual decline and the brink of extinction in the Age of Legends, to taking to the Hollow Earth in the modern era. Somehow, against all odds, they remain. A piece of this durability is now part of you – no matter how old your body becomes, you will be as fit and hearty as you would be in your prime age, your mind as sharp as ever. You also have a knack for finding places that will let you survive even the worst apocalypes if even a small chance of survival exists, much like how the Dragon Kings of old took shelter in the Hollow Earth. Let the sands of time come and go. You will remain. Note this does not remove a finite lifespan or mortality itself – you may drop dead in your twilight years or be put down the old-fashioned way, same as anyone else.

I Live, I Die, I Live Again [400 – Discount for Dragon Kings] – Whatever afterlife or death mechanism that humans have, the Dragon Kings do not share. They do not reincarnate or hurry to some unknown afterlife. Instead, their souls return to the Earth and grow amongst the rock and minerals, before a new Dragon King is born to eventually regain the lost memories of its past life. Of course, you don't have that kind of time, do you? Whether or not you are a Dragon King, being slain will see your soul return to somewhere with plenty of earth and soil, usually near a property you own. Over the course of a day your body will reform, retaining any alterations or powers gained, with your full memories returning minutes after you fully return to life. Unfortunately, this expedited process only happens once every ten years or per jump, whichever comes first. If your soul is unable to flee somewhere such a location waits, then you will simply remain in limbo until freed or extinguished, but still being dead in this state by jump's end will count as a failure to your chain.

Vessel of the Gods [600 – Discount for Dragon Kings] – Perhaps this long-forgotten practice could be considered the precursor to the Exalted. Perhaps not. A unique property the Dragon Kings possessed in the time of yore was the ability to merge with powerful spirits or gods to create an entirely new being, a being whose name has been lost to time. By luck or happenstance, you have retained this practice. You may permanently merge your being with a willing god or spirit, granting you their domains and abilities in the forms of Charms or other supernatural abilities you are able to use, as well as their knowledge and memories being added to your own. Unlike the original practice, you always remain the dominant personality, able to use and discard the deity's influence. You may also 'de-merge' to restore the original being, if you wish. You may only have one being merged to you at a time, but if it remains so by the end of the jump, it becomes a permanent part of you and will allow you to take on more. Just mind the fact in future worlds they might start raising a few eyebrows upon noticing how many different entities you've subsumed into your being.

Items:

You receive one free 100-point item of your choosing, as well as one discount for each price tier: 200, 400, and 600. Any properties can either be made into Warehouse attachments or set in nearby locations, in both this and future jumps.

Horseless Carriage [100] – A sad but true fact is that you're not going to get much of anywhere without a decent set of wheels, gas prices and hellish insurance premiums be damned. Luckily, you have one. Pick any existing mundane civilian vehicle in the 21st Century. A shiny new sports car, a barely-functional SUV, or even a construction forklift if you're weird. Oddly, whenever you or an Exalt takes the wheel, it instantly has full tank of fuel or a completely charged battery even if you never took care of that yourself. It also tends to show up nearby when you happen to need a getaway car, parked around the corner even if it got blown up yesterday. It won't show up in remote places like the middle of the ocean, though. Convenient, right?

Music Collection [100] – Queen, Bonnie Tyler, Black Sabbath...you know we're in the 21st Century now, right? Well, whether you're feeling nostalgic or old-fashioned, you now have a complete library of music from the 1999s all the way back to the era of classical music. Whether it's a collection of CDs, a media library on a device you own, or even one of those older MP3 players is up to you. Either way, you have ready access to some appropriate music when you stab an unfortunate vampire Prince with the power of the sun or Hell or somesuch.

Trenchcoats Are Still A Thing? [100] – It wouldn't be the World of Darkness if you couldn't ape this sort of look years after it stopped being a thing. Pick any sort of style of mundane outfit, you now have enough copies of it to be your 'default' look, always fitting you perfectly no matter how your body changes or how big or small you become. They also have the benefit of being light as a feather when worn by you, even if it's a heavy coat of some kind, as well as automatically repairing damage to the outfit within a few minutes. Naturally, mirror shades and a trenchcoats are considered 'in'. Well, they used to be, anyways.

Probably Not Folded That Many Times [100] – Now we complete the quadfecta. Swords haven't really been considered an ideal weapon now that most humans are capable of ending a life with a well-placed shot, but some still insist on sticking to the old ways. This is a copy of any existing mundane melee weapon from human history. While not especially strong, its sturdy and doesn't break under the stress or strain of battle. It doesn't even need sharpening or polishing. Whenever you happen to need said weapon, you need only reach for it, appearing as if from Elsewhere. Even if destroyed, you will always have a new copy ready to keep up the fight, though only one present at a time. How about that?

Packing Heat [200] – Alright, that's a little better. This is a military-grade weapon of your choosing that exists in the year 2021 or earlier. Automatic rifle? All yours. Rocket-propelled grenade launcher? Why not! A shotgun that can blow a vampire's brains out with a well-placed slug? Right this way. Oddly, your weapon of choice always has ammo available when you use it, always having a spare clip or magazine to load into it. You can also pull out a new copy of the weapon to replace the old one just by reaching into a pocket or container it would fit in, as if it had been there all along.

Old Money [200] – It helps to be connected. To have family ties and heavy bank accounts for going on your cross-country adventures to punch the supernatural in the face. Did I mention being filthy rich somewhere in there? Whether from a generous inheritance from an unknown uncle or long-established connections, you have enough disposable income to be considered to be in the top 1% of wealth in the

world. These accounts are robust enough to generate their own income without your input, though passively replenishing them after buying a lot of especially expensive things will take months if not years of time. Try not to waste it all. In future jumps, you enter with an existing connection that leaves you a lot of wealth to throw around, or a convenient opportunity for adoption into such if you're a drop-in. This also comes with social connections to any existing upper class or nobility in the world, letting you easily get into areas meant for the upper crust..

I Know People [200] – Remember that mention about connections? It helps to keep informed, especially when ancient vampires and techno-conspiracies are desperate to keep everything on the down-low. You have an information network that investigates leads you may be interested in, whether movements of your foes or rumors of supernatural activity. They're reliable but otherwise normal people, so try not to put them into too much danger. Or do, it's up to you. You have access to a similar network in future jumps.

Try Not To Get Shot [200] – It's just good advice. While most Exalted are extremely durable compared to mortals, it still helps to have something to fall back on when you're out of Essence and staring down a .50 cal. This is a collection of durable bulletproof vests that will fit on you regardless of your size, protecting your torso from oncoming ballistic fire. This one has a funny habit of causing bullets to ricochet back at the gun that fired it, oddly enough. It's also light as a feather and always fits you no matter your form, letting you easily layer it under clothing or another set of armor. Still, it's not special beyond that...so try not to hug a live grenade or take a rocket to the face. Or do?

Arsenal [400] – Okay, enough of this individual weapon crap. You want everything and the kitchen sink, right? Well, here you go. It's a small battalion's worth of modern military weapons. Assault rifles, combat shotguns, machine pistols, you name it. You have an entire arsenal of guns, explosives, and other things that airport security will probably run screaming from. It even includes things like swords, maces, and medieval weapons. They're all still perfectly normal but you have what is effectively a bottomless supply of weapons and ammo. Everything restocks and is replaced when destroyed. What's more, just like Try Not To Get Shot, you may 'pull out' any of these weapons from a container or pocket that could probably hold them, letting you draw a gun those security teams were pretty sure you didn't have originally. You might be mistaken for a Sidereal if you make a lot of use of this.

Safehouse [400] – Even the Exalted need to lay low at times when they've kicked the hive enough times, especially when fighting their fellow Exalted. This is a comfortable living location somewhere away from civilization that tends to evade the notice of the authorities and those actively searching for you. It has some cheap grocery food, comfortable beds, and a television that can miraculously play channels for the local news (if any) to know if the heat has seemingly died down or not. An especially dedicated tracker or blatantly leading your foes to this location will see the safety factor evaporate, mind.

Dust and Embers [400] – The Age of Legends has passed into little more than rumor from myth, the only real trace of its existence being the Dragon-Blooded and the other Exalted that have returned or existed in the world. Yet sometimes, through some freak coincidence, you come across things from that bygone age. The shattered remnants of what was once a mighty fortress. A tarnished shard of orichalum. The decaying remains of what was once a town. These are untouched and undiscovered, but you will sometimes find items of power or use to you within these that take the forms of Wonders, Fetishes, and more. Though they are likewise a shadow of their former selves compared to the Age of Legends, you will always find something at least a little useful or interesting to you. Gone are the days of dreams, yet one day you might find something worthwhile. In future worlds, you will encounter

similar ancient ruins of an unknown or forgotten era and occasionally find items of value or use within them. You only need to go looking for them.

Knock Knock It's A Fucking Tank [400] – This is the last military item, I swear. This is a fully loaded and operable Main Battle Tank, most popularly the M1A1 Abrams from the United States Army. Not only that, but it is...ridiculously durable. Absurdly so. Supernatural abilities from anything short of a powerful mage or an ancient vampire barely scratch it, let alone penetrate it. It's not especially powerful compared to other tanks, but some have joked you could roll this into the front of Malfeas and not have to worry about it being destroyed. Maybe. I wouldn't test it, personally. Comes with ammo and all tools needed to maintain it.

The Black Vault [600] – Once called the Jade Prison in a long-forgotten era, this is an absurdly durable vault with ancient sorceries and wards protecting it, located in an isolated location not too far away from where you begin the jump. The simplest function of this is that anything you store within this Vault will retain its energies and form through any amount of wear-and-tear, several millennia passing and an entire world ending not seeing it affected. It could even be a makeshift shelter if you seek to outlast the apocalypse, though I will warn things like supplies and ventilation aren't included. If you have something you want to hide or store, this is the place to put it. Only you can open or access the Vault, not even an angry Antediluvian or Archmage standing a good chance of getting in without an immense effort.

But in future jumps, the Vault will have a second section that can only be accessed and opened by you, even if they miraculously got inside. When you willfully choose to unseal it, it will unleash this world's versions of the Exaltations into the world, racing to find new hosts. Exactly 150 Solars, 100 Abyssals, 50 Infernals, 300 Lunars, and 100 Sidereals are all unleashed onto the world and will begin to chose their new wielders as the days unfold. There's no guarantee of who will be chosen, but the shards will work to choose natives from the human population or the closest equivalent, usually those lacking powers of their own already. The shards will sadly flee from yourself or any companions you brought into the jump, but natives or new companions from the jump you choose to open this in are part of that 'lottery pool'.

A new Vault forms for each jump onwards, though never twice in the same exact world.

In summation: In case of apocalypse, break glass.

Dragon Nest [600] – An increasingly uncommon but increasingly desirable prize, this is called a Caern by the Garou. It is called a Node by the wizards. But the Dragon-Blooded call it a Dragon Nest. This is a font of supernatural energies pooled together in small house-sized location, undiscovered by anyone except yourself. This has a simple but potent use: Resting within this location for an hour or two will quickly replenish any supernatural energies within your body or any containers for such energy, often filling up your Essence to full after a short amount of time. This also works with other supernatural energies you encounter in future worlds, though things vastly more powerful than what this world has to offer will take much longer to 'fill up'. This also has the benefit of being located either as an attachment to your Warehouse or within a property, having a room that only you, companions, or those you allow can access. Having a power source you can't be cut off from is extremely valuable in this world. I hope you make good use of it.

Broken-Winged Crane [600] – Something else survived from that era, something wicked. Something that promises power and immortality to those who will offer their souls to infernal powers. This version of that wicked tome names one of those powers: You. For you, the book offers some insight and lore on demons in this world and future ones, often detailing methods for summoning or binding them into your service without risking your own soul. For others, however, they will find a captivating religious text speaking of your glory and the ways they can benefit from serving you, one that will ensnare the talented but weak-willed, often becoming eager minions after time has passed. Those who already have strong wills or their own power are unaffected.

Yet the final step is a horrifying one. Should this newfound minion offer it and you accept it, which is a likely outcome for one especially zealous towards you, you may use this tome's power to consume their soul and transform them into a powerful demonic servant that would give even some Exalted pause. This newly-forged demonic minion becomes a potent follower that can be imported as a companion in future jumps...if only because there's very little left of the person they were before, lacking in agency or any desire except bringing forth whatever you consider their purpose.

The Last Daiklave [600] – For those who can't let go of the past. In the Age of Legends, the Exalted once wielded mighty blades that mortals couldn't even hope to lift, cleaving through armies and mighty foes alike with single swings. There are none left of these mighty weapons and what may be forged now are only imitations...except this one. This is a large sword with an appearance of your choosing that you are somehow attuned to without having to spend a drop of essence, only you able to lift and wield the sword to its true potential. It inflicts the most severe damage possible on those you swing it towards, cutting through mundane blades and armor like a hot knife through butter and only great strength and luck letting someone block. While it looks rusted and old, time spent as your weapon will see it steadily regain some of its shine, even taking on an aesthetic and energy appropriate to you and your Exaltation type. It will change from a forgotten warrior's relic into one better representing you, even letting you channel your Charms and supernatural powers through it as easily as using an extension of your body, growing in strength with you as time goes on. You may import a sword you own into this role, if you wish.

Companions:

Broken Circle [100+] – As the Exalted have recently returned to the world and many are confused about the world around them as well as their place within it, the days of Exalted sticking to circles of their own kind are mostly over. Likewise, there is no 'canon' speak of when considering who to pick up. You may import or create other Exalted as companions, 2 for each 100 you spend here, all of whom receive a free background as well as 400 points to spend.

My Vampire BFF [100+] – So you met another supernatural being in this world that you want to bring along your journey. Or maybe you found a mortal you especially like and want to get as far away from here as possible. You may create and companion any mortal human or supernatural being for 100 points each, so long as you can convince them to come along and they're still alive (or undead) when you do so. You may also companion known or canonical beings in this world, though note that things like Caine and the Antediluvians, Archmages and the faction leaders of the Traditions and Technocracy, Lucifer, and so on will be extremely difficult to find, let alone have a conversation with, so be prepared for a lot of effort spent to make any of that happen.

Drawbacks:

Well Fuck Everything I Guess [+0] – If you have already been in the Old World of Darkness as a different creature or a different sequence of events, you may pick up where you left off and continue in that world with all your past actions counting. I will note that if you choose to take another continuity drawback in future Old World of Darkness jumps, it will be a world where the Exalted exist and the world is likely on a downhill slide towards apocalypse if you didn't do anything to fix that. So have fun.

All Eras End Eventually [+0] – On the flip side of that, if you jumped Exalted in that distant past, you may choose to make that 'canon' to that forgotten history. You may sometimes encounter relics, ruins, and legends of your time there. But...for the Age of Legends to end the way it did, to become the fallen World of Darkness it is now, it is also an admission of defeat. Creation did not die, nor did it truly survive. Most entities that would remember you or your deeds are dead or shattered. Only the most robust of your wonders and deeds survive in barely-functional forms. Everything is a shadow, a fragile whisper of what it once was. Is this really how you want to tie your legacy to it?

Torchlight [+0/+100] – Well, forget all about that talk about it being the modern age and whatnot. Instead, you're starting in the year 1230 A.D., in the middle of Europe just as the disaster that is the Fourth Crusade is well underway. By some tragic happenstance, the Black Vault has opened a few centuries earlier than it would have, and the Exaltations are bearing an ancient curse that ensures human history is about to take a dramatically different turn. Yours is no exception if you have one, though if you don't take Laughter of the Neverborn, you can resist or overcome it entirely if you have the capability. You may choose to stay anywhere from the normal ten years to all the way to 2021 A.D., though it's unwise to do so if you're not an especially long-lived Exalt. If you take this drawback for +100 points, then you can put your Ash Williams impression away, because any future technology you bought from this jump is now its Dark Ages equivalent instead. Guns become swords or primitive gunpowder experiments, trenchcoats become robes, and so on. You'll get the real deal once the jump is over.

What Apocalypse? [+100] – The Black Vault was never opened. Either the Dragon-Blooded gravely underestimated the present threat or the many omens of the End Times simply never came to pass. Regardless, your presence alarms the entirety of the Dragon-Blooded greatly if you happen to be anything except one of them or a Liminal, as well as the other supernatural beings of the world. The former will try to seal you or kill you before you become too powerful. The latter will try to kill or use you. The world isn't any safer than it was, but you're now dramatically outnumbered and nothing you do will open the Black Vault. At least you're unique now, right?

Tonal Whiplash [+100] – A Bone Gnawer, a Ravnos, and a Jumper hop into a Winnebago...stop me if you've heard that one before. Your life can't seem to keep any kind of consistent feeling to it. Sometimes things are goofy and silly, like a low-budget supernatural soap opera. Other times you're greeted with horrific death and tragedy on a scale that would give a hardened soldier a reason to weep his eyes out in terror and sorrow. Then you fight a HIT Mark who looks like Arnold Schwarzenegger. It's all over the place.

Burning Heart [+100] – Hypothetically, an Exalt could choose to just sit out the oncoming chaos or simply go on not caring about anything or anyone. But Exalted are creatures of passion, tied to concepts and people they either adore or despise, and you're no different. Stoicism just doesn't agree with you this jump: If somebody insults or threatens people or things you care about, you won't JUST defend what's yours. You'll seek revenge, raze entire city blocks, work to redeem a black-hearted monster, and so forth. In short, when something you care about is on the line, whatever it may be, your default response is to **ESCALATE.** No time for safety or sanity, you're a damned demigod and you're going to act like it!

KICK ME [+200] – Speaking of lacking subtlety, you know what you aren't? Subtle. Your anima blazes forth at the first two dots of essence, your Charms tend to have explosive effects in anything not geared towards stealth, and your existence is making the many conspiracies trying to keep the masquerade of normalcy intact overtime. This also makes you very easy to find and will likely get entire teams of supernatural headhunters trying to kill the living Masquerade breach. This applies to supernatural powers from other jumps as well. You could just not use any...but what's the point of all this, then?

Feet of Clay [+200] – Well, nevermind. Either you remained mortal or you just didn't have any Exaltation in the first place, contrary to what your background says. If you were a Dragon-Blooded in background, you're merely Dragon-Touched. If you're a Dragon King, you are one somehow trapped in a human body with none of your race's ordinary abilities or any way to regain them. You have no Exaltation nor any sort of potential to become a supernatural creature, any attempts at inducing such ending in failure and likely your death in the case of The Embrace. I hope you brought some power with you, because a bunch of angry demigods are now loose in the world and it has almost nothing to offer you. You will gain your Exaltation or innate supernatural powers from this jump once your time here is up.

A Cup of Essence, Please? [+200] – The Exalted do have a glaring weakness in this era: Essence. The energies that once let them fight for days and nights while only needing a day's rest are barely a trickle in this world. To make matters worse, your Charms and powers guzzle up that small reserve quickly. You have to pay twice the normal cost of your Charms and your other supernatural abilities are likewise just as costly. Methods of infinite or bottomless power dry up inexplicably, forcing you to ration and carefully track how much power you use at once. Don't run out during a fight or a standoff.

Taking this with KICK ME will see your anima glowing obnoxiously on the first Charm use while still forcing you to spend yet another handful of essence to even use its effect. Sorry.

T-Minus 20 Minutes [+300] – A general assumption is that, barring a monumental screw-up on yours or somebody else's part, the many apocalypses that will consume this world are far off enough that a decade won't be enough to see them all begin. That's not the case anymore. Not long after your arrival, all hell breaks loose. The Abyss opens wide and the entirety of the Elohim return to the world, fueled by Torment. The Antediluvians rise from their slumber and hunger for mountains of blood. The Wyrm and the Weaver begin to make their final moves to destroy or claim the world. The Traditions and Technocracy engage in a final showdown while the Nephandi happily take advantage of the situation to summon their dark masters into the world. And so on, and so on, and so on. That's before we get into panicking nations armed with nuclear weapons.

Have fun.

The Laughter of the Neverborn [+300] – In the distant past, it wasn't the many horrors they faced that ended the Exalted and the Age of Legends. It was their own hubris and an ancient curse bound to the very power they used to commit mighty deeds alongside horrible atrocities. This curse was the boot on the neck of the old world as it choked and gurgled to death on its own blood. And it still exists. The Great Curse is now bound to all Exaltations, including your own, where a sufficient amount of mental stress causes the many Exalts to enter bouts of terrible madness, endangering themselves and others. As the decade goes on, these bouts and bursts of madness will get worse, turning what would have been saviors of this world into horrors unimaginable. And you are no exception, with your own flavor of madness tailored to the worst excesses of your personality. Can you survive the terrors this will unleash?

Have you survived the Time of Judgment, Jumper? Or did you punch the apocalypse in its stupid face before it got anywhere? Either way, it's time for the usual choice.

Go Home?

Stay?

Move On?

Notes:

https://holdenshearer.files.wordpress.com/2021/10/exalted_versus_world_of_darkness_revised.pdf

If you're curious about the setting, have a question, want to know how powerful your Exalted is or can be, consult the above.

The Exalted aren't what they used to be and while still strong enough to turn the World of Darkness upside-down, they're very much diluted from their original selves. It's hard to say if having access to 'better' essence would return the Exaltations to their original power and abilities, or if they may be altered if an alternative is found. Fanwank it.

If you want full power Exalts in a modern setting, I suggest jumping Exalted Modern instead.

The jump's start date is assumed to be 'present day' but the default is the 2020s. You may adjust this to whatever date is appropriate for any continuity drawbacks you take.

Thrice-Chosen can give various new Charms and abilities, but the power level of the Exaltation used is identical to either your background choice or the Tier chosen for the Exigent Exaltation. Dragon Kings are considered Terrestrial Tier if they take this perk.