Out of Context: Exalted

Version 1 by gastroc2525

This document can be used as a supplement in any Jump that would not otherwise have the Exalted within its continuity.

By taking this Supplement you have chosen to become an Exalted of some sort and you will enter into a continuity that lacks the Exalted as a Drop-In opening your eyes in the greatest city in the world.

As an exaltation is a direct upgrade to your soul, you can use your Exalted powers in all of your alt-forms. You can still utilize your alt-forms freely, barring something like an OOC perk or drawback that prevents that.

This ability requires you to own an edition of Exalted. Exalted sadly is an incredibly massive game world and containing it all here would take several hundred pages.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten-year-long Jump.

Origin:

Terrestrial - Free
Upon taking this origin you gain a terrestrial exaltation. This exaltation comes from a terrestrial Exalted of your choice, from the caste of your choice. You gain the starting essence, charms, and special abilities of that kind of exaltation. You do not gain anything else.

Celestial - 100
Upon taking this origin you gain a celestial exaltation. This exaltation comes from a celestial Exalted of your choice, from the caste of your choice. You gain the starting essence, charms, and special abilities of that kind of exaltation. You do not gain anything else.

Solar - 200
Upon taking this origin you gain a Solar exaltation. This exaltation comes from a Solar Exalted of your choice (or an equivalent such as the Abyssals), from the caste of your choice. You gain the starting essence, charms, and special abilities of that kind of exaltation. You do not gain anything else.

General Perks:

Exalted Origin Perk - Free (Cannot be taken with “Not Drop In”)
This is an Out of Context Origin Perk. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were an Exalted opening your eyes in the greatest city in the world.

Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Freedom from the Great Curse - Free
You do not suffer from the great curse or any of its equivalents. You do not gain limit under any circumstance, nor do you limit break. You are also immune to being taken over by previous memories in your exaltation.

If you would like to forgo this blessing, gain 300 cp.

Teach Thyself - 100
You do not need a teacher to teach you any charm you are capable of learning. This includes sorcery and martial arts.

Loom of Fate - 200
You are favored by heaven. You are lucky in your daily life, and are guaranteed to never die a random death. In addition, spirits naturally have a better opinion of you.

Willpower - 400
You possess a supernatural willpower, equivalent to willpower ten in Exalted. You never take permanent damage to your willpower, only temporary.

Additionally you are freed from the time requirements to learn higher essence. You do not need to be one hundred to awaken to essence six, nor do you need to be one thousand to awaken to essence nine. You have a knack for increasing your skill over essence.

This perk is the capstone booster of this document.

Terrestrial Perks:

Good Breeding - 100
When you have a child the regular (biological) way, that child gains a lesser version of your perks (20%). The only exception is fiat-based defenses which apply to your children at their full power.

Children you have are always good natured and relatively obedient to their parents, and wouldn't betray you consciously unless you have betrayed them. Childbirth is always easy for you (or the birth mother) and you can choose whether you are fertile or infertile at any time.

Jade and Drugs - 200
You have a skill for good business. Businesses you create or rule do very well. Opportunities fall into your lap and you quickly find good employees.

You also easily find contacts and spies that increase your influence.

Old Power - 400
You can make a regular item into a fiat backed item by performing a thirty minute ritual while you hold the item. You must have a reasonable case for owning the item when you do this or the ritual fails.

Additionally you often find ancient items and ruins that contain hidden power. You count as possessing the qualities necessary to use a magical item, even if you do not actually qualify.

Scarlet Throne - 600
You are a very capable leader. You quickly find yourself in positions of power over other people, and your presence is like a golden age. Anyone who works for you quickly sees their efficiency go up and their lives improve.

Additionally your companions find themselves with a lesser version of your own perks at 20% power. The power of these perks can be increased with training, especially training with you. The only exception is fiat-based defenses which apply to your companions at their full power. Your companions will slowly find themselves with a great deal of respect and admiration for you. You additionally find high quality love interests easily.

Willpower booster!
You can teach your perks to anyone who is willing to listen. The amount of time this takes depends on how complicated the perk is. These perks are available at their full power.

Additionally if you ever make a deal with a higher entity you gain a lesser copy of its powers for yourself.

Celestial Perks:

Celestial Body - 100
You gain a perfect set of attributes. This starts off as the equivalent of five dots in each attribute. As the cap for your attributes increases (such as by increasing your essence rating), your attributes increase to the new cap.

Sensei - 200
You are remarkably skilled at combat. You are a combat genius and your martial arts border on the sublime. Treat this as always being two dots over your cap for the martial arts ability. If you have no caps, assume these abilities to be equal to your highest unaffected skill plus one.

When you teach someone martial arts, they gain a copy of this perk.

Luna and Gaia - 400
You are a sublime seductress, and always leave your partners wanting more. Sex with you is a religious experience, and love with you is always fresh and passionate. Additionally you are a fantastic dancer, which is always appreciated by the people of creation. Treat this as always being two dots over your cap for the performance ability. If you have no caps, assume these abilities to be equal to your highest unaffected skill plus one.

You can auto import one companion per jump with 600 cp, as long as you are romantically involved with that person.

Arcane - 600
At any moment you can choose to remove yourself entirely from the world you are in. Everyone in the Jump forgets who you were and what you were doing, except for your companions and followers.

You have the ability to bend fate drastically. Once per jump (or once every ten years if that is sooner) you can choose to retroactively remove your death from the timeline. This counts as a 1-up, but you instead warp back in time to the last opportunity you had to avoid your fate. Companions are aware of this rewrite and keep their experience from the doomed timeline, but everyone else forgets it ever happened.

Willpower booster!
You have another ability to bend fate. Once per jump, you can choose to touch another being. This instantly removes the being from reality itself if they have no defenses against fate, or grievously injuries them if they do have defenses. This wounds you greatly in the process, the wounds being difficult to heal even with supernatural means.

If they do not have defenses, this removal is retrocausal. Other people will have their lives rewritten as if the target had never existed.

Solar Perks:

Hero - 100
You are a very skilled man. Select three skills, you are now very skilled at those three skills. Treat this as always being two dots over your cap for those abilities. If you have no caps, assume these abilities to be equal to your highest unaffected skill plus one.

Solar Sorcery - 200
You are very good at magic and magic systems. You learn magic at three times the rate as before taking this perk, and your spells take twice as much effort to dispel or resist.

Shards of the Exalted Dream - 400
You are a Jumper, and will gain powers other than being an Exalted. As such, whenever you learn a new supernatural skill, a new charm tree for that skill will be created that you can learn without a teacher.

Seeing what the Exalted can do with regular skills like dancing and swordsmanship should tell you the power of this perk.

Unconquered - 600
The principle that the Unconquered Sun stands for is perfection. You embody perfection better than anyone else.

Whenever you kill a creature, it is bound to your service. Once every year you can summon one of these creatures to accomplish one task. You cannot determine how this task must be done, and the creature will have full liberty to accomplish the task as they desire. The only limitation is that creatures bound this way cannot harm yourself, your companions, or anything you own (unless of course, the task is to harm one of those things).

Once per year you can activate any perfect defense you know to protect against any attack, for no cost. This can protect against any attack, even against surprise attacks you are not aware of.

Your attacks automatically deal aggravated damage against creatures of darkness unless you choose otherwise.

Willpower booster!
Once per jump you can call any one item an oathbreaker. Items in the context can include objects, people, or groups. Once they have been deemed an oathbreaker, they are cursed as if they had broken an eclipse caste oath with seven botches. These botches will affect the item at the worst possible time.

Background:

You can purchase any background available to your type of Exalted for an amount of cp equal to its dot rating. You gain a stipend of 300 cp for this section only.

One Dot	50 cp
Two Dots	100 cp
Three Dots	200 cp
Four Dots	300 cp
Five Dots	400 cp

Any lost or stolen items will return to you after a week in the same condition as when you had it unless otherwise stated.

Manses and other structures can either appear in the world or become a warehouse addition.

Social backgrounds such as Resources and Contacts replenish each Jump, and appear naturally in each new world. Resource specifically gives you magical materials from Creation.

Characters created with Ally and equivalent backgrounds are automatically imported as companions with 600 cp. You can import your own companions at 50 cp a companion, to a limit of 8.

Armies such as the one found in Followers are imported as followers. They respawn each jump and automatically appear in the new world.

Drawbacks:

Exalted Mind +100 cp
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow is an Exalted that has arrived in this world.
You will need to work out your Background with your Jump Chan.

Exalted Type (Origin Exclusive) +200/300 cp
Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 200 CP you can buy perks from other origins, but cannot use them for the duration of this jump. For 300 CP you flat out cannot purchase perks from other origins aside from your origin.

Exalted Foe +300 cp
You are not the only Exalted in this world. Another Exalted has ended up in the world you did, but they have had the opportunity to purchase some perks. These Exalted are destined to cause you problems, if they are not trying to kill you they are going to disrupt your plans in some annoying way. Each Foe has purchased all perks from a single origin.

You can purchase this perk once for each origin.

Invasion +500 cp
An invasion fleet has traveled to your world to cause havoc. They arrive at the halfway point of your jump, and immediately begin slaughtering and kidnapping civilians.

You can select whether they are a fleet of ghosts, demons, or fair folk. Their numbers will always be sufficient to beat the setting without your assistance.
This perk can be purchased three times, each time creating a new invasion fleet. The fleets will fight each other, but is that much of a bonus?

The End

I hope you got what you needed. You can choose to **Stay Here**, **Go Home**, or **Keep Going**…

Notes:

You can summon demons and elementals from Creation, even while in other worlds. If your new world has demons of its own, compare their strength to the three circles of demons and summon them as if they were a member of that circle.

In other worlds creatures of darkness include any creatures vulnerable to holy damage, the undead, and any creatures antithetical to reality.