



EXALTED WORLD OF DARKNESS vs Companion

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

Response to the release of **Exalted vs the World of Darkness** has been tremendously gratifying. I had wondered, while working on the project, if it was something that would resonate with people, or if it was just a weird mixture of my personal interests and obsessions that nobody else on Earth was going to find compelling or worthy of remark or notice.

I'm definitely not alone, as it turns out, in finding the notion of turning the Chosen loose in a setting brazenly out of scope with their power to be entertaining and enticing. Ever since the corebook dropped, people have asked for this, that, or the other to get a bit of attention. Moreover, I found myself saying, again and again, "Damn, I wish I'd thought to include that." It quickly became apparent there was enough "missing" material to fill out at least a modest companion volume, and that is what you now hold in your hands. Well. Okay, probably not that. More likely it's on a monitor and you're reading a PDF. You know what I mean.

Hopefully this book will answer any lingering questions, supply any missing pieces, and flesh out any anemic play options, making **Exalted vs World of Darkness** a game that can be enjoyed for years to come. Enjoy.

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BRIDGES

INTRODUCTION

Frequently Asked Questions

Since the release of the **Exalted vs World of Darkness** core book, some questions have arisen about certain rules and setting elements. This section addresses a selection of the most common questions.

- **You said you weren't going to cover Infernals, so why are they in the Companion?**

Because people like them, I like them, and I finally thought of a way to do it that didn't break any of the rules I set for myself. To wit: I didn't want to put in a speculative Third edition version of Infernals because we still don't know what they're going to look like and their book isn't out yet, besides; I didn't want to do a version of Third edition Infernals based on my own old (now obsolete) design notes for what they were at *one point* going to look like, because that would be pushing out a competing idea to muddy the waters for the official game; and I didn't want to go with Second edition Infernals because not only are they out-of-date now, but the Yozis are completely irrelevant to the World of Darkness. They either ceased to exist or were transformed beyond recognition some time *well* before the Ice Age. Bringing them back to center stage is the *last* thing I wanted to do. Also, their old Caste names are already taken by demonic Houses in this setting.

But I figured out a way to do Infernals that *feels* true to their core themes and concepts, suits the World of Darkness, and calls back to some of their more fun and memorable elements without running afoul of any of the stuff detailed above. And so here they are.

- **You also said you weren't going to do Alchemicals, because they didn't have much of a place in the setting. How come they're here?**

They still don't, really, but they're a lot of fun, and I decided I could get them *just* up to acceptable standards. Besides, a lot of people are playing **Exalted vs World of Darkness** in madcap fun mode, and in that configuration, the Alchemicals don't need a ton of justification. Especially since they're primarily tied in with **Mage**, where cyborg superheroes on the run are well within the game's tolerance level for gonzo weirdness.

- **How many Exalted are there?**

It's been left deliberately somewhat vague. There are probably around 500 Dragon-Blooded rambling around the World of Darkness, but the numbers of the Celestial Exalted are really up to the needs of your game. At most, there are perhaps 200 Solars, somewhere between 300-400 Lunars, 100 Sidereals, and about 100 Abyssals. If you're using the Infernal Exalted, their numbers are even smaller—a few dozen at most, and probably less than that. If you're using Alchemicals, there

are under a dozen of them—probably as few as just one Alchemical per Caste. It's entirely valid to drop all of these numbers drastically. It's by no means guaranteed that all of the Celestial Exaltations of old were bound away in the Black Vault, or even that all of them still exist.

- **The corebook addresses the age limits of the Dragon-Blooded, but how about the rest of the Exalted?**

Solars and Lunars can live for 2,000 to 3,000 years. Sidereals live for 4,000 to 5,000 years. Abyssal lifespans are theoretically infinite. The Infernal Exalted, if you're using them, can potentially live for 2,000 to 3,000 years. Alchemicals are looking at a bit higher than Dragon-Blooded-ish lifespans: 200-500 years. If the World of Darkness lasts that long, the first Celestial Exalt to die of old age is probably going to do it while exploring planets over in the Alpha Centauri system.

- **How does Essence 6+ work?**

It doesn't. The world is too diminished to permit the Chosen to recapture those rarefied heights of power. There simply isn't a sufficient density of Essence within even the most powerful Dragon Nest on Earth to fuel the elder powers that once reshaped the landscape during the Age of Legends. Maybe somewhere centuries down the road an ambitious sorcerer could find a way to eat the entire Shade Realm of Forces to catalyze a jump to post-Exalted godhood or something, but it's more likely they'd just blow themselves to bits in the attempt.

- **What happened to [insert Exalted character here]?**

They're dead or transformed or fragmented so completely that they may as well be dead. Autochthon and the Malfean Neverborn are the only things that *might* have "survived" all the way from the Age of Legends to the present, and even that is up to you to decide. The Neverborn might just be the nightmares of Grandmother, dreaming of the hateful things that once accumulated above her all-consuming maw in ages past.

- **Are there any daiklaves or other ancient artifacts still around?**

Probably not. That level of magical power is difficult to sustain in the world's fallen state. The Dragon-Blooded certainly don't have any of their ancient arsenal of old remaining at their disposal. Instead, they make use of latter-day magical items.

- **Can a Twilight make a new daiklaive or warstrider or whatever, then?**

Not such that a character transported from the Age of Legends to the present would recognize it as such, no. Again, the Essence and mystical substances of the Fifth Age are far too degraded to act as sufficiently pure channels for the wonders of old. However, there are

several methods for the Exalted to craft magical items, several of which are detailed in this book.

- How does geomancy work?

Not terribly much like it did back in **Exalted**. If it wasn't clear, Dragon Nests, caerns, and nodes are all the same thing. The precise spiritual character of a place of power is enormously important to shapeshifters (who awaken the spirits of Dragon Nests and interact with them extensively) and to mages (who harness them as power batteries for potent ongoing magickal constructs, and who need to be concerned with what kind of resonance they're introducing into their works), but to the Exalted, power is power.

- Can the Exalted raise up manses?

No. Dragon Nests are very different from the demesnes of the Age of Legends; their power is much more subtle and ephemeral. Even the most powerful Dragon Nests aren't likely to manifest much more than a spooky aura, in terms of real-world impact; they certainly don't produce the sort of crazy phenomena demesnes did, like mutant residents or floating trees. Mages know how to harness the power of Dragon Nests to create customized spiritual realms, but this is very different than the arts of the Chosen.

- How about Pits?

There are certain Dragon Nests whose power has been tainted with extreme foulness of one sort or another, such as those near nuclear testing sites. The Black Spiral Dancers call them Pits; the *shen* of Asia refer to them as defiled Dragon Nests. The Chosen *can* claim and draw power from defiled Dragon Nests, but it's not terribly healthy. Terrestrial children born in defiled Nests tend to be deformed, and their Exaltation rates plummet. Those who spend years respiring tainted Essence tend to develop various physical, mental, or mystical Flaws. The Exalted can *taste* the corrosive nature of the Essence that collects in a tainted Dragon Nest, and are usually wiser than to try to hold onto such sites.

The Infernal Exalted are an exception to this rule. Infernals can dwell in tainted Dragon Nests with no problems.



• **Why doesn't Exalted vs World of Darkness use sorcerous projects from Exalted Third edition? Sorcerous projects are dope.**

They *are* dope, but the World of Darkness already has magicians with broad, flexible ritual magic capable of doing pretty much whatever they want. I wanted ancient sorcery to feel like its name suggests: ancient, powerful, primitive relics of a bygone age.

• **I want to homebrew in some more ancient sorcery spells. Do they have to be Terrestrial Circle?**

They don't have to be *based on* Terrestrial Circle spells, no. Risen and Screaming, in the **Exalted vs World of Darkness** corebook, is based on a Void Circle spell, in fact. But you'll notice it's been rather powered down—it keeps the thematic and visuals of its source spell, but it's about in line with the other spells power-wise. That's the general guideline to follow; ancient sorcery should be about as potent as a Terrestrial Circle spell or a powerful (but not legendary) werewolf ritual.

Incidentally, the ritual for creating a new Caern is deliberately not available in ancient sorcery form because I didn't want winning the war for Gaia to be as simple as going around spending 10 motes and making an extended Intelligence + Occult roll over and over again. If that was possible, the Dragon-Blooded wouldn't have so much trouble grabbing and holding onto Dragon Nests.

• **Is it safe to assume that any given missing Charm from Exalted was omitted because of space constraints?**

No, some omissions are deliberate. Wyld-Shaping Technique is iconic, but hasn't been imported into **Exalted vs World of Darkness** because the world simply no longer works in such a fashion that its existence makes sense, for example. Other Charm effects have been rolled together into one big "best of" Charm, because the incredibly atomized Charm design of late Second edition and **Exalted Third edition** don't go terribly well with the non-tree Charm structure of **Exalted vs World of Darkness**; this is most easily visible in the Night Caste Charms, which compress a ton of mobility effects into three Charms. Finally, most high-Essence Charms were left out deliberately because they clash with the tone and style of the crossover. Of course, some effects *were* omitted simply because of space constraints (like Hypnotic Tongue Technique), or because they were too niche (such as most Sail and Ride effects). In general, if a Charm's inclusion would radically change the capabilities or feel of an Exalt type (such as Sharp Light of Judgment Stance wiping out everything in downtown Seattle for a few motes), it's safe to assume its omission was deliberate.

• **Can Exalts sustain themselves on their own Essence while in the Spirit World, the way werewolves can with Gnosis?**

No. Exalts still need to eat and drink, but owing to their divine nature, any food or drink they find within the Spirit World nourishes them as well as Earthly provisions would. If you're heading into a barren desert Realm, bring supplies.

• **If a tiger Lunar and a werewolf bone down, what Breed is the kid?**

What? Oh Jesus, we're not going to do the breeding program questions. The kid is probably Kinfolk, or maybe a homid Garou. Lunars have striking similarities to the Changing Breeds, but they're a completely different order of supernatural being. The Chosen just count as ordinary human beings as far as World of Darkness supernatural lineage goes, unless they were already Kinfolk or Kinain prior to Exaltation. In that case, they're still Kinfolk or Kinain. This does mean that, yes, the Dragon-Blooded are not going to be keen to jump into the sack with the returning Celestials.

• **Wait, I have more terrifying RPG sex questions. Can Lunars still make beastmen by breaking into the zoo and doing the six-legged tango?**

Oh my God. *Why are you like this?*

• **Hey, you're the one who kept beastmen around into Third edition, asshole.**

Okay, fine. No, beastmen aren't a thing any more. Even in the Age of Legends, that trick only worked in the Wyld or with some other kind of specialized magic backing it up. The World of Darkness isn't nearly magical enough to sustain Ma-Ha-Suchi's army of goat-men.

• **I have yet more questions about Exalted making babies! In First and Second edition, powerful Celestial Exalted could have children that inherited some of their magic. Is that still a thing?**

Kind of, sort of, not really. A Celestial Exalt's offspring might be a little bit second-sighted or weird, but that's about it. An Abyssal's children might be more likely to be mediums, or born with a caul, or to shop at Hot Topic, that sort of thing. A Sidereal's offspring could have a slightly easier time studying sorcery than most people. Basically, "my dad was a Solar" is a good justification for picking up some of the weirder Merits floating around out there, or developing the kind of psychic powers found in **Sorcerer Revised** or **The Hunters Hunted II**, but the kid is still fundamentally just an ordinary human. You might let them buy Dragon-Touched Merits, as well.

• **Were the Wan Xian Dragon-Blooded?**

I've left that deliberately ambiguous. It's possible that the Wan Xian were a few families of Dragon-Blooded that fell into bed with the Yama Kings and were punished for their temerity. My personal assumption is that they weren't Dragon-Blooded, but were instead some undocumented variety of Exalted who are now effectively extinct. It's *also* possible that they were some sort of latter-day creation that were similar to the Chosen but not identical to them. Ultimately, it's your call. The Dragon-Blooded themselves don't really know; even by their very long-lived standards, all that stuff happened a *very* long time ago.

• **I want to hand out a flat amount of experience points at the end of each session. How much do you recommend?**

My personal sweet spot is about 4 experience points per session. 3 or 5 will also work well for this game. I don't really recommend going higher than 5, and any lower than 3 is going to feel painfully slow.

- Can you abort to full defense if attacked before your Initiative comes up?

Yes. As noted in the **Exalted vs World of Darkness** corebook, you don't have to fiddle around with Willpower rolls or anything, you just declare defense.

- How about using multiple actions to defend yourself? Can you do that?

Yes.

- Why does **Exalted vs World of Darkness** reverse the definitions of “round” and “turn”?

Oversight. That's how **Exalted** uses them: you act on your *turn*, and a *round* is over once everyone has taken their turn. The **World of Darkness** version of the Storyteller system, for whatever reason, has it the other way around: you take *actions*, and a *turn* is over once everyone's actions have been taken. I got it backwards in the **Exalted vs World of Darkness** corebook because I'm accustomed to writing **Exalted** and it feels more natural to me. This book uses turns properly, according to 20th edition Storyteller usage.

- Hang on, attacks in Vampire are pretty much all made at difficulty 6, but different sorts of weapons and attacks in Werewolf have all kinds of weird modifiers. What game line's combat rules does **Exalted vs World of Darkness** use?

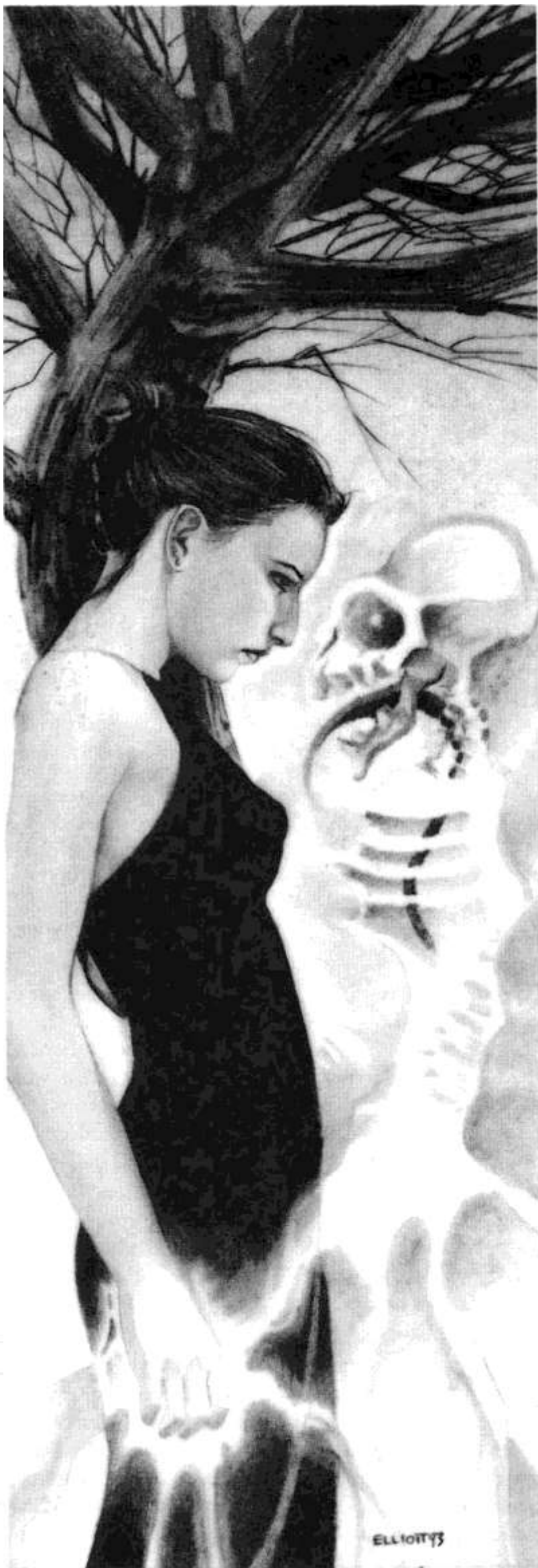
It was intended to be compatible with whichever set of **World of Darkness** rules you prefer or own. If you've got a bunch of Fera rolling around with a Lunar, using the W20 rules will work fine, for example. But generally speaking, the V20 rules were always the “baseline” I wrote against.

- The Priest Merit says that Moonshadows get a discount?

That should be Midnights, not Moonshadows. Sorry.

- How do Merits and Flaws interact with Infernals and Alchemicals?

For the Priest Merit, Infernals resonate with Banes and other wicked spirits, while Alchemicals resonate with Weaver-spirits. Neither of them gets a discount. Infernals can take Brigid's Heir, Alchemicals can't. Alchemicals cannot take Exalted Kinain. Hedge Magic gets some errata in Chapter One of this book; Alchemicals have to pay the same price for it as anyone else. Alchemicals can't take Permanent Caste Mark since they don't have one.



- **Where do the new Exalted fall on the power equivalence chart?**

Infernals are considered Celestial Exalted. Alchemicals use the Terrestrial Exalted power equivalence chart.

- **Can I use a regular block or parry or dodge along with Fivefold Bulwark Stance?**

No. Fivefold Bulwark Stance is intended to represent reflexively defending yourself at your full dice pool; you can't "double dodge" an attack. It uses a fixed subtraction rather than having you roll defense against every attack for the simple reason that there's already enough rolling involved in resolving attacks in the 20th Anniversary Storyteller system. This answer also applies to this Charm's Sidereal, Abyssal, etc counterparts.

- **Can Eclipses learn the Charms of other Exalts? How about vampires Disciplines and stuff?**

No and no. The ancient binding agreements which once permitted such things shattered when the nature of the world changed in ages past.

- **What's the difficulty for a Lunar transform back into their default human form?**

Returning to your true form is reflexive and requires no roll, the same as assuming your totem form.

- **Does a Lunar need to undertake a sacred hunt before claiming a form?**

No. The Sacred Hunt was first introduced in *Exalted* Second edition and isn't carried into *Exalted vs World of Darkness*. If a Lunar snatches a passing pigeon out of the air and crams it in her mouth, she's got its form.

- **When a Lunar shapeshifts, what happens to her clothing and carried possessions?**

A Lunar's clothing temporarily vanishes when she assumes an animal form, and either grows to fit her or temporarily vanishes when she shifts into war form, as the player desires. Alternately, she can rip her clothing up like the Hulk as she grows out of it for dramatic effect, if she likes. When assuming a different human form, her clothing subtly re-sizes itself to fit her.

- **Can the Exalted use rites and rituals from other sorts of supernatural beings, like the Hungry Dead or werewolves?**

No, they don't have the long-standing pact with the spirit world that makes spirits recognize and respond to the ritual efforts of the Changing Breeds, nor does their Essence function in the same way as the chi manipulation of the Hungry Dead. Sometimes ancient sorcery can reproduce the effects of rites, but it arrives at the same end point by very different roads.

- **Can a Solar still be transformed into an Abyssal?**

There's nobody in the setting these days with the expertise to perform such an operation, so there's no *obvious* way to get it done, but never say never. If you pitched a Solar into the very maw of Oblivion itself, would their Exaltation fly out inverted into a thing of death? What happens if you send an Exalt into the Cauls? I don't

know what the answer to either of those might be. The answer in both cases might very well just be "an angry Solar" or "a dead Solar." Ultimately, it's up to you to decide the answer to those questions, and tell those stories.

- **Can an Abyssal still be redeemed into a Solar?**

Probably, but again, there's absolutely no roadmap for it. How do you do it? Journey into the depths of the Umbra to petition the aid of the Celestines? Immerse an Abyssal in the purifying molten silver lake of Erebus? Many long stories of heartfelt atonement and attempts at redemption? Run a chronicle telling that story and then get back to me.

- **What's the point of Abyssals raising zombies if their stats are so shitty?**

Sometimes an Abyssal doesn't want to personally get her hands dirty, but more often she simply can't be everywhere at once. Zombies are good for keeping mortals and low-level supernatural beings from messing with an Abyssal's stuff while she's not around, if nothing else.

- **How come mages get to screw around with Exaltation when that was always strictly off-limits in Exalted itself?**

Mostly for the same reason the Gurahl get to bring the dead back to life, even though that was a feat beyond the power of even the mightiest of the Chosen back in *Exalted*: this is a different era and it plays by different rules. Mages have the power to at least *attempt* to rewrite reality according to their will, and I didn't feel it was *Exalted vs World of Darkness's* job to delegitimize what mages *are*. The Exalted are "guests" in the World of Darkness, albeit very unruly ones. They're crashing in on someone else's story. I didn't want this book to make the World of Darkness feel like a paper mockery of itself by just taking away any facts or features that might be troublesome for the Chosen.

- **The book says the Celestial Exalted are equivalent to a Master or Methuselah or all these other cool things but [insert horrifying Mage: the Ascension rules abuse]?**

First, that's not a question. Second, I'm aware that if a Storyteller lets you get away with Entropy-based system murder in *Mage*, you can twist the game into a screaming pretzel capable only of wishing for the sweet release of death. *Exalted vs World of Darkness* was written against mages as they're described in the setting material for *World of Darkness* books, not the kind of gross insanity that happens in internet forum thought exercises. Speaking bluntly, I'm aware that *Mage* doesn't have the world's most rigorous rules and that a great deal of the game comes down to seeing what you can or can't talk your Storyteller into letting you get away with. This book assumes that you're *not* going to successfully con your Storyteller into letting mages roll around with a permanent difficulty 3 lock on all dice rolls and all their Traits semi-permanently jacked to 8, all somehow accomplished without being turned inside-out by Paradox or the Unbelief effect (see *M20*, p. 553, and yes, I'm very aware there are no actual *rules* given for how Unbelief works, just narrative guidelines).

If you want to treat mages as being incredibly dangerous by dint of their ability to throw long range Correspondence-based curses and the like, it's suggested that Exalts who run afoul of a powerful group of willworkers make friends with *other* willworkers who can run mystic interference for them against that kind of crap, leaving the Exalt free to do what they do best. Mostly, though, **Exalted vs World of Darkness** tends to assume that the raw power and versatility of mages gets checked by the severe tendency for ambitious magick to blow up in their own faces, since this is also what the official game materials assume.

- **Yeah okay but have you seen the kind of bullshit the Arch-Spheres are capable of?**

I've read **Masters of the Art**, yeah. **Exalted vs World of Darkness** is calibrated against M20, though, and although M20 is probably never going to come right out and officially de-canonize them, we're almost surely never going to see the Arch-Spheres again. They were inserted into **Masters of the Art** at the behest of White Wolf's marketing department, who thought cool elder powers would boost sales, despite the objections of literally everyone else involved. Satyros Phil Brucato hates them and thinks they shouldn't exist, even Jesse Heinig doesn't much care for them—and he developed the book. So my stance is generally that I've opted to largely not worry about Archmasters, and you probably shouldn't either. Regular Masters are plenty to keep the Exalted busy.

- **When the Hungry Dead bite into the new Exalted, what do they get?**

In the case of Alchemicals, each point of stolen Essence grants one point of whatever sort of Chi the vampire has less of at the moment, same as with Earth Aspects. Infernal Chi is tainted, and it makes anyone other than Scorpion Eaters violently ill.

- **The Infernals chapter makes a lot of noise about how badass wicked they are, but do they have to be evil?**

The hijacked devils and Banes that act as guidance systems for Infernal Exaltations don't tend to pick the nicest people in the world, but they're also burning apart from the inside-out and as such they're in too much of a hurry to vet candidates for a total lack of scruples. Which is to say, no, your Infernal doesn't have to be a complete and irredeemable dickbag. They *are*, however, a living vessel for defiled Essence, and the bearer of an Exaltation that has bathed in the cruelty and horror of Yomi Wan for thousands of years. So no matter how nice they are, Sense Wurm is *always* going to pick them up, and they will always be a creature of darkness.

- **Do Exalts still have iconic anima expressions?**

You can have your anima manifest as a roaring lion for a moment if you want to, as a style mark, but the default assumption is that animas are just big Dragon Ball Z battle auras now.

- **How about Abyssal Caste Marks, do they bleed?**

By default, no, they're just black brands. They can if you think it looks cooler, though, or if the Abyssal is really pissed off or upset.

- **What color are the different animas?**

Solars have golden anima banners. Lunars' are silver. Abyssal animas are black voids that make everything around them radiate light by contrast. For Dragon-Blooded, it varies by Aspect: Air is blue, Earth is white, Fire is red, Water is black, and Wood is green. For Sidereals, it varies by Caste: Journeys is yellow, Serenity is cerulean, Battles is crimson, Secrets is deep green, and Endings is purple. Infernals animas are the sickly green of witchfire or radioactivity. Alchemicals vary by Caste, and are described in Chapter Four.

How to Use this Book

The Exalted vs World of Darkness Companion is a bit more eclectic than its predecessor. There are fewer chapters, but a fair bit more ground to cover. You are, of course, currently reading the **Introduction**, which primarily contains a good old FAQ, but past that, here's what's what.

Chapter One: The Demigod's Toybox is a chapter full of new rules and rules widgets. Some of them expand on the material found in the corebook, some of them are new optional subsystems. Specifically, the chapter includes: some notes on using Secondary Abilities, expanded material on Backgrounds (including new Backgrounds), rules for introducing supernatural martial arts, an expanded list of ancient sorcery spells, rules for creating magical items, optional rules for re-incorporating the Great Curse if you want to do that, a bunch of animal traits for Lunars, a little bit on making ancient vampire fights fun, some adjusted traits for military vehicles, and a few rules hacks.

Chapter Two: Miracles of the Chosen contains new Charms for Dragon-Blooded, Solars, Lunars, Sidereals, and Abyssals.

Chapter Three: The Infernal Exalted gives full rules for creating and playing the would-be contenders for the throne of Demon Emperor in the terrible age to come.

Chapter Four: The Alchemical Exalted gives full rules for creating and playing the unique inheritors of the long-vanished power of the machine-Realm of Autochthonia.





CHAPTER ONE:

THE DEMIGOD'S

TOYBOX

This chapter contains a hodgepodge of new rules and widgets to play with. Here's a quick look-up to help you skip straight to whatever it is you're interested in:

- A short note on Secondary Abilities can be found on page 12.
- New and expanded Backgrounds can be found on page 12.
- Supernatural martial arts can be found on page 18.
- New ancient sorcery spells are on page 21.
- Rules for crafting magically potent items can be found on page 24.
- Optional rules for re-incorporating the Great Curse, for those groups that miss it, are on page 25.
- Animal traits for Lunars are on page 29.
- A short note on making fights with ancient vampires fun is on page 31.
- Rules for run-ins with the true last boss of the World of Darkness—the M1A2 Abrams main battle tank—can be found on page 32.
- Finally, a few rules hacks to dial in on the exact **Exalted** vs **World of Darkness** game you want are on page 33.

Secondary Abilities

The 20th Anniversary **World of Darkness** rules codify secondary Abilities into Hobby Talents, Professional Skills, and Expert Knowledges. **Exalted** vs **World of Darkness** treats secondary Abilities as a purely optional set of rules, and assumes that most games will try to shuffle all Ability rolls into one of **EXvWoD's** core Abilities.

If you *do* want to mess around with secondary Abilities, they should be granted Caste/Aspect discounts (and rule-of-1s protection) where doing so makes sense. For example, Archery makes sense as a Dawn, Dusk, Chosen of Battles, and Wood Aspect Ability, and Kindred

Lore makes sense as a Twilight, Daybreak, Chosen of Secrets, and Air Aspect Ability.

Mostly, though, this game wants you to shuffle archery under Athletics and Kindred lore under Occult.

Backgrounds

Exalted vs **World of Darkness** provides a very abbreviated treatment of Backgrounds, drawn from numerous books. This section gives a more in-depth examination of what those Backgrounds mean when used by the Chosen, some notes on version differences, and finally provides a few new Backgrounds.

Allies

Present in nearly every game that has ever run on a ruleset beginning with the word “Story,” Allies are friends and companions willing to put themselves out to help you. Generally, it's recommended to keep these as ordinary human beings with useful skills or resources. Allies help a game to stay grounded in human concerns and let them feel like they're taking place in a real world with real stakes and consequences, rather than a city-shaped backdrop for super-powered werewolf fights.

Alternate Identity

In general, this Background is intended for double agents, characters embroiled in factional conflict, and those for whom running and hiding is a way of life. Dragon-Blooded sometimes use it to set up public lives completely firewalled off from their mystical affairs. It

A Note on M20 Backgrounds

M20 contains rules for extending some Backgrounds as far as 10 dots. **Exalted** vs **World of Darkness** considers this an alternative, *very optional* set of rules that a Storyteller wishing to run advanced, epic-scale stories might use. If there is such a thing as 10-dot Backgrounds, the **Exalted** are certainly the sort of people likely to have them. By default, though, this book assumes that Backgrounds cap out at 5 dots.

might seem like an obvious pick for Lunars, as well, but the key to this Background is that an alternate identity is backed up by paperwork, database records, and other secondary evidence that this identity is *real*, rather than a momentary shapeshifter's bluff. Eating someone to get their face is easy. Keeping up their life so that it seems like they're still living it takes a bit more work.

Arcane

This Sidereal-only Background is a little bit different than the version mages use, in terms of dramatic intent. Arcane is a utility Background for willworkers, helping them to fly under the radar and avoid harmful scrutiny. It does that for Sidereals, too, but for the Chosen of the Maidens the Background is also intended to be a source of mild angst. Arcane obscurity is relentless where the Sidereal Exalted are concerned. It erodes their connections to the world even when a Sidereal *tries* to be memorable, and over time it can make her feel like her life isn't her own anymore, merely a rented room she lives in while doing fate's bidding.

Arsenal

This is a little Background that appeared in **Hunter: the Reckoning**. If you're not familiar with that game, Arsenal was basically the "I'm a crazy-ass prepper, or I have a relative who is and they will let me use their shit" Background. If your character concept is "that guy with the giant basement full of high-powered firearms from *Tremors*," this is the Background for you.

Now that I've typed that, I can't stop thinking about Burt Gummer as a Solar. God damn.

Backup

This Background takes up a lot of the slack that was covered by Followers in **Exalted**. While its numbers may look a bit anemic for those accustomed to leading entire armies in the Age of Legends, remember that they don't represent the sum total of personnel you can draw on, just what you can whistle up at a moment's notice.

Certification

This Background is found on page 308 of **M20**. It isn't recommended in the **Exalted vs World of Darkness** corebook as an appropriate Background, despite that any Exalt might theoretically have it. If you're running a **Mage**-centric game, you might want to use this Background, but generally it's a bit fiddly for what **EXvWoD** is doing. I generally would advise allowing a character being a board-certified physician to simply be taken care of when a player writes down "Brain Surgeon" on the Concept line of their character sheet.

Chantry

If you're running a **Mage**-centric game, an Exalt who has joined with a mystical organization might have membership in a Chantry. Due to their lack of magick, they're unlikely to be able to contribute to creation points for a PC-owned chantry, however.

Contacts

Like Allies, this Background is best used to help keep a game grounded in the "real" world, or at least in its

dark Gothic-Punk mirror. Besides, Contacts are useful if want to get things done on the down-low rather than having the National Guard show up every time you go somewhere.

Destiny and Fate

Destiny is found on pages 311-312 on **M20**, while Fate is found on page 137 of **W20**. Both Backgrounds are appropriate for any non-Sidereal Exalted (whose Exaltation destroys whatever destiny the universe had in store for them). Both Backgrounds are alternative takes on the same idea with different mechanical expressions; Fate helps characters turn failed rolls into successful ones, while Destiny replenishes Willpower. Generally, I'd suggest letting a player take whichever of the two they like best. *Don't* let a character have both Fate and Destiny. They're two variant expressions of the same idea, not distinctly different things.

Fame

This Background has write-ups in both **V20** and **M20**. **Exalted vs World of Darkness** generally recommends using the **M20** version because its mechanical advantages (adding dice to rolls when you're leveraging your fame) make a good deal more sense for most characters than the **V20** version (using Fame to reduce the difficulty of hunting attempts). Of course, Abyssals might find use for both of the Background's functions...

Fetish

The big question here of course is, how did your character come by an item with a spirit bound into it? If you were Kinfolk, perhaps it was given into your safekeeping before your Exaltation. Usually, the answer is "I kicked a werewolf or mage's ass and took it." Now, with the magic item creation rules found later in this chapter, you might very well have made it yourself, or been granted it by a Circle-mate.

Influence

A very likely Background for Eclipses and other politically-oriented Exalted, these rules prefer to emphasize the simpler scale of the **V20** version of this Background. If you're using 10-dot Backgrounds, though, the **M20** version is entirely adequate.

Magic Artifact

This Background, found on page 87 of **Kindred of the East**, is probably about as close as anyone in the Fifth Age is going to get to recovering the daiklaves and other wonders of the Age of Legends. It should be said, though, that Magic Artifacts *aren't* the magic item list from **Exalted**. The items covered by this Background are from a later, more debased era sometime after the fall of the time period covered in the **Exalted** books, but still more wondrous than the burnt-out cinder of the modern world. Alternately, you might use this Background to represent the sort of Talismans made by the Art of Enchantment.

Library

Found on page 318 of **M20**, this Background was omitted from **Exalted vs World of Darkness** because it, well, it doesn't mechanically *do* a whole lot as-written. There's nothing stopping the Chosen from taking it, though, particularly in a **Mage**-centric game, and most Dragon-Blooded families command a fairly respectable rating in this Background.

Mentor

Mentor broadly works the same way in every **World of Darkness** game, but each has its own scale to describe the Ability. Here's a broadly useful one for **Exalted vs World of Darkness**:

- An unreliable or inexperienced mentor: a young Dragon-Blooded or vampire, a neophyte werewolf or mage, a weak spirit or ghost.
- A helpful yet eccentric guide: a world-wise Dragon-Blooded, an established vampire or werewolf, a mystical disciple, a confident spirit or shade.
- A good and noteworthy teacher: a Dragon-Blooded or vampire elder, a Sidereal Exalted who's started putting the pieces together, a veteran werewolf, an adept magician, a powerful spirit or very well-connected wraith.
- A wise, helpful, and respected elder: a Terrestrial family head, a vampire Prince or Primogen, a wise Sidereal, an elder werewolf, a master mage, a potent spirit of wisdom or war, or an ancient ghost.
- A powerful elder with serious investment in your success.

Patron

This Background, found on pages 320-321 of **M20**, is potentially appropriate for Exalted to take in highly **Mage**-centric games, or possibly even **Vampire**-centric (or other intrigue-heavy) types of chronicle.

Rank

Like Certification, the Exalted *could* have this Background... but it's really easier to just assume it's part of your character concept, or let it be covered by other Backgrounds like Influence, Contacts, and Allies.

Resources

Even with all the power in the world, you still gotta eat and have somewhere to live, or at least have gas money. If this seems like bullshit, play **Exalted vs Capitalism**.

Retainers

Retainers are highly-skilled assistants and helpers. While this Background provides only a very small number of retainers, this is by design;



access to lots of low-skill mooks or generally helpful warm bodies is general the province of Backup.

Secrets

This Background, found on page 212 of **W20 Changing Breeds**, concerns itself with damaging secrets, especially those of the supernatural world. Usually, only the Dragon-Blooded are plugged into the world of the night folk enough to uncover such forbidden knowledge before the game even begins, but it's not inconceivable that an ex-ghoul might Exalt with knowledge of her master's schemes, or that a Sidereal might immediately uncover some incredibly dangerous conspiracy. Alchemicals might also have this if they were extraordinary citizens within the Technocracy prior to Exaltation.

Spies

The Dragon-Blooded habitually operate significant spy networks in order to keep track of both their enemies and also their Dragon-Touched kin. Other Exalted are *unlikely* to experience the Second Breath with an information-gathering network already in place, but it's not *impossible* by any means.

Spirit Heritage

This Background, found on page 139 of **W20**, has a somewhat misleading name. Rather than indicating that the character is God-Blooded in the **Exalted** sense, it suggests that a certain class of spirits have an affinity for the character, and vice-versa. This Background could potentially be very appropriate for Exalted characters. Dragon-Blooded might have an affinity for elementals matching their Aspect, while servants of Helios or Luna might be drawn to Solar and Lunar Exalted. Sidereals could have an affinity for spirits of the Weaver, or strange conceptual spirits, while Internals are likely to have a strong affinity for Banes. Alchemicals might resonate with spirits of advanced technology. Abyssals are unlikely to possess Spirit Heritage, instead using Spectre Notoriety.

Totem

W20 and **M20** have two very distinctly different Backgrounds that both go by the same name. The version the Exalted use is very specifically the **Werewolf** version, not the one from **Mage: Kindred of the East** also has a Background called Nushi that is functionally identical, and if you have that book but not **W20**, you can use Nushi instead.

The one problem, of course, is that a lot of totems give those who follow them access to powers and traits the Exalted don't have, like Gifts, Rage, and Renown.

Use the following general guidelines:

- When a totem would grant or reduce Renown, assume that Exalts following the totem are more generally well-regarded or mistrusted by spirits who embody that type of renown, and raise or lower the difficulty of social interactions with them by +1 or -1.
- When a spirit grants extra Rage or Gnosis, replace it with extra Essence.
- When a spirit grants some Ability the Exalt doesn't normally use, treat it as a Secondary Ability. It may not be

terribly useful, but then, the Exalt was the one who chose to accept the patronage of a spirit whose interests didn't align perfectly with her own, after all.

- If a spirit grants the Exalt a Gift, she gains the ability to use that Gift for so long as her pact with that specific spirit endures. Replace any Rage or Gnosis costs with an equal Essence cost.

Wonder

Everything said about Fetish applies here, too, save that Mage-toys are even more temperamental about people walking off with them. Still—no matter who built the thing, it's *your* plasma cannon now, isn't it?

New Backgrounds

This book introduces a few new Backgrounds for use by the Chosen.

Heart's Blood

All Lunars have the potential to consume the heart's blood of beasts (and potentially other beings) and thereby assume their shapes, but not all have done so extensively before play begins. This Background reflects Lunar Exalted who have exercised some effort to fill out their shapeshifting library.

- One additional animal or human form.
- Five additional animal forms or two additional human forms.
- A dozen additional animal forms or four additional human forms.
- Two dozen additional animal forms or seven additional human forms.
- Three dozen additional animal forms or a dozen additional human forms.

Past Lives

Once in a while, some rare few Chosen find themselves lost in a waking dream of a time long ago, an age of savage adventure and forgotten glories. When this sudden vision fades, they may find that the skills they possessed in the long-vanished days of yore have carried them to victory.

Once per game session, a player may roll this Background's rating and add it to the Ability rating of a roll she's about to make. This only works for Abilities which might have existed in a timeless epoch of ancient heroes and savage fantasy. Melee, Athletics, and Occult would all apply, but Past Lives can't help with a Computer or Firearms roll.

This Background is only available to Solar, Lunar, Abyssal, and Infernal Exalted.

- Once in a while you get moments of déjà vu.
- Sometimes there's the scent of exotic spices on the air, or a memory of voices you've never heard... but no, no actual words.
- You occasionally have vibrant flashes to images or words that make no sense, but bring tears to your eyes.

•••• Once in a great while, you suddenly relive a few moments of a life from another Age.

••••• Now and again, in your darkest moments, you sometimes relive entire short vignettes of the ancient lives of those forgotten heroes whose power you've inherited.

Supernatural Status

No mere outsider, this Background reflects an Exalt who has put in the work to embed herself in the power structure of one of the great supernatural societies of the World of Darkness. This Background reflects vampires who have made a home within the Camarilla or Sabbat, or Solars throwing in their lot with one factor or another in the war for reality. It's difficult for an Exalt to have more than a few dots of this Background, but then, what is mere *difficulty* to the Chosen?

- Acknowledged; your peers recognize your name when it comes up. You're a member in good standing, if an unusual one.

- Credible; you're considered noteworthy within your society.

- Respected; your word carries weight, and you may have some manner of formal position such as Harpy or Sheriff.

- Admired; you're looked up to, or perhaps feared. You certainly hold some office of formal authority, such as Keeper of Elysium or Seneschal.

- Revered; if you're not officially calling the shots in your area now, it's only because you don't want to put that kind of target on your back.

The Exalted and Cults

There's a Background by this name on page 310 of M20 which gives a mage some Sleeper worshipers who make his ritual magick a bit easier. This isn't that.

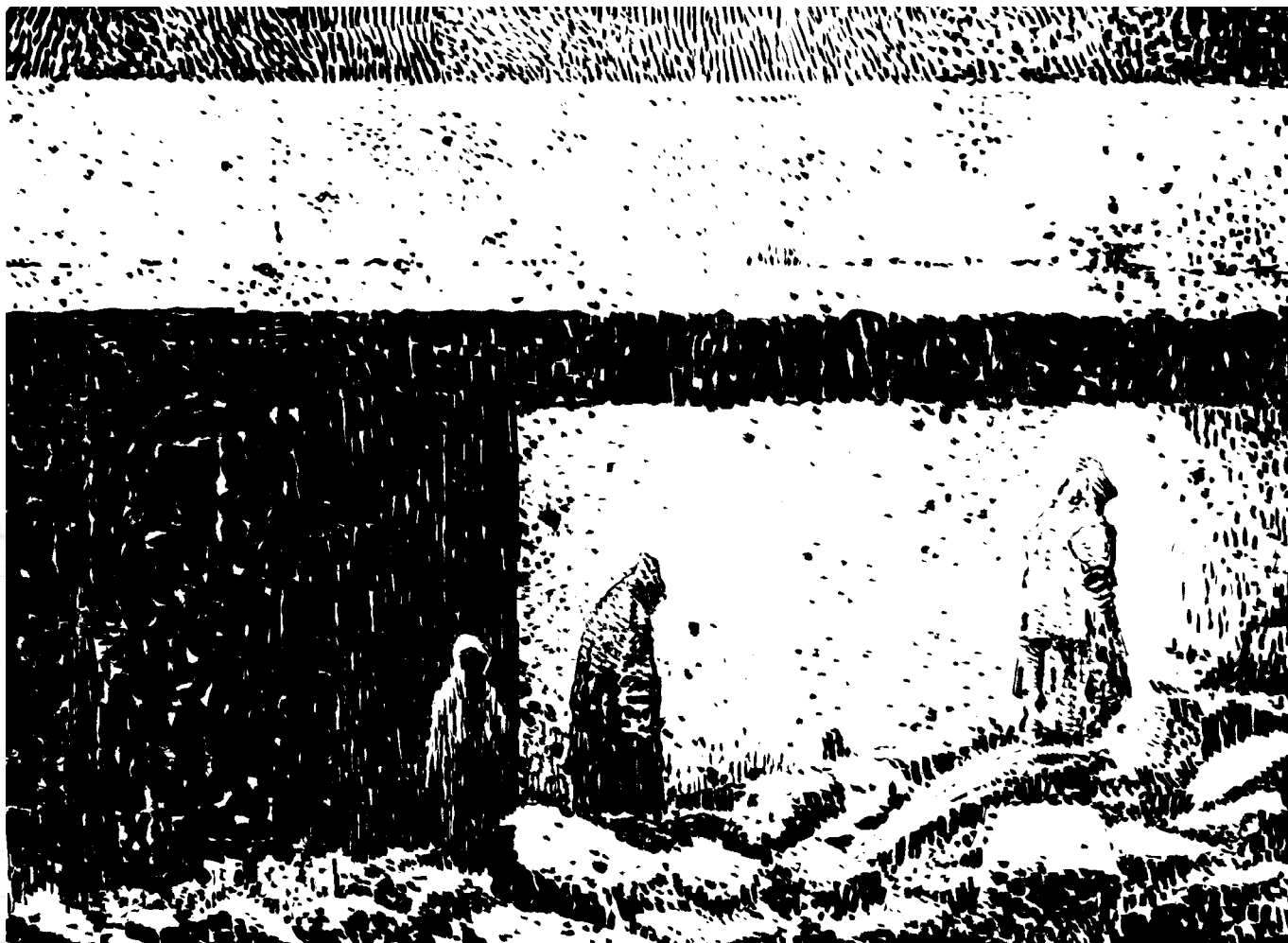
Cult is *also* a classic **Exalted** Background that increases Essence and Willpower regain rates, and I've had several people ask how it ought to work in **Exalted vs World of Darkness**. In general: it *usually doesn't*. In the Fifth Age, mortal worship is no longer of any real benefit to the Chosen. Even demons, fresh-escaped from Hell, have to establish elaborate pacts to reap even the slightest shred of power from the dim remnants of mortal faith in this fallen era.

However... there *is* a way for the Chosen to benefit from mortal prayer as they did in Ages past. It's strange, and unwholesome, and it raises a *host* of uncomfortable metaphysical questions, but it *does* work.

New Background: Cult

A group of mortals worship you as a god. You're not even sure they're wrong, really. In and of itself, this worship provides you no real benefit, although your congregation probably makes a fertile recruiting ground for other Backgrounds such as Allies, Contacts, and Backup. If you've learned how to harness the power of prayer, however, higher ratings in this Background mean that when you travel abroad, it's easier to find worshipers and bask in their adoration.

- A small but devoted cult. Perhaps a three or four priests and a dozen lay worshipers maintain a single shrine in your honor.



•• Your cult has quietly spread throughout a small town or a single district of a city. You have almost a dozen priests, and 20 or 30 worshipers spread between two or three temples.

••• Your cult encompasses more than 100 members, and has either thoroughly spread through a single city, or has smaller branches in several disparate population centers.

•••• Your cult is large and widespread, with small cells spread throughout an entire geographical region such as the American West Coast or the British Isles.

••••• You've gone global, with more than 1,000 worshipers spread over numerous countries.

Prayer-Eating

The Hungry Dead of the Indian subcontinent practice a spiritual discipline that is regarded as heretical and abhorrent by their cousins farther east. Some believe it to have been taught by the debased spirits known as the Yama Kings, while others simply regard it as a blasphemous affront against Heaven undertaken by corpses with pretensions of divinity.

A few—a very few—Dragon-Blooded families know that the Chosen are also capable of practicing a version of the Discipline known as Prayer-Eating. It's not so much considered blasphemous as incredibly ill-advised, and the House of Bhagwat has gone to some pains to prevent word of this odd miracle from spreading. Is it presumptuous for human heroes, however divinely blessed, to divert the hopes and prayers of the masses onto themselves, for their own benefit? Perhaps. Is it foolish and dangerous for a family of demigods attempting to avoid drawing the notice of the rest of the supernatural world to enter into direct competition with the Celestial Tribe of the Hungry Dead for human worship? *Absolutely.*

And so it is that for most of history, the Exalted have not practiced Prayer-Eating, nor interrogated too closely the reasons why they should be capable of mastering one of the Disciplines of the Hungry Dead, but no others.

That's probably going to change now. The newly-freed Solar, Lunar, Sidereal, and Abyssal Exalted are highly unlikely to have any knowledge of obscure heresies practiced by the vampires of Asia and India, but the same can't be said for the Infernal Exalted. Those unholy monsters possess an inherent affinity for Prayer-Eating, and may begin developing it instinctively when first exposed to human worship.

Prayer-Eating is unusual, as Charms go. All Exalted are capable of learning these Charms, but only Infernal Exalted receive a "Caste" discount when doing so. Moreover, unlike other Charms, Prayer-Eating must be learned in ascending order of mastery. That is to say, a character must master Hear Prayers before learning Prayer Appraisal.

Hear Prayers (•)

The Exalt seats herself, empties her mind, and allows her worshipers' prayers to flow into her consciousness. This Charm allows the character to

monitor the supplications and wishes of her followers, so long as they speak their prayers in at least a faint whisper; unspoken prayers cannot reach the character's ears. She can even use this Charm to pick up distress calls from imprisoned or endangered worshipers, so long as their entreaty for help is part of a heartfelt prayer.

System: The Exalt must relax as completely as she is able, in a place relatively free of distractions, and make a Stamina + Occult roll against difficulty 6. Success allows her to hear prayers uttered within a number of miles equal to her (Essence rating x 5). These prayers must be issued with sincerity, and they must be directed to the Exalt.

Prayer Appraisal (••)

The Exalt gazes into the eyes of one of her worshipers, and therein sees his innermost hopes and desires. The distinction of "worshiper" is crucial; if the subject doesn't genuinely acknowledge the Exalt as a supernatural being capable of exercising miraculous guidance over his life and worthy of deep reverence, this Charm reveals nothing whatsoever—although even that can be useful in its way, as it allows the Exalt to weed out the faithless from her congregation.

Prayer Appraisal can function even across the Gauntlet or Shroud, allowing the Chosen to surreptitiously gauge the hearts of the faithful.

System: The Exalt gazes into her subject's eyes, and the player rolls Perception + Empathy. If the subject is actively offering prayers to the Exalt, the difficulty is the lowest of 4 or the target's Willpower. Otherwise, this roll is made against the *highest* of the two values. The more successes rolled, the more clearly the Exalt reads her worshiper's heart.

One success: The Exalt knows if the subject is sincerely praying, and what general thing they most want from her: "I want my grandmother to live."

Two successes: As with one success, but the Exalt also knows *why* the target desires the thing they want: "I want my grandmother to live so I can get into her will."

Three successes: The Exalt also gets a short summary of the target's prayers over the last month, along with their reasoning. Furthermore, she learns the subject's name, her Demeanor, and a few very broad strokes of her personal history.

Four successes: As three successes, but the Exalt also learns the target's Nature, Willpower score, most of their personal history, and mystical ties or bonds that might hold power over them (such as a blood bond, or being conditioned to possession by a ghost), their current thoughts and feelings, any long-term plans, and finally, the Exalt knows if her worshiper has ever lied to her.

Five successes: The target's soul is an open book to the Exalt—all of their thoughts, history, dreams, desires, memories (even edited or suppressed ones), and ugly secrets are laid bare before her.

Fulfill Prayer (•••)

The Exalt very lightly sets her fingers upon the threads of fate and fortune, tugging them into closer alignment with an offered prayer so that it is more likely

to come true. This is a very minor miracle: it can't raise the dead or conjure wealth from thin air. It merely nudges reality toward desirable outcomes, and the more humble the prayer, the more likely it is to be granted. It cannot cure a worshiper's cancer, but might drive it into remission for a few years—or at least until the postulant sees his son graduate.

The Exalt *cannot* answer her own prayers, but there's nothing stopping her from lavishing her favor upon the prayers of others that best align with her own wishes or agenda.

System: The Exalt spends 1 Essence and makes a Perception + Occult roll with a difficulty equal to the local Gauntlet rating. The more successes garnered, the more strongly fate and fortune will work to grant the selected prayer. This is a matter of storytelling rather than solid systems, but protecting "blessed" actions from botches or granting free specialties are within reason, if some systems manifestations of this Charm are needed. This Charm can't answer prayers more than a week old, and the prayers must be offered directly to the Exalt in the sincere and uncynical belief that she is a supernatural being capable of using her power to grant miracles to those she favors.

Prayer-Eating (••••)

While appearing directly before a congregation of her worshipers, the Exalt may catch their prayers on her fingertips and eat them, refining them into a sticky, honey-like substance shining in the same hue as her anima banner before popping them into her mouth.

System: The Exalt must officiate or take a central role in a worship ceremony dedicated to her own glory and divinity, and attended solely by faithful worshipers. The presence of a single doubting heart ruins the prayers and renders the service useless to empower her.

At the height of the service, the Exalt spends a Willpower point and her player rolls Charisma + Performance against difficulty 7 to stage-manage the climax. Each success grants a point of succulent Essence, which the Exalt must devour before it evaporates in about ten minutes.

This Charm can't grant more than one point of Essence for every 10 worshipers present, and a single congregation can't provide a banquet of Essence more than once per day. It takes at least an hour to perform a suitable ritual and to stoke the faithful up to a sufficient height of religious fervor.

Unbreakable Soul-Bonds (•••••)

The Exalt can bond the heart and soul of a worshiper to herself, allowing her to forever command that being's unfailing loyalty. No torture, no drug, no blackmail can force the target to betray the Exalt; if necessary, he will bite off his tongue and die first. Nor will he ever cease to love, protect, and worship the Exalt as his incarnate god.

System: This Charm can only be directed at someone who is a true, willing, and fervent worshiper of the Exalt, and whose prayers the Exalt has consumed at least 10 times with Prayer-Eating.

The Exalt comes upon her target in the midst of devotions to her, spends 1 Essence, and makes a Willpower roll against difficulty 4. If she accumulates three or more successes, the target's soul is bound to her. He now loves her unconditionally and forever; no other power can overwrite this bond. This Charm is capable of shattering and replacing existing powers of slavery and obligation such as vampiric blood bonds. It lasts for as long as the target lives, and perhaps even longer if he lingers as a worshipful ghost.

Martial Arts

Once there was an age when the breath of Heaven flowed through the world with vibrant intensity. In those days, a man or woman who learned the proper techniques of breathing, centering their balance, emptying their mind, and harnessing the strength of both spirit and limbs could strike with the power of a god. When practiced by those genuinely blessed by the gods, such techniques could split tidal waves and reality itself asunder.

That age ended long before the first two bricks that would make up the city of Ur were laid one upon another. Its rich tapestry of history, tradition, and martial wisdom was lost in blood and fire, and for time out of mind, the Dragon-Blooded fought with brute ferocity, with fist and tooth and nail and flint-tipped spear.

And yet, so long as humans live beside one another, they will forever fall into conflict, and seek superior means of defeating their enemies. In time, the martial arts flourished once more across the world, and though the

What about Charcoal March of Spiders Style?

The supernatural battle arts of the Exalted died with their practitioners 50,000+ years ago, and are unlikely to ever be recovered. Moreover, **Exalted vs World of Darkness** attempts to strike a contemporary and global tone, rather than leaning heavily into specifically Asia-inflected action-cinema. Further, martial arts have always represented a significant source of system complexity in **Exalted**. Finally, this game doesn't use long interdependent Charm cascades in the same fashion as its parent game, and converting all of the styles of **Exalted** would probably be an undertaking of equal scope to the entire **EXvWoD** corebook. As such, martial arts were omitted from the core release of **Exalted vs World of Darkness**.

In fact all of these these concerns remain valid! However, it is also true that martial arts are a much-loved secondary feature of **Exalted**, and some people have expressed sorrow at their absence. The rules below represent an attempt to maintain the integrity and tone of the setting while also delivering secret forbidden kung-fu that lets you split a werewolf's skull in half with a palm strike. As such, these rules are strictly *optional*. If the group doesn't want to deal with the complexity increase they impose upon combat, *don't use them*. The default assumption is that **Exalted vs World of Darkness** chronicles will operate without them.

breath of Heaven is now little more than ashes in a cemetery wind, mortals once more bear the ancient power of the gods, and may draw some power from the ways of proper stance, proper breathing, and proper action.

The Breath of Heaven, the Fists of Man

Many Exalted practice and have always practiced a wide variety of martial arts. Today, there are Dragon-Blooded masters of boxing, fencing, muay thai, Brazilian jiu jitsu, and many other combat forms. It's not fair to say that the Terrestrial Exalted made *attempts* to recapture the fighting styles of old; in truth, the very existence of supernatural martial arts in the Age of Legends had been long forgotten by the time humanity began to rediscover formal styles of combat. Rather, whenever the Dragon-Blooded encountered and practiced a combat art, they experimented with various means of augmenting it with their native Essence. This produced fearsome techniques and tactics for the deployment of Charms such as Dragon-Graced Assault, but nothing truly like the secret battle arts of the Age of Legends.

This is the truth, as best the Dragon-Blooded understand it: the arts of supernatural combat were innovated, as they now exist in the World of Darkness, not by the reclusive Chosen, but by mortal men and women attempting to punish the night folk for their transgressions.

The demon hunters known as the Shih trace their origins to a legendary figure born more than 3,000 years ago named Wan Kung Yi. As best as Dragon-Blooded genealogists can determine, Yi was no kin of Terrestrial Exalted, but merely a mortal man of extraordinary discipline and virtue. The order he founded not only made an extensive survey of the nature and weaknesses of the night people, they practiced physical and spiritual refinements to gain conscious access to the power of their own life-force... and then devised battle arts to wield that energy as a weapon with which to kill monsters.



The Matter of Do

The Dragon-Blooded are also well aware of the impossible combat arts of the Akashic Brotherhood, and have made several attempts to study them over the course of history, but have had no luck in adapting their Essence to the forms and lessons of Do, which seem calibrated for a more subtle sort of power than that the elemental majesty of the Terrestrial Exalted.

The Dragon-Blooded have never had any sort of agreement or alliance with the Shih. Although individual Exalted have sometimes quietly supported individual demon hunters or offered them shelter, they usually took pains to appear as nothing more than eccentric aristocrats while doing so. The Shih are diligent, the Shih are implacable, and the Shih are very, very good at uncovering the cataloging the secrets of the supernatural world. The Dragon-Blooded did not and do not want the Shih to pay attention to them.

And yet, their combat arts are breathtaking, tantalizing. It was decided, some thousand-odd years ago, that they were worthy of firsthand study. The House of Tsang acquired the secrets of the Shih battle arts through a painstaking series of manipulations which saw two of its Dragon-Touched children adopted by a Shih demon hunter and trained in the ways of that ancient fraternity. The family lost its hold on one of the children, but maintained contact with and sponsorship of the second, and from that Dragon-Touched, gained the opportunity to study the Shih martial arts. The Tsang family maintained its ties to the Shih over the next three generations, until one night all of its demon hunter scions were wiped out in a battle with a nest of goblin spiders. By that point, however, the family had fairly extensive knowledge of the Qiao, and had begun trading that knowledge to other Dragon-Blooded houses at premium rates.

The House of Tsang wasn't alone in its interest in the Shih, of course, and a few other families have tried repeating its experiment with varying success. At present there are believed to be four Dragon-Touched Shih wandering the nights of Asia, only one of whom has any awareness of her Exalted relatives. And as for the Qiao?

The Qiao spread, as any truly incredible wonder will. Only about one-third of the modern Dragon-Blooded families contain any practitioners of the Shih battle arts, but there is a well-established custom of sending young scions to visit with foreign households to study under their martial tutors, in exchange for proper considerations, favors, or financial compensation.

As to the other Chosen... the Shih are certainly extraordinary individuals. Should any of them undergo Celestial Exaltation, woe betide the *shen* who steps out of line.

The Qiao

The mystic battle arts of the Shih demon hunters are commonly known as the Qiao. As practiced by their Shih creators, they burn the user's Chi to achieve miraculous results, at a steep cost to the demon hunter's health.

The Qiao can also be used by any of the Exalted who happens to find a willing tutor. When the Exalted perform the Qiao, they substitute Essence for all Chi costs, but otherwise utilize these mystic battle arts in the same fashion as their Shih creators. Dawn Castes, Dusk Castes, Full Moon Castes, Earth Aspects, Water Aspects, and the Chosen of Battles and Endings, along with all Exalted who select one of those Castes as Favored Charm list, may purchase Qiao for (rating x 3) experience points each. All other Chosen must pay (rating x 4) experience points to learn them.

The Qiao can be found in **Demon Hunter X**. As **Demon Hunter X** was published under the Second edition rules for **Kindred of the East**, some of its systems are a bit out of date for the 20th anniversary Storyteller ruleset. Adjustments are noted below, along with a quick summary of the Qiao for Storytellers who don't have **Demon Hunter X** but who still want to run NPCs using Shih battle arts.

- **Qiao of the I Shen (Celestial Gods style)** – A battle art which transforms prayers and prayer strips into weapons against the night folk.
- **Qiao of the Mo Kung (Devil Fighter style)** – A battle art which burns spiritual energy to empower the fighter's body to superhuman levels.
- **Qiao of the Yu An (Jade Harmony style)** – A battle art which fortifies the practitioner's mind against the mind-tricks of the night folk.
- **Qiao of the Feng (Phoenix style)** – A battle art which helps its practitioner recover from injury and disease.
- **Qiao of the Shi (Serpent style)** – A battle art which focuses the practitioner's spiritual energy into a direct weapon.
- **Qiao of the Chien (Mirror style)** – A battle art which traps the magic of the night folk and turns it back against them.
- **Qiao of the Long Ling (Dragon Ruler style)** – A battle art which focuses on mind tricks and mental domination.
- **Qiao of the Meng (Dream style)** – A battle art which helps its practitioners recover from mental strain and torment.
- **Qiao of the Zhu Mao (Resilient Cat style)** – A battle art which permits miraculous feats of mind over matter.

Qiao of the I Shen

Heavenly Flames: This power inflicts lethal rather than aggravated damage.

Heaven's Thunder: The damage this power inflicts on its user is lethal.

Updated Shih Rules

On the off chance you're running Shih NPCs or, hell, Shih PCs, here's a quick update to get them 20th Anniversary compliant. When a Shih spends enough Chi to injure herself (see **Demon Hunter X**, page 53), she takes bashing damage. If she taps into Chi in excess of her Virtue ratings, though, she suffers lethal damage.

Qiao of the Mo Kung

Yes, Devil Fighter style can produce some really insanely gross dice pools when combined with Exalted Charms. There's a reason the Dragon-Blooded wanted to get their hands on this stuff.

Replace all (Attribute) + Meditation rolls with Willpower rolls.

Qiao of the Yu An

Though Exalted students carry a bit of jade with them while learning Jade Harmony style because that's how the style is taught, they don't actually *need* this aid, and can use this Qiao's powers without it. Their Exaltation provides all the spiritual focus necessary.

Qiao of the Feng

The Closing Wound: This power can heal any severity of bashing damage, or lethal damage so long as it isn't marked in a Mauled, Crippled, or Incapacitated health box.

Spiritual Healing: This power can heal both bashing and lethal damage with equal facility and without limitations.

Escape From Death: This power heals aggravated damage.

Qiao of the Shi

Thousand Fists: Instead of Dexterity + Martial Arts, make a reflexive Willpower roll when activating this power, then attack as normal.

Spear Hand: Instead of Strength + Martial Arts, make a reflexive Willpower roll to activate this power.

Thousand Swords: Roll Willpower rather than Strength + Occult. This power also allows Brawl attacks to inflict aggravated damage.

Qiao of the Chien

Stolen Serpent: Redirected attacks may also be aimed with Dexterity + Athletics rather than Dexterity + Firearms.

Bite of the Mu: The Chosen face no risk to their spirit or psyche from the use of this power.

Qiao of the Long Ling

Dark Reflection: Each success inflicts a -1 penalty on the target's Initiative for the rest of the scene.

Haunted Eyes: The Infernal Exalted are also vulnerable to this attack, as it agitates their Exaltation and the devil bound into it.

Qiao of the Meng

Focus of the Mind: Roll Willpower rather than Perception + Meditation.

Nightmare Exorcism: Roll Willpower rather than Wits + Meditation.

Qiao of the Zhu Mao

Wind Strike: This also works perfectly well on throws executed with Brawl.

Mountain Stance: Stamina + Brawl is also acceptable to trigger this power.

Celestial Wind: Roll Wits + Occult rather than Medicine + Occult.

Ancient Sorcery

Included below is an expanded list of ancient sorcery spells.

Argent Miracle Binding

This spell works exactly as the Rite of the Fetish found on page 213 of **W20**, save that the sorcerer rolls Wits + Occult against difficulty 9, and the binding itself occurs over the course of a ritual lasting for (Fetish's rating) hours, during which time the sorcerer must spend (Fetish's rating x 3) Essence. As a result, this spell is almost always performed in a Dragon Nest.

Calling the Gulls with Beaks of Steel

The sorcerer speaks a curse against a building, trapping all its occupants within. Moments later, a great flock of seagulls descends and surrounds the building, balefully eyeing all obvious exits. They swoop down and attack anyone who tries to leave the building with their cruel, iron-shod beaks. The gulls persist in attacking until their targets either make it at least a block away from the building, or until they retreat back inside.

System: Spend 5 Essence and make an extended Intelligence + Occult roll against difficulty 8. Upon accumulating eight successes, ten flocks of seagulls gather, and will encircle the building for the next 12 hours. Use the traits for a swarm of birds found on page 391 of **V20**. The birds won't stop anyone from going into the building, but will indiscriminately attack anyone attempting to leave.

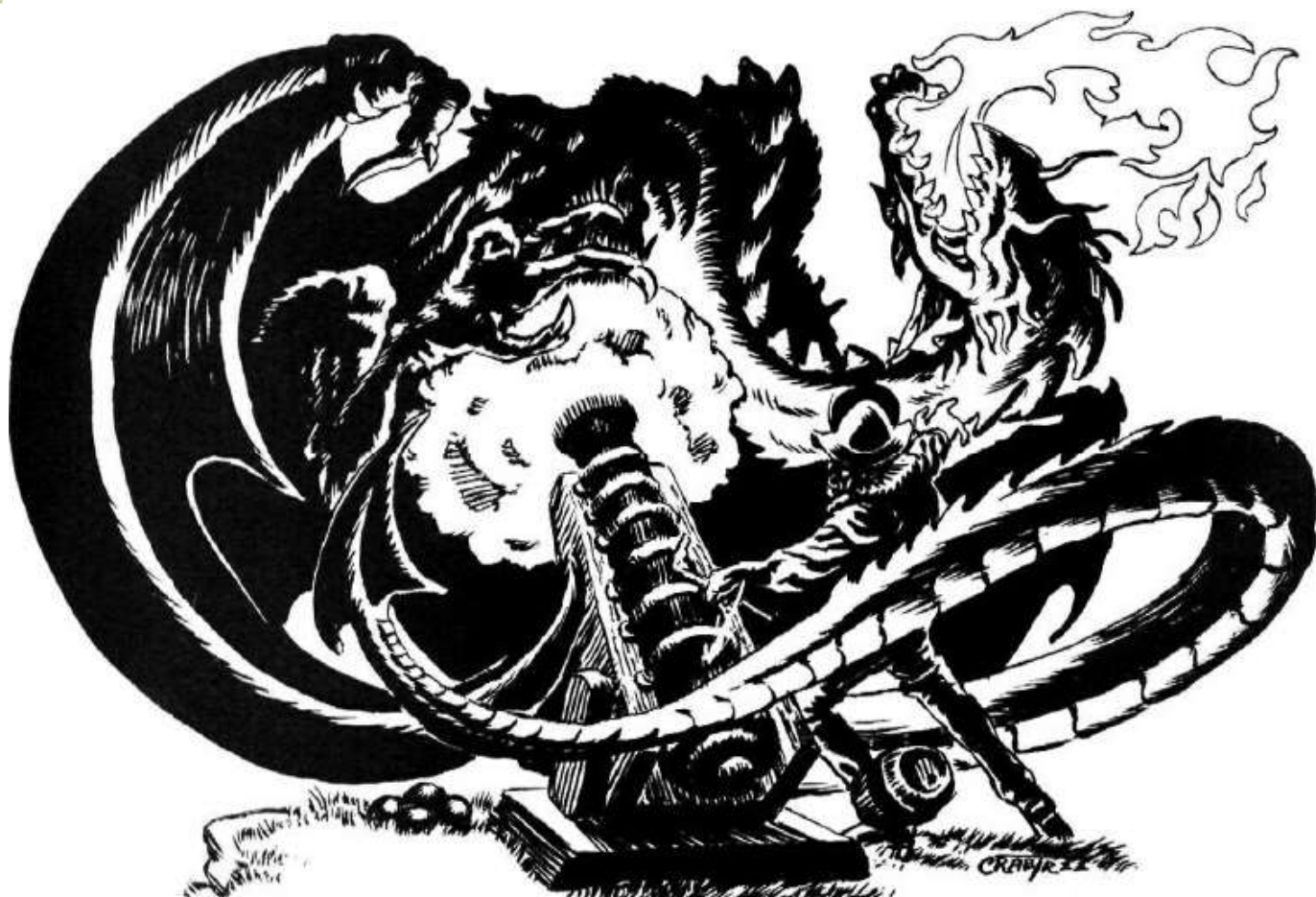
The gulls aren't infallible. They can't watch underground passages, and it's possible to trick them by, for example, drawing the majority of the birds to one side of the building while someone tries to escape out of the back.

Hedge Magic Errata

Playtesting has revealed that the Hedge Magic Merit was too pricey. Consider these rules to replace the rules for that Merit that were in the **Exalted vs World of Darkness** corebook.

An Exalt with the Hedge Magic Merit may buy Paths and rituals from **Sorcerer Revised** edition. A dot of a Path dots 4 Freebie Points during character creation, while rituals cost 2 Freebie Points. During play, Paths cost 4 experience points for the first dot, and current rating x 4 for additional dots, while rituals cost their rating in experience points. Twilight Castes, Daybreak Castes, No Moon Castes, Air Aspects, Chosen of Serenity, and all Infernal Exalted pay current rating x 3 for additional dots, instead.

The Merit costs only 3 points for Chosen of the Twilight, Daybreak, and No Moon Castes. It costs 4 points for Sidereals, Air Aspects, and Infernals. It costs 5 points for everyone else.



Dance of the Smoke Cobras

The sorcerer recites an ancient chant in a forgotten language, even as her fingers form the symbols which follow after fire and treachery. Several man-sized cobras made of writhing smoke appear around her and strike at an enemy of her choosing. Anyone killed by smoke cobra venom dies in writhing agony as their blood turns to smoke and pours out of their body, leaving behind a desiccated corpse frozen in a horrifying death-rictus.

System: Spend 5 Essence and make an extended Intelligence + Occult roll against difficulty 7. Upon accumulating five successes, a number of smoke cobras appear equal to the lower of the sorcerer's Manipulation and Wits. The cobras always act immediately after the sorcerer in each turn, and they persist in the world for (sorcerer's Willpower rating) minutes or until the target they have been summoned to kill is dead.

Disguise of the New Face

The sorcerer reweaves herself or someone else to take on the physical likeness of another. This spell requires ten minutes of ritual steps and gestures, focused on either the target (if being cast on another) or on a mirror (if the sorcerer is transforming herself), along with a rendering of the likeness of the one whose appearance is to be assumed. In the Age of Legends, it may be assumed that a portrait of some sort was used (and indeed this still works), but in the World of Darkness this spell is more likely to use a photograph of some kind. At the spell's culmination the photograph or other depiction erupts into silver flames, which spread over the target (or the sorcerer) and burns away their flesh. When the ashes fall, a new body exactly matching the likeness in the consumed photograph is left behind.

Since this spell consumes whatever medium bears the likeness to be copied, sorcerers are advised to *print out*

digital photos, rather than simply using a cell phone or tablet as a focus for the spell.

System: Spend 4 Essence and make an extended Manipulation + Occult roll against difficulty 8. Upon accumulating ten successes, the subject is transformed, their body becoming a perfect duplicate of someone else. This transformation lasts for (sorcerer's Essence rating) days.

Flight of the Brilliant Raptor

Tendrils of sorcerous power reach invisibly across the gulf of space, beyond the barrier of the Earth's atmosphere, across the spirit-shadow of Mars and into the Shade Realm of Forces. There they bind pure and elemental flame into a deadly firebird, which is called to the sorcerer's side and cast at her enemies, where it explodes into a torrent of incandescent flames.

System: Spend 4 Essence and make an extended Perception + Occult roll against difficulty 7. Upon accumulating five successes, the firebird appears, streaks to a point of the Exalt's choosing within her line of sight, and detonates. Everything within 15 yards of the point of explosion is subjected to 12 dice of aggravated damage, and everything flammable is set ablaze.

Smoke Cobras

The creatures summoned by Dance of the Smoke Cobras have Strength 4, Dexterity 4, Stamina 4, Athletics 4, and Brawl 4. Their attacks inflict Strength + 2 lethal damage, and any 10s on a smoke cobra damage roll are re-rolled as their venom ravages the target's body. Smoke cobras have 10 Willpower, but cannot spend Willpower points. They can soak bashing and lethal damage, but not aggravated damage. Smoke Cobras have the following health levels: Bruised (x4), Incapacitated.

Flight of Separation

The sorcerer erupts into a wheeling flock of flying creatures—usually birds, but bats or even flying insects are also possible—and scatters in all directions, seeking freedom by any means necessary. She reforms several minutes later and several miles away, at a place of her choosing, so long as that point is under the open sky.

System: Spend 5 Essence and make an extended Wits + Occult roll against difficulty 7. Once the player accumulates five successes, the sorcerer transforms. If the flight of birds cannot escape whatever place the sorcerer happens to be in, then she reforms in the same spot where she cast the spell.

Incantation of Spiritual Discretion

The sorcerer chants a sutra which resonates with the Essence of the Weaver, of patterns, and of blindness and silence, and thereby seals a chamber against observation from the spirit world.

System: Spend 4 Essence and make an extended Intelligence + Occult roll against difficulty 7. Upon accumulating five successes, the spell takes effect, sanctifying whatever room the sorcerer stands in. Within that chamber, the Gauntlet rises to 9, and no creature in the Penumbra or Shadowlands can discern even the slightest feature of the room; it appears to be a colorless, featureless void, devoid of figures or sound. This spell's effects persist for the sorcerer's Essence rating in days.

Most Fluid Blessing of the Water Dragon

This spell can only be cast within the Spirit World. The sorcerer ventures to a shoreline, or the open sea, or some other place of mighty waters, speaks the long-forgotten name of the elemental dragon-ruler of the seven seas, and calls the power of elemental water to inhabit a mundane item.

System: Spend 5 Essence and make an extended Intelligence + Occult roll against difficulty 8. Once the player accumulates ten successes, the item is enchanted. This spell enchants a perfectly mundane, non-magical item with the power to transform according to its owner's will. The object retains its material qualities, mass and weight, but it can adjust its form to the bearer's will. Clothing can re-tailor itself to specific needs. A weapon can become an unobtrusive item of similar size until needed later. Armor can fold itself up into a compact cube for easy carriage. An item damaged while it has been shapeshifted will retain that damage in any form, until the item is repaired. Triggering this transformation costs 1 Willpower.

Most Excellent Blessing of the Air Dragon

This spell can only be cast within the Spirit World. The sorcerer ventures to a high place, speaks the long-forgotten name of the elemental dragon-ruler of the four winds, and calls the power of elemental air to inhabit a mundane item.

System: Spend 5 Essence and make an extended Intelligence + Occult roll against difficulty 8. Once the

player accumulates ten successes, the item is enchanted. This spell enchants a perfectly mundane, non-magical item with one of two possible blessings. The first reduces the item to a mere one-fifth of its original weight. This can reduce the Dexterity penalty of armor by -1, or reduce the difficulty to make attacks with a heavy Melee weapon by -1 (but not below difficulty 6). The second possible blessing allows the item's user to spend 1 Willpower to cause the object to become cold for the rest of the scene. This can make it easy to stay cold in hot climates. Chilled weapons develop a rime of sharp ice, increasing their damage by +1.

Most Incandescent Blessing of the Fire Dragon

This spell can only be cast within the Spirit World. The sorcerer ventures to a place evocative of burning, such as a caldera or the site of a recent wildfire, speaks the long-forgotten name of the elemental dragon-ruler of flames, and calls the power of elemental fire to inhabit a mundane item.

System: Spend 5 Essence and make an extended Intelligence + Occult roll against difficulty 8. Once the player accumulates ten successes, the item is enchanted. This spell enchants a perfectly mundane, non-magical item with one of two possible blessings. The first makes the object completely immune to fire—but not, notably, the character carrying or wearing the enchanted item. The second possible blessing allows the item's user to spend 1 Willpower to cause the object to become hot for the rest of the scene. This can make it easy to stay warm in cold climates. Heated weapons glow red-hot, increasing their damage by +1.

Most Resilient Blessing of the Earth Dragon

This spell can only be cast within the Spirit World. The sorcerer ventures to a subterranean location such as a sewer or cave system, speaks the long-forgotten name of the elemental dragon-ruler of soil and stone, and calls the power of elemental earth to inhabit a mundane item.

System: Spend 5 Essence and make an extended Intelligence + Occult roll against difficulty 8. Once the player accumulates ten successes, the item is enchanted. This spell enchants a perfectly mundane, non-magical item, making it supernaturally durable. Weapons so enchanted never need to be sharpened, while clothing and armor offers one additional soak die. Other objects increase their Structure rating by +2.

Most Verdant Blessing of the Wood Dragon

This spell can only be cast within the Spirit World. The sorcerer ventures to a forested place, speaks the long-forgotten name of the elemental dragon-ruler of primeval woodlands, and calls the power of elemental wood to inhabit a mundane item.

System: Spend 5 Essence and make an extended Intelligence + Occult roll against difficulty 8. Once the player accumulates ten successes, the item is enchanted. This spell enchants a perfectly mundane, non-magical item with the power to regenerate itself rapidly. Dents and cuts in armor seal up. Clothing mends its own tears.

Weapons become like new after a battle. So long as an item hasn't taken enough damage to destroy it outright, it will heal at the rate of one level of damage per hour.

Rain of Spiders

The sorcerer raises her hands to the sky and bids clouds to gather. A clicking, rustling noise falls over the steadily dimming day as she gathers her Essence and transmits it into the heavens. Finally, the sky opens and thousands upon thousands of spiders of a multitude of different species drift to earth in living waves, carried upon the wind and tiny nets of silk.

System: Spend 5 Essence and make an extended Intelligence + Occult roll against difficulty 9. Once the player accumulates fifteen successes, the rain of spiders begins. It covers about a mile around the sorcerer's position, and lasts for ten to fifteen minutes. Everyone caught outdoors suffers one die of bashing damage per turn of exposure. Getting under cover immediately is strongly recommended. The spiders do not vanish after the spell ends, and local exterminators are likely to have more business than they can handle for some time afterwards.

Sapphire Ritual of Exorcism

The sorcerer adorns a chamber with ritual implements reflecting the four elements, the sun, the moon, the stars, and the grave, then slowly focuses her Essence into a purifying mandala of absolute reality which splits apart any unnatural joining of matter and spirit.

System: The character enacts an hour-long ritual, then spends 10 Essence and makes an Intelligence + Occult roll against difficulty 8. Success ends any form of possession afflicting the ritual's subject, ejecting the possessing spirit or shade. Because of the ritual's length, its subject must usually be restrained in some way if they don't consent to the exorcism. This spell terminates possession by spirits and ghosts, mind and spirit-riding with powers such as high-level Animalism or Dominate, the Dragon-Blooded Charm Sense-Riding Method, and so on. It immediately evicts demons from their hosts (whether that be mortal flesh or a graven idol), and can even separate the Bane from a fomor—although fomori suffer 10 dice of lethal damage as the Bane rips its way free of their flesh, rolled at a rate of one die per minute over the course of 10 agonizing minutes.

The Tree's Many Branches

As the sorcerer gathers her Essence and casts this spell, tree branches grow out of her body. At the spell's culmination, the bark of these branches cracks and explodes, revealing additional arms that precisely match the Exalt's original limbs.

System: Spend 3 Essence and make an extended Intelligence + Occult roll against difficulty 7. Once the player accumulates five successes, the sorcerer grows additional sets of arms equal to her Essence rating. For the rest of the scene, whenever the sorcerer takes multiple actions, each subsequent action raises its difficulty as normal but doesn't suffer a penalty to its dice pool. If the sorcerer has three or more sets of additional arms, she can make up to two attacks per turn by using multiple actions,

rather than being limited to only one attack per turn as normal.

Magical Item Creation

Now that the Chosen have returned to the world, some of them seek out anvil and spell and seek to bind together Essence and steel. Once, the Exalted crafted wonders that upheld a golden age of miracles and wonders. Now, the spirit sleeps a sleep beyond rousing, and little Essence remains to bind to the debased matter of the mundane world. But the Twilights and their similarly inspired brethren are not without options, as detailed below...

The Art of Enchantment

The ancient art of enchanting finely-crafted items with miraculous properties is detailed on pages 71 to 74 of **Sorcerer Revised**. Though the talismans it produces are pale shadows of the legendary items of yore, this mystic practice is the closest modern relative of the wonder-forging ways of the Age of Legends.

A note should be made about the capability for 4-dot Talismans to “duplicate low-level supernatural abilities.” This is intended as a rough power guideline to produce evocative and interesting magical artifacts, not a *carte blanche* permission slip to find the most broken combination of 2-dot powers in every book ever published and to wear them as an arsenal. Frankly, the Exalted are already powerful enough to run roughshod over most anything *without* finding some weird combination of native Charms and a Temporis-on-a-string amulet, and churning out boring Talismans only does a disservice to your own enjoyment.

In particular, it's worth pointing out that magical items enchanted in this fashion in the World of Darkness are often fragile or impermanent things, unlike the nigh-imperishable artifacts of the Age of Legends. Particularly powerful Talismans often need to have their enchantments periodically renewed with things like blessings from high-ranking clergy, elaborate rituals, anointing with the blood of a seventh son of a seventh son, and so forth.

Fetishes

Fetishes are detailed on page 221 of **W20**. In short, a fetish is an item with a spirit bound into it, granting it certain magical properties derived from the combined nature of the object and the spirit. A spirit of war bound into a knife would empower its strikes to be faster, harder, and more deadly; that same spirit bound into a computer might create a machine able to aggressively break through firewalls protecting sensitive security information.

The Chosen don't possess the same inherent facility for dealing with and binding spirits that many shapeshifters do, but they can pick up the knack through training and focus. In general, an Exalt who wishes to get into the fetish-making business needs either a special Charm such as Copper Spider Conception, or else the ancient sorcery spell Argent Miracle Binding.



Wonders: Devices, Talismans, and Trinkets

“Wonder” is a broad catch-all for several distinct sorts of magical items, including Talismans (mystically enchanted items similar to those produced by the Art of Enchanting) and Devices (advanced examples of futuristic technology, operating on principles that are functionally indistinguishable from magic to the uninitiated). Wonders are described in detail in **M20**, starting on page 651.

Wonders can do damn near anything... in theory. In practice, Wonder-makers soon discover that reality is thin and brittle in the World of Darkness, and it ill-tolerates being forced to bear the weight of earthshaking miracles harking back to the Age of Legends. Such Wonders are balky and prone to malfunction or fail at the worst possible moments.

Creating Wonders is also a significantly more difficult endeavor for the Chosen than making Fetishes or lesser Talismans. *In theory*, the sky the limit when it comes to making wonders. *In practice*, the Chosen generally need to craft Wonders entirely by hand, as any conflicting mystic imprint ruins the object’s potential to act as a vessel for the Exalt’s Essence. This imposes some fairly sharp limitations on the potential scope of magical items. Forging a magic sword? No problem, if you have the right skills. Fabricating a magic motorcycle from scratch is significantly more time-consuming and demanding, even with Craftsman Needs No Tools, but at least *possible*. Building a Gundam suit? Now you’re looking at years or decades of hand-tooling unique, custom parts, electronics, and complex machinery, putting them together alone, and burning through hundreds of millions of dollars in the process, before even getting to the stage of infusing the thing with Essence to make it function, only to have reality scream at you like a scalded cat the entire time you operate it.

It’s probably easier to just go with a bulletproof jacket and a gun that never runs out of explosive bullets, and leave spending decades or centuries redefining the global paradigm until Gundam suits are a workable proposition to the mages.

Although all Exalted can *use* Wonders, only a few have the sheer power or proper nature necessary to create them. Only Sidereals, Solars, Abyssals, and Infernals have the wherewithal to craft such miracles, using special Charms such as Wonder-Forging Genius.

Soulforging

Abyssals, and Abyssals alone, are capable of learning the ways of soulforging, and use the same systems as the restless dead for crafting ghostly items and artifacts.

Treasures

Alone among the Chosen, the Lunar Exalted are capable of creating Treasures of the Dreaming in exactly the same manner as the Kithain. They must remain Enchanted throughout the entire duration of the Treasure’s creation. Rules for crafting Treasures are found on pages 323-324 of **C20**.

The Great Curse

As detailed in the sidebar in the final chapter of **Exalted vs World of Darkness**, the Great Curse isn’t a thing in this game. However, I’ve talked to enough people who *wanted* it to still be a thing that I’m including these rules for use by groups that want them.

*These rules are **optional**. The default assumption is that they do not apply.*

The Dragon-Blooded

The Dragon-Blooded were only lightly brushed by the passing hand of the Great Curse, even in the Age of Legends. In the World of Darkness, the weight of their Aspect presses heavy upon each Terrestrial's mind and spirit.

- **Aspects of Air** are beings drawn to consideration and excellence. They must make a Willpower roll (difficulty 7) before embarking on any course of action with serious consequences without first deliberating upon it and drawing up a plan.

- **Aspects of Earth** are stolid, contemplative, even passive by nature. They rouse to action slowly, and suffer a -3 penalty to all Initiative rolls.

- **Aspects of Fire** are passionate, impulsive, fiery individuals. When offered significant provocation of some sort, they must make a Willpower roll (difficulty 7) to avoid responding in kind.

- **Aspects of Water** are manipulative and secretive by nature, preferring to keep the inner depths and currents of their thoughts to themselves. It's not their nature to approach anything by the straight and clear path. As such, an Aspect of Water must make a Willpower roll (difficulty 7) in order to take any sort of straightforward action that would make her Intimacies clear to those who don't already know of their importance to her.

- **Aspects of Wood** possess a deep connection to the spirit and Essence of all living things. When in artificial surroundings with no more natural elements around them but perhaps the sky above and a potted plant or two (office buildings, urban blight zones, etc), they increase the difficulty of all Willpower rolls by +2.

Storytellers and players who like to emphasize the elemental character of the Dragon-Blooded may wish to use these rules without including any other Great Curse mechanics. Alternately, in games which omit these rules, a Dragon-Blooded player may take the 2-point Flaw "Driven by the Elements," afflicting her character with the curse appropriate to her Aspect.

The Solar Exalted

The heroes of old were individuals of vast mirth and vast melancholy, as it were. The lingering shadow of the Great Curse drives the Solars to excess, to intemperate and incautious action. They are men and women with the power of



gods, living in a world staggering from disaster to disaster—surely that power is meant to be used, and used *now*!

Each Solar gains a Limit track, which runs from 0 to 10 points. Limit is gained in the following fashion:

- Whenever the Solar botches a roll, she gains a point of Limit.
- Whenever the Solar acts in a way that undermines or betrays either her Nature or one of her Intimacies, she gains a point of Limit.
- The Solar has a *Limit Trigger* defined by the player. This is a situation the Solar finds abhorrent or intolerable, such as “Being humiliated,” “Witnessing the mighty abusing the weak,” or “When directly faced with temptations to the life of debauchery I foreswore.” Whenever the Solar encounters her Limit Trigger, she gains a point of Limit. The Limit Trigger shouldn’t happen every time the Solar turns around, but it also shouldn’t be something that *never* comes up.

Once a Solar’s Limit track reaches 10 points, she enters Limit Break and the track empties. Once a Solar enters Limit Break, she must do something extremely rash, intemperate, or ill-advised which complicates the story significantly and entertainingly. Until she does so, she cannot spend any of her experience points.

In games which omit the Great Curse, a Solar’s player may take the 3-point Flaw “Intemperate” to afflict her character with a Limit Track and the above rules.

The Lunar Exalted

The Lunar Exalted once fought their way free of a life in chains, and the anger that carried them through that struggle continues to burn in their Essence, their hearts, their souls. Sometimes that rage bursts free of all confines, laying waste to whatever provokes it.

Each Lunar gains a Limit track, which runs from 0 to 10 points. Limit is gained in the following fashion:

- Whenever the Lunar botches a roll, she gains a point of Limit.
- Whenever the Lunar acts in a way that undermines or betrays either her Nature or one of her Intimacies, she gains a point of Limit.
- Whenever the Lunar is captured, confined against her will, or otherwise imprisoned, she gains a point of Limit. Another point of Limit accumulates at sunset each day that this condition persists.
- Whenever the Lunar is subjected to some form of supernatural mental or emotional control, even if the attempt fails, she gains a point of Limit.

Whenever the Lunar is provoked by something that rouses her anger (at the Storyteller’s discretion), roll her current Limit rating as a dice pool against difficulty 6. Each success bleeds off one point of Limit, but also raises the difficulty of all social interactions for the rest of the scene; other characters can sense the bestial fury radiating off of the Lunar, and it puts them ill at ease. If the Lunar rolls five or more successes, then the Lunar also flies into

a frenzy, attacking whatever provoked her ire until it is fled or incapacitated.

In games which omit the Great Curse, a Lunar’s player may take the 3-point Flaw “Bestial Fury” to afflict her character with a Limit Track and the above rules.

The Sidereal Exalted

The Sidereal Exalted were once arrogant and abusive stewards of fate and fortune, bending and even breaking the world to suit their plans and projections. A few of those ancient fracture lines still scar the fabric of destiny, waiting to rebound on incautious manipulation of reality.

Each Sidereal gains a Limit track, which runs from 0 to 10 points. Limit is gained in the following fashion:

- Whenever the Sidereal botches a roll, she gains a point of Limit.
- Whenever the Sidereal receives some clear indication of the course destiny wishes to take, and acts in contradiction of it, she gains a point of Limit.
- Whenever the Sidereal spends her Essence pool all the way down to 0, she gains a point of Limit. She can’t gain Limit in this fashion again until she completely refills her Essence pool.

Once a Sidereal’s Limit track reaches 10 points, she rolls her Limit as a dice pool against difficulty 6. The results are precisely as though a mage had just rolled their Paradox pool, save that no matter how few or how many successes the Sidereal accumulates, the Limit track resets to 0 after the roll. See **M20**, pages 547 to 552 for more details, but generally speaking, the Sidereal will either suffer one level of automatic, unsoakable, unavoidable (yes, even with Duck Fate—the disruption is coming from *inside* the Sidereal’s own Essence) bashing damage per success; or will be plagued for a short period by mild to serious reality “glitches” similar to the Shadows and Curses that afflict Abyssals, but less spooky and more flavored toward the Sidereal’s brand of destiny manipulation.

In games which omit the Great Curse, a Sidereal’s player may take the 2-point Flaw “Brittle Reality” to afflict her character with a Limit Track and the above rules.

The Abyssal Exalted

The Abyssal Exalted already have a curse to deal with. Even if you’re re-introducing the Great Curse, they don’t get anything new to worry about.

The Infernal Exalted

The Infernal Exalted were once the pawns and dogsbodies of elder calamities that defied human imagination. Now they have risen from the depths of the Thousand Hells, and they carry its defilement and torment with them.

Every Infernal has a wicked spirit merged into their very Essence, acting as the bonding agent uniting human will to defiled Exaltation. Sometimes, that spiritual taint spills out into the Infernal’s mind and spirit, drowning her sense of self.

Each Infernal gains a Limit track, which runs from 0 to 10 points. Limit is gained in the following fashion:

- Whenever the Infernal botches a roll, she gains a point of Limit.
- Whenever the Infernal acts in a way that undermines or betrays either her Nature or one of her Intimacies, she gains a point of Limit.
- The Infernal has a *Limit Trigger* defined by the player. This is a situation the Infernal finds abhorrent or intolerable, such as “Being humiliated,” “Witnessing the mighty abusing the weak,” or “When directly faced with sort temptations that once led me to ruin.” Whenever the Infernal encounters her Limit Trigger, she gains a point of Limit. The Limit Trigger shouldn’t happen every time the Infernal turns around, but it also shouldn’t be something that *never* comes up.

Once an Infernal’s Limit track reaches 10 points, she enters a state of Torment and the track empties. While in Torment, her Nature changes to one of the five archetypes below (the player chooses which) for anywhere from a few hours to two or three days, at the Storyteller’s discretion. Generally, performing some horrendous act the Infernal will regret upon coming to her senses snaps her out of Torment more quickly than meandering about without defiling the world.

In games which omit the Great Curse, an Infernal’s player may take the 3-point Flaw “Thrall of the Wyrn” to afflict her character with a Limit Track and the above rules.

Tormented Nature: Destroyer

The mere existence of the world is an affront, a mocking gesture from a distant and disdainful Heaven. So be it: let the gods see how well they like their precious Creation when it’s upside-down and on fire.

—Regain Willpower when you destroy something precious or useful, such as a priceless artifact or a loving relationship.

Tormented Nature: Enslaver

Other beings are no more than props and puppets, waiting to dance to your whim. Seeing resolve, individuality, and the spark of individual identity fade from someone’s eyes brings the closest thing to happiness your heart can feel.

—Regain Willpower when you subvert another’s will to your own.

Tormented Nature: Sadist

Pain is the only guarantee in life. Pain is sweet, and never sweeter than when visited upon others by the works of your own hand.

—Regain Willpower when you deliberately cause great pain to someone else, whether it is physical, emotional, or spiritual.

Tormented Nature: Tyrant

All that matters is the triumph of your own will. Everyone else in the world is either a tool with which to

implement your plans, or an obstacle that must be crushed without hesitation or mercy.

—Regain Willpower whenever you utterly destroy or ruin someone who opposes you.

Tormented Nature: Vivisectionist

Nothing can be more important than knowledge; certainly not such trifles as ethics or consideration of others. What secrets are there to be learned in the juices of the forbidden fruit? You don’t know, indeed no one knows, due to the cowardice of those who’ve come before you. Well, you’re no coward. You’ll find the secrets of the defiled spirit and the screaming nerve ending, never fear.

—Regain Willpower when your sick and twisted experiments yield up useful information or knowledge.

The Alchemical Exalted

The Alchemical Exalted were never touched by the Great Curse, but their patron is a cold and inhuman being, and the power he has placed within them is a cold and inhuman power.

Each Alchemical gains a Limit track, which runs from 0 to 10 points. Limit is gained in the following fashion:

- Whenever the Alchemical botches a roll, she gains a point of Limit.
- Whenever the Alchemical acts in a way that undermines or betrays either her Nature or one of her Intimacies, she gains a point of Limit.
- Whenever the Alchemical spends a week without meaningful, nonviolent human contact of any kind, she gains a point of Limit. Other Alchemicals don’t count as human for this purpose.

Once an Alchemical’s Limit track reaches 10 points, she enters Clarity and the Limit track empties. An Alchemical suffering Clarity loses touch with her emotions. The difficulty of all Empathy rolls rises to 9, and she can no longer make any use of her Intimacies, nor enter Dormancy. Clarity lasts for anywhere from 6 to 36 hours before finally abating.

In games which omit the Great Curse, an Alchemical’s player may take the 2-point Flaw “Heart of Glass” to afflict her character with a Limit Track and the above rules.



Animal Traits for Lunars

I recently had occasion to make a Lunar for a game, and my first thought was to do a crocodile totem. I quickly discovered that not only were all of the animal traits in V20 pretty damned unimpressive, but that V20 and M20 both had stats for crocodiles, and they were completely different. Like, “the V20 version of the critter has Strength 4, the M20 version has Strength 6” different.

So, rather than have you sort through V20, M20, and *The Bygone Bestiary* looking for a decent stat block, I’ve collated a list of animal traits calibrated to work well with *Exalted vs World of Darkness*. These rules are intended to supersede any traits found in V20 or M20 for

Lunar Exalted. Aspects are available while wearing the skin they’re associated with. There are also some new Aspects listed here that weren’t in the *Exalted vs World of Darkness* corebook; they’re detailed on page 42, and can be incorporated into your rage form like any other Aspects.

If using these stat blocks for actual animals rather than Lunar transformations, assume that all predators (and fighty herbivores like bulls and rams) have Brawl 4, all other animals have Brawl 2, all critters possess Athletics between 1-4, Alertness between 2-4, and that all animals have Perception 3, Intelligence 1, and Wits 2.

Alligator/Crocodile

Attributes: Strength 4, Dexterity 2, Stamina 5

Aspects: Natural Weapons, Rugged Hide

Badger

Attributes: Strength 3, Dexterity 3, Stamina 3

Aspects: Natural Weapons, Rugged Hide

Bat

Attributes: Strength 1, Dexterity 3, Stamina 1

Aspects: Keen Hearing, Nightvision, Wings

Bear

Attributes: Strength 7, Dexterity 2, Stamina 5

Aspects: Keen Smell, Natural Weapons, Terrible Grasp

Bird (Small: Finch, Sparrow, Pigeon...)

Attributes: Strength 1, Dexterity 4, Stamina 1

Aspects: Wings

Bird (Substantial: Hawk, Owl, Raven...)

Attributes: Strength 2, Dexterity 3, Stamina 1

Aspects: Keen Sight, Wings

Bird (Large: Eagle, Swan, Vulture...)

Attributes: Strength 3, Dexterity 3, Stamina 2

Aspects: Keen Sight, Natural Weapons, Wings

Boar

Attributes: Strength 4, Dexterity 3, Stamina 4

Aspects: Natural Weapons, Rugged Hide

Bull

Attributes: Strength 5, Dexterity 2, Stamina 5

Aspects: Bonesmasher, Natural Weapons, Swift Stride

Camel

Attributes: Strength 3, Dexterity 3, Stamina 5

Aspects: Hardiness (Deserts)

Cat

Attributes: Strength 1, Dexterity 4, Stamina 2

Aspects: Natural Weapons, Nightvision, Stealthy

Coyote

Attributes: Strength 3, Dexterity 3, Stamina 3

Aspects: Keen Smell, Natural Weapons, Swift Stride

Deer/Stag

Attributes: Strength 3, Dexterity 4, Stamina 3

Aspects: Natural Weapons, Swift Stride

Dog (Small: Chihuahua, Pug...)

Attributes: Strength 1, Dexterity 3, Stamina 2

Aspects: Keen Smell

Dog (Medium: Beagle, Border Collie...)

Attributes: Strength 2, Dexterity 3, Stamina 3

Aspects: Keen Smell, Natural Weapons

Dog (Large: German Shepard, Great Dane...)

Attributes: Strength 3, Dexterity 3, Stamina 4

Aspects: Keen Smell, Natural Weapons

Dolphin

Attributes: Strength 3, Dexterity 5, Stamina 4

Aspects: Fins

Elephant

Attributes: Strength 8, Dexterity 3, Stamina 8

Aspects: Bonesmasher, Rugged Hide

Fox

Attributes: Strength 2, Dexterity 5, Stamina 2

Aspects: Swift Stride

Frog/Toad

Attributes: Strength 1, Dexterity 4, Stamina 1

Aspects: Poisonous Flesh, Swift Stride

Goat/Ram

Attributes: Strength 3, Dexterity 4, Stamina 4

Aspects: Bonesmasher, Rugged Hide

Gorilla

Attributes: Strength 6, Dexterity 4, Stamina 6

Aspects: Terrible Grasp



Great Cat (Substantial: Jaguar, Panther...)

Attributes: Strength 4, Dexterity 5, Stamina 4

Aspects: Camouflage, Natural Weapons, Stealthy, Swift Stride (Select three)

Great Cat (Large: Lion, Tiger...)

Attributes: Strength 5, Dexterity 4, Stamina 5

Aspects: Natural Weapons, Stealthy, Swift Stride

Horse

Attributes: Strength 4, Dexterity 4, Stamina 3

Aspects: Bonesmasher, Swift Stride

Hyena

Attributes: Strength 4, Dexterity 3, Stamina 4

Aspects: Keen Smell, Natural Weapons

Lizard

Attributes: Strength 1, Dexterity 4, Stamina 1

Aspects: Camouflage, Wall Crawler

Monkey

Attributes: Strength 4, Dexterity 6, Stamina 4

Aspects: Hardiness (Jungle)

Octopus

Attributes: Strength 2, Dexterity 6, Stamina 2

Aspects: Camouflage, Flexible, Gills, Extra Limbs

Rat

Attributes: Strength 1, Dexterity 4, Stamina 2

Aspects: Hardiness (Urban), Swift Stride

Rhino

Attributes: Strength 7, Dexterity 3, Stamina 4

Aspects: Natural Weapons, Rugged Hide

Shark

Attributes: Strength 5, Dexterity 3, Stamina 4

Aspects: Fins, Gills, Keen Smell, Natural Weapons

Skunk

Attributes: Strength 2, Dexterity 3, Stamina 2

Aspects: Horrible OdorSnake (Venomous: Cobra, Viper, Rattlesnake ...)

Attributes: Strength 1, Dexterity 4, Stamina 1

Aspects: Flexible, Natural Weapons, Venomous

Snake (Constrictor: Anaconda, Boa, Python...)

Attributes: Strength 6, Dexterity 4, Stamina 4

Aspects: Flexible, Terrible Grasp

Spider

Attributes: Strength 0, Dexterity 4, Stamina 0

Aspects: Venomous, Wall Crawler, Webbing

Turtle

Attributes: Strength 2, Dexterity 1, Stamina 3

Aspects: Rugged Hide, Webbed Feet

Wolf

Attributes: Strength 3, Dexterity 4, Stamina 3

Aspects: Keen Smell, Natural Weapons, Swift Stride

Let's Kill Caine

Super-powerful high-end adversaries in Ye Olden Days of the 90s and 2000s tended to get “stat blocks” that consisted of a little sidebar reading “Suck the snake-dick of Set, nerd. Any character that doesn’t run away screaming dies.” That isn’t how **Exalted vs World of Darkness** does things. For the most part, statting up an ancient-like, Babylon-ancient-vampire is pretty easy. Give them outrageous dice pools including some Attributes and Abilities in the 7-9 range, a bunch of elder Disciplines, Willpower 8-10, and crank the Generation dial down to 4-5. But even that doesn’t tell the whole story when dealing with something like the way Ur-Shulgi gets described in the books, so let’s assume they *also* have some unique powers—call them combination Disciplines—that make them a worthwhile challenge for the Chosen. Here are some examples to get you started:

Total Bullshit Ancient Powers

Give powerful Methuselahs one or more (but definitely not *all*) of these powers.

Ancient Blood Sorcery: The vampire can cast gruesome variations of ancient sorcery spells, substituting blood points for Essence expenditures. Invulnerable Skin of Bronze might seal the vampire up in armor bearing the appearance of an ancient sarcophagus, for example.

Bloated with the Blood of Nations: The vampire has twice as many Health Levels as a normal person. Treat this as the vampire having two of every rating of health box (two Hurt, two Mauled, etc), except for Incapacitated (he still only has one of those) and Bruised (he’s got three of those). If you want them to be *really* tough, give them this power *twice*.

Blood for the Blood God: At the end of each turn, everyone present who has suffered at least one level of lethal damage immediately suffers *another* level of unsoakable lethal damage as their blood streams out of their wounds and into the ancient vampire’s gaping maw. The ancient vampire gets 1 blood point for every level of damage inflicted this way.

Ur-Shulgi

Ur-Shulgi is the oldest and most powerful Childe of Haqim known to be awake in the modern nights. He’s a good example of using the above rules to stat something that was formerly articulated as “You lose.” For him, I suggest primary Mental Attributes, secondary Physical Attributes, and tertiary Social Attributes, along with truckloads of Quietude, physical Disciplines, and Thaumaturgy/Assamite Sorcery. As for custom powers, try Ancient Blood Sorcery, Bloated with the Blood of Nations, and Blood for the Blood God.



Brother to Jackals, Companion to Owls: At the beginning of each turn, another swarm or pack of animals appears. Wolves might coalesce from the shadows, or snakes constantly drip from the ceiling. See page 391 of V20 for swarm/pack rules. They're under the vampire's control, of course.

Crimson King Hypnosis: Everyone who can see or hear the vampire has to make a Willpower roll against difficulty 7 *every turn* or start obeying the vampire's commands for the rest of the scene. If you *know* the vampire is present but can't see or hear him during that turn, the difficulty drops to 4.

Gift of Suffering: The vampire reflexively spends 2 Willpower to transfer all of his current damage to a weaker vampire of the same bloodline that is present in the scene. Damage from sunlight can't be transferred with this power, but everything else is fair game.

We Are of One Blood: Whenever the vampire spends blood to activate a physical Discipline (Celerity, Fortitude, Potence) or to "blood buff" its Attributes, if it spends a point of Willpower then every other vampire present that is descended from it also gains the benefits of that blood buff or Discipline activation for a turn.

Exalted vs Uncle Sam

Generally speaking, **World of Darkness** games either laugh at you when you ask them for stats for military hardware—wrong genre, buddy—or else someone just pulls some oppressively large numbers out of their ass. Alas, given the power of the Exalted, and how new they are to the World of Darkness, and the way they don't have anybody except maybe a horrified Sidereal trying to keep them from making a big public spectacle of themselves, throwing down with the National Guard isn't really beyond the realm of plausibility.

This led some friends of mine to go look up the traits for a tank in **M20** and holy shit they're unusable. It's nearly impossible for one heavy tank to so much as scratch another one. Hell, we went and dug up the traits for Huitzilopochtli, a 4th generation Baali Methuselah from a janky old book from 1994 or thereabouts. Dude has Strength 9 and Potence 9. While he was able to *pick up* the heavy tank, he couldn't put a dent in it otherwise. We then cloned him and threw *four of him* at the tank. It soloed four Methuselahs at once without suffering even a single level of damage. If you ever want to sort out the Apocalypse, just hijack a heavy tank from **M20** and drive it into Malfeas. It should be able to take out the Wyrms with very little trouble. If Lucifer had one of these back at the dawn

Vehicle	Safe Speed	Max. Speed	Maneuver	Durability	Structure
APC	30	60	4	10	13
Riot Tank	30	50	3	10	15
Light Tank	20	30	2	13/10*	17
Heavy Tank	30	50	2	15/10*	20

*Numbers after the slash represent armor values from the flanks and rear.

of time he could have defeated Michael and all the other angels, no sweat.

For the sake of whatever ridiculous game ends up featuring a Solar trying to blast a tank to death, here, then, are the revised **Exalted vs World of Darkness** traits for military vehicles:

Rules Hacks

If you've found that characters are stomping their way through the World of Darkness *too* hard, the following rules modifications may help you dial in on an experience more to your tastes. These are *optional dials to fiddle with*, not errata.

Dangerous Agg

If you'd like werewolves, soul-rending death curses, and flamethrowers to be a bit more frightening than they are at present, one option is to make the Chosen soak aggravated damage at difficulty 8 rather than the usual difficulty 6. A nice advantage of this hack is that powerful soak boosting Charms which reduce the difficulty of soak rolls still feel like they provide a major advantage.

Transitory Excellence

The "Excellence" series of Charms are a major source of Exalted power. If you're finding that these gigantic dice pools are dominant to the point of becoming boring, try the following adjustment to all Excellence-style Charms:

Instead of being scene-duration, Excellence-style Charms last for a number of turns equal to the character's Essence rating. This duration can be renewed at whatever level of power the Exalt had previously pushed the Charm to by reflexively spending 1 Essence, so long as this is done at the beginning of the turn after the Charm elapses.

This hack makes raising Essence rating into a major priority.

Ephemeral Excellence

Alternately, another way to lessen the impact of the Excellence Charms is to remove the ability to maximize their activation for 1 Essence and 1 Willpower. With this hack in place, the Chosen must spend 1 Essence per 3 dice added until they hit the Charm's power cap.

This hack *also* makes raising Essence rating into a major priority, so that powering up to full isn't a multi-turn affair, and so that the overall higher Essence costs for dominant power don't lead to constant Essence starvation.

Hit and Run

If you find that the Chosen are able to get too much bang for their buck relative to the amount of Essence they have available, try cutting down on the amount of Essence they regain at sunrise or sunset. Rather than (5 + Essence rating) Essence, for a slight reduction, cut the regain rate down to a flat 5. To enforce *very careful* Essence-spending, cut it all the way back to (Essence rating).

If you enact the latter hack, I also suggest cutting Abyssal feeding to 1 Essence per flat-out exsanguination.

If you use Transitory Excellence, Ephemeral Excellence, and Hit and Run at the same time, Essence rating becomes a mandatory must-buy and the Chosen lose a *lot* of power. I don't suggest using all three together, especially on Dragon-Blooded.





CHAPTER TWO:

MIRACLES OF THE

CHOSEN

The following powers expand and fill out the Charm sets for **Exalted vs World of Darkness** characters. This is, in short, the “hooray, more Charms!” chapter. Enjoy.

THE DRAGON-BLOODED

The following Charms may be purchased by any Dragon-Blooded character, and are intended to flesh out play options for the Terrestrial Exalted.

AIR CHARMS

GRASPING TALON OF THE WIND DRAGON (•)

The Dragon-Blooded creates a powerful wind-vortex in her hand, drawing a nearby object into her grasp.

System: With a moment’s concentration, the Exalt’s player may roll **Dexterity + Athletics** against difficulty 8 to pull an object into the character’s hand. The object can weigh no more than 10 pounds, must be within 15 yards, and cannot be held or carried by another character. Alternately, the Dragon-Blooded can reflexively spend 1 Essence to draw the item to hand without need of an action or a roll (but otherwise still subject to the above restrictions).

STORMWIND RELOAD STYLE (•)

Moving with lightning speed and using powerful wind currents to guide shells, magazines, and bullets into place, the Dragon-Blooded can reload guns with uncanny speed.

System: Reflexively spend 1 Essence or 1 Willpower. For the rest of the scene, reloading a weapon—even something slow and cumbersome like a crossbow or cannon—is a reflexive action.

GALE FORCE RESEARCH TECHNIQUE (••)

While standing within a library or similar archive, the Dragon-Blooded fixes a question in her mind and

unleashes her Essence. Violent winds disrupt the room, toppling books from shelves and scattering loose papers in all directions. If the information she seeks is present, then when she opens her eyes, she will find it sitting before her; the relevant papers have been blown into her hands, or the relevant book has tumbled open in front of her, opened to the passage she needs.

System: The character spends 1 Essence and rolls **Intelligence + Academics** against difficulty 5. Success allows her to locate any needed research materials instantly. By paying 2 Essence, this Charm can also be directed at a computerized database, lashing the terminal with crackling electricity and causing the screen to glitch; when it clears, the information the Exalt seeks is on the screen before her, so long as it isn’t locked behind passwords she doesn’t know or otherwise hidden.

LIGHTNING HAND PRANA (•••)

With a moment’s concentration, the Exalt can usurp control of the electricity powering the devices around her.

System: The character can operate any electronic device within (3 + Essence rating) yards, from a light switch to a mobile phone, without touching it. If the device she wishes to operate is actively in the possession of someone else who doesn’t want her mucking about with it, she must roll **Intelligence + Technology** against a difficulty of the opposing character’s Willpower rating to do so.

SPIRIT-JOINING INVITATION (•••••)

The Exalt can use her Essence to bind together a consenting spirit and a physical vessel for it that she has crafted for that purpose.

System: This Charm allows the character to create fetishes (see **W20**, page 221). The character must first craft the item that is to serve as the physical substance of the fetish, and must do so entirely by herself. Then, the Exalt

ELEMENTAL BOLT ATTACK ERRATA

After some playtesting, Elemental Bolt Attack should now be considered a 2-dot rather than 3-dot Charm.

needs to secure the consent of a spirit to bind it into the fetish. How she goes about this is up to her, but she *can't* simply beat the spirit to a pulp and then forcibly bind it. Having accomplished both of these goals, the Exalt retires to a ritual space that is powerfully marked by her Aspect element, and spends (Fetish's rating) hours and (Fetish's rating x 3) Essence binding the spirit and object together. Because of the high Essence cost of this Charm, it is normally performed within Dragon Nests.

EARTH CHARMS

EARTH DRAGON'S STONY GLARE (•)

The character makes her eyes hard and unforgiving as flint, even as her features subtly sharpen.

System: Spend 1 Essence or 1 Willpower. For the rest of the scene, all Intimidation rolls are made at -2 difficulty.

ROARING DRAGON-MOTOR NIMBUS (•••)

The Exalt can extend her anima out to enfold a vehicle she pilots, using its flux as both a weapon and a defensive barrier.

System: Spend a moment concentrating and roll Stamina + Occult against difficulty 7 to activate this Charm for a scene. When the character's anima flares, it emanates from her vehicle rather than the Exalt herself, protecting the vehicle and any passengers within from her anima flux. In addition to subjecting anything close to the vehicle to the Exalt's anima flux, the vehicle ignores the first point of damage it should otherwise suffer from all attacks and impacts.

INDESTRUCTIBLE HERO'S CHARIOT (••••)

The Dragon-Blooded floods her conveyance with the eternal Essence of the earth, rendering it momentarily invulnerable.

System: Reflexively spend 1 Essence when a vehicle the Exalt is driving or piloting should suffer damage. Instead, the vehicle and its passengers are left completely unharmed. This Charm can only be used once per scene.

DATA PERMANENCE RECORD (••••)

With a few keystrokes and a small investment of Essence, the Exalt may summon up any data that has ever been stored on a device, no matter how thoroughly it has been removed—even if the hard drive has been wiped clean with a powerful magnet.

System: Spend 1 Essence. Any Intelligence + Computer roll to retrieve information from a device for the rest of the scene lowers its difficulty by -3, and so long as a device has ever contained the data the character seeks, retrieval is possible.

FIVE DRAGONS FIGHT AS ONE (•••••)

Drawing upon the greatness of her spirit, the Dragon-Blooded lends out her power and surety to her allies in a time of crisis.

System: Spend 1 Essence and roll Charisma + Leadership against difficulty 7. The Dragon-Blooded may divide a pool of her Essence rating or successes rolled (whichever is lower) dice between allies within her immediate presence at the beginning of each turn of combat for the rest of the scene. Her allies may add allotted dice to any roll they like until all dice have been used. Any unused dice vanish at the end of the turn.

A character can only receive dice from a single Dragon-Blooded in any given turn.

FIRE CHARMS

FIRE-BURNING TECHNIQUE (•)

Flooring the accelerator as she takes off or leans into a turn, the Dragon-Blooded causes her vehicle to emit an enormous cloud of obscuring smoke.

System: Roll Dexterity + Drive against difficulty 8. Success blankets the Dragon-Blooded and her surroundings in a dense cloud of smoke that is impossible to see through for more than a foot or so, and which grows to encompass an entire city's block worth of roads or other terrain within mere moments. Swirls and eddies in the smoke allow the Dragon-Blooded to see through the smoke with no difficulty. The smoke dissipates after the character's Essence rating in minutes have gone by.

BLINDING SPARK DISTRACTION (•)

When errant blades or bullets strike against the world, they do so in a great welter of stinging sparks.

System: When the Dragon-Blooded fails to strike her target with an attack made with a stone or metal weapon of some kind, she may reflexively spend 1 Essence or 1 Willpower to cause the impact to send up a great eruption of sparks which cascade over her target, causing any actions they take during the remainder of the turn to occur at +1 difficulty. This Charm can't be used if an attack botches, however.

SMOLDERING EMBERS RENEWAL (••)

Just when it seems she has reached the limit of her efforts, the Exalt flares up and offers one last rally.

System: When the character has already taken so many multiple actions that her difficulty has risen to 9 and no more are possible, she may reflexively spend 1 Essence to take another multiple action at difficulty 9 regardless. Multiple actions gained through this Charm must otherwise conform to standard multiple action rules, such as continuing to suffer a climbing dice pool penalty, and being unable to attack more than once.

PASSION-ATTUNING ATTITUDE (••••)

Closing her eyes for a moment and shutting out the rest of the world, the Dragon-Blooded becomes attuned to a certain passion in those around her: lust, anger, or fear. When she opens her eyes, those in the grip of the attuned passion seem to burn with an aura of pale flames only the Exalt can see.

System: Spend 1 Essence or 1 Willpower. For the rest of the scene, those experiencing the attuned passion stand out like beacons to the Exalt's senses.

WATER CHARMS

WAVE-BREAKING PALM (•)

Imbuing her bare hands with the surging power of the tides, the Exalt becomes adept at blocking strikes.

System: Reflexively spend 1 Essence or 1 Willpower to activate this Charm. For the rest of the scene the character may block lethal damage, even bullets, with her bare hands, and the difficulty of all attempts to block attacks with her bare hands is lowered by -1.

TEN THOUSAND EYES OF HEAVEN (••)

The Exalt extends her awareness into the water around her, gaining knowledge of the presence and exact position of anyone moving through it.

System: After a moment's concentration, spend 1 Essence. For the rest of the scene, the Exalt is automatically aware of the presence and location of anyone within 50 yards so long as they are moving through water. Generally this Charm is used while it's raining, but it can also be used while diving or to otherwise detect swimming characters, or those walking through puddles and the like. Ten Thousand Eyes of Heaven detects invisible characters, but won't defeat magic which forces the Exalt to fail to notice intruders.

SUN ON WATER DECEIT (•••)

The Dragon-Blooded projects into the world only those impressions she wishes to, hiding the truth within the depths of her heart.

System: All rolls to discern the truthfulness of the Exalt's actions or words are made at +1 difficulty. If the character spends 1 Essence, increase the difficulty by +3 instead for the rest of the scene.

RETURNING WAVE COUNTERSTRIKE (••••)

Accepting the forces turned against her, the Exalt may send them back against her attacker.

System: Reflexively spend 1 Essence when attacked. After the attack finishes resolving, the Exalt may make a Dexterity + Brawl counterattack against her attacker, so long as they're within striking distance. This attack adds a number of bonus dice equal to the levels of damage the Exalt suffered from the attack made against her (if any).

WOOD CHARMS

HARVEST OF THE HUNTER (•)

Nature itself abhors the thought of the Dragon-Blooded ever being caught helpless and unarmed by her enemies. At any time she can reach into a nearby plant or wooden object and draw forth both weapon and ammunition with which to fight

System: Spend an action to retrieve one of the following from any plant or wooden object or surface

larger than the Exalt's fist: A wooden club (or similar weapon such as a *bokken*); a bow; three arrows. These weapons and arrows sublimates back into Essence at the end of the scene.

WILDS-STALKING WAYS (•••)

The Exalt attunes her Essence to the natural world, becoming an instinctive stalker and killer.

System: While within a natural environment, or while surrounded by abundant plant life in an urban environment, the Dragon-Blooded may substitute Survival in place of her Stealth and Athletics Abilities. By reflexively spending 1 Essence, she ignores all movement and environmental penalties due to natural terrain complications or thick foliage, and also lowers the difficulty of all attempts to conceal herself or dodge attacks while within a natural or vegetation-heavy environment by -1.

SPRING FOLLOWS WINTER (••••)

The Exalt's attacks express the same certainty as the turning of the seasons.

System: Reflexively spend 1 Essence to gain the following enchantment on the Exalt's next (Essence rating) attacks: Roll the attack twice and keep the better result; if it strikes its target, also roll for damage twice and keep the better result.

BLOSSOMS OF THE HANGING-TREE (•••••)

A wind blows between worlds, stirring otherworldly petals from within the Exalt's anima. While her enemies touch these petals or smell their fragrance, they are afflicted by a weakening poison.

System: While the Exalt's anima banner is burning, her player may invoke this Charm by either spending an action and rolling Charisma + Survival against difficulty 8, or reflexively spending 1 Essence. All enemies within 15 yards are afflicted by the petals' poison for as long as the character's anima remains active, suffering a -2 dice penalty to all pools.



The Solar Exalted

The following Charms may be purchased by any Solar character, and are intended to flesh out play options for the Solar Exalted.

Dawn Charms

Dragon Coil Technique (•)

Those caught in the Solar's grasp find that it is like being enwrapped in iron chains.

System: The Solar adds her Essence rating in automatic successes to all attempts to gain or maintain control of a clinch, and to damage rolls made to damage a foe by grappling them. By reflexively paying 1 Essence, she can also inflict lethal rather than bashing damage with a clinch for one turn.

There Is No Wind (••)

Summoning the totality of her concentration, the Solar delivers her attack along a divinely ordained vector. Distance, wind resistance—these things are of no consequence.

System: If the character takes no other actions during a turn save to make a single ranged attack, then that attack ignores all range limitations. If the Solar can see her target, then that target is considered to be within the normal range of whatever weapon she's firing. Spend 1 Essence or 1 Willpower to gain this benefit on an attack even if the Solar takes additional actions.

Sandstorm Wind Attack (•••)

The Solar strikes with such swiftness and power that a blur of force erupts from her hand or weapon, striking down foes far beyond her reach.

System: The Solar spends a moment concentrating and gathering her power, and spends 1 Essence. For the rest of the scene, the Solar may direct Brawl and Melee attacks against targets up to 30 yards away.

Thunderclap Rush Attack (•••)

The Solar's Essence rises in reaction to killing intent projected against it, giving her the edge on her foes.

System: The Solar's base Initiative rating becomes Dexterity + Wits + (highest of Athletics, Brawl, Melee, or Firearms). By reflexively spending 1 Essence, she can ignore Initiative results for a turn and simply go first.

Zenith Charms

Clear Mind Discipline (••)

Emptying her mind for a few brief and refreshing minutes, the Solar sinks into the deep pool of her own Essence, and emerges renewed.

System: The Solar may substitute 15 minutes of meditation for a full night's sleep, leaving her refreshed and well-rested. She can only regain Willpower by this method once per day.

Hypnotic Tongue Technique (•••)

By using nothing more than a steady patter of dialogue, the Solar can lull someone into a hypnotic trance and then talk them into doing whatever she wishes.

System: Spend 2 Essence and roll Manipulation + Leadership against a difficulty of the target's Willpower rating. One or two successes will allow the Solar to command her target to do anything that doesn't seem tremendously unusual or out of character. With three or four successes, she can command the target to do anything that doesn't endanger themselves or a loved one. With five or more successes, the target will risk his life and the lives of others at the Solar's command. The target *will* be aware his actions are unusual and inexplicable afterwards, unless the Solar spends an additional 1 Willpower. In this case, the target will rationalize his actions to the best of his ability.

Hypnotic Tongue Technique cannot hypnotize a target into harming or killing himself, compel him into certain death, or force him to betray his Nature.

Terrible Sun King Condemnation (•••)

The Solar castigates her enemy as a foe to Creation and villain in the eyes of all upright individuals, crushing them beneath the weight of her disdain and casting a pall over them which becomes obvious to everyone they meet.

System: The Solar spends 2 Essence and rolls Charisma + Expression against a difficulty of the target's Willpower rating. The target may attempt to rebut the Solar's words by spending a point of Willpower and making a (Charisma or Manipulation) + Expression roll of his own. If he neglects to do so, or fails to gain more successes than the Solar, then he is condemned and accursed. Everyone who meets the target knows instinctively that he is a wretch and a scoundrel; the difficulty of all his social rolls increase by +2, and people distrust him on general principle. This condemnation lingers for the Solar's Essence rating in weeks. She can extend this by one additional week per extra Essence point spent to activate this Charm.

Inviolable Essence Bastion (••••)

Sinking into a meditative state, the Solar becomes utterly immune to worldly concerns. So long as her concentration remains unbroken, she is invincible.

System: The Solar takes a moment to sink into a lotus posture, empty her mind, and close out the world around her. Spend 2 Essence and roll Willpower against difficulty 9. Success allows the Solar to maintain an invincible meditative state for one hour. While meditating, she cannot take any voluntary actions, including deliberate thought or planning, and is completely immune to all damage of any kind. Attempts to strike her deflect harmlessly off of the momentarily-visible golden barrier of her anima. She cannot drown, suffocate, or otherwise suffer any physical harm of any kind. If the Solar wishes to extend her meditation beyond the first hour, she must pay 1 Willpower point at the beginning of each additional hour.

This Charm doesn't protect the Solar from attacks on her mind or spirit, such as possession by a ghost, a mage

attempting to control her mind, or even an ordinary person attempting to talk her into abandoning her meditations to act upon some pressing concern.

Twilight Charms

Incalculable Flowing Mind (•••)

The Solar encounters an obstacle or mishap, but thanks to her canny foresight, has already anticipated such difficulties in advance and planned for them accordingly.

System: Once per scene, the Solar may reflexively spend 1 Essence to re-roll a failed or botched roll, keeping the preferred result. Her player must describe how the Solar anticipated the difficulty that faces her and planned ahead for it in advance. Alternately, the player can spend 1 Willpower to retroactively declare that the Solar brought along some useful bit of equipment (or performed a useful bit of research), and has had it with them all along, so long as this isn't clearly in violation of the established scene. For example, a Solar might have smuggled a knife or small pistol into a grand opening gala at a museum, but she definitely hasn't been toting around a rocket launcher unnoticed all evening.

Heaven-Turning Calculations (•••)

Though she may not be the strongest, fastest, or most skilled, the Solar can make up for all other deficiencies with her lightning acumen and precise analytical abilities.

System: Reflexively spend 1 Essence to substitute Intelligence in place of any other Attribute, or Academics in place of any other Ability in a single dice roll. Alternately, by spending 1 Essence and 1 Willpower, the Exalt can roll Intelligence + Academics in place of any other Attribute + Ability pool.



Copper Spider Conception (••••)

Binding together prayer, craftsmanship, and ephemera, the Exalt may craft an item suitable for habitation by a spirit, and then bind a suitable denizen of the Spirit World into it.

System: This Charm allows the character to create fetishes (see **W20**, page 221). The character must first craft the item that is to serve as the physical substance of the fetish, and must do so entirely by herself. Then, the Exalt uses this Charm to bind a spirit into the fetish. This may be done either with the spirit's willing cooperation, or after battering it until it has been reduced to 0 Essence and then suspending its dissolution for 24 hours by reflexively spending 1 Essence. Such a "suspended" spirit swirls about within the Exalt's anima until either bound into a fetish, or until the suspension ends, at which point the spirit finishes disincorporating.

To bind a spirit into a prepared vessel, the Exalt must retire to a ritual space and spend (Fetish's rating) hours and (Fetish's rating x 3) Essence binding the spirit and object together. Because of the high Essence cost of this Charm, it is most easily performed within Dragon Nests.

Emerald Induction Technique (••••)

The Solar fortifies her Essence and will through countless hours of painstaking study and practice of various spiritual disciplines, becoming a puissant master of the mystic arts thereby.

System: Upon purchasing this Charm, the Solar permanently lowers the cost of all ancient sorcery spells by 1 Essence (to a minimum of 1), and lowers the difficulty of all ancient sorcery rolls by -1.

Wonder-Forging Genius (•••••)

The Exalt conceives an impossibility in her heart. Fixing it into the potentiality of the world with Essence, she then plumbs the depths of her genius until she finds a way to affix dreams into reality, birthing forth a wonder into the world.

System: This Charm allows the character to create Talismans and Devices (see **M20**, starting on p. 651). The character first envisions a magical item or product of impossible science of some kind, from a flying carpet or unbreakable sword to a rocket pack or plasma cannon. The character then spends a period of time working out the principles necessary to create the wonder. This is an extended Intelligence + (Occult, Science, Technology, or just possibly Computer) roll against difficulty 9, made at one week intervals, and needing to accumulate a total of three times the Wonder's rating in successes. The Exalt must spend 2 Essence each time she makes this roll. A botch at any point forces the Exalt to start over and doubles the necessary number of successes.

Once she designs the Wonder, the Exalt must then create it herself—likely an extended Craft or Technology roll. Some projects, it should be noted, while technically within the scope of the Exalt's imagination, may be extremely difficult or even impossible to actually create. An Exalt who wants to construct a flying helicarrier like in *The Avengers* will soon discover that this is a multi-billion

dollar project and that only one shipyard in the United States is capable of producing even *normal* aircraft carriers. Even with Craftsman Needs No Tools, infinite financing, and access to a properly supplied facility, that's still a years-long project for a single crafter.

Finally, having crafted her Wonder, the Exalt must perform either a ritual to enchant it or a procedure to charge it with her Essence, bringing its miraculous properties online. This requires (Wonder's rating) hours of work or ritual, and the expenditure of (Wonder's rating x 5) Essence. Because of the high Essence cost of this Charm, it is most easily performed within Dragon Nests.

Night Charms

Surprise Anticipation Method (••)

A sixth sense warns the Solar of impending danger, making her impossible to take unaware so long as she hasn't totally exhausted both body and spirit.

System: The Solar may reflexively spend 1 Essence automatically notice an ambush or other such unexpected attack, allowing her to defend against it as normal.

Falling Icicle Strike (•••)

Those who cannot see the Solar coming for their life also cannot survive her displeasure.

System: The Solar may reflexively spend 1 Essence when launching an unexpected attack against a target. The final damage of the attack is doubled after soak. By spending 1 additional Essence when activating this Charm, the Solar ensures that the target's death makes no noise and will not be discovered for at least the next few minutes, if that is at all possible. The Solar could hurl a knife into a gangster's body in such a way that he falls behind some bushes or a car and isn't missed for a few minutes, for example, but couldn't shoot a politician in the head in the middle of a speech and keep his death secret from the thousands of people staring directly at him—at best, it might look for a few moments as though the man is leaning over his microphone, considering his next words.

Mountain-Crossing Leap Technique (••••)

Gathering all her power into her legs, the Solar propels herself into the air and over the horizon with a mighty leap.

System: The Solar spends a moment concentrating and spends 2 Essence. Her player then rolls (Strength + Athletics) against a difficulty determined by the density and complexity of the Solar's destination. Open farmland would be difficulty 5, while downtown Tokyo would be difficulty 8. The more successes rolled, the more accurately the Solar touches down exactly where she wants to land. This Charm can carry the Solar up to (Essence rating x 3) miles in a single leap. Everyone within 5 yards of the Solar

Seasoned Criminal Method Errata

After some playtesting, Seasoned Criminal Method should now be considered a 3-dot rather than 5-dot Charm.

when she takes off or lands must make a Stamina roll against difficulty 6 to avoid falling down.

Bonfire Anima Wings (•••••)

The Solar's anima bears her aloft like a comet or a pair of angelic wings, allowing her to fly.

System: Spend 3 Essence. For the rest of the scene, the Solar can fly at twice her normal movement rate. If activated at the apex of Mountain-Crossing Leap Technique, this Charm costs only 1 mote. Even if her anima has otherwise faded from visibility, it streams out like a contrail behind her when she flies at maximum speed, making her highly visible.

Eclipse Charms

Inverted Ego Mask (•)

The Solar builds up a wall of masks around the innermost truths of her heart, ensuring that none can discover who she really is unless she permits it.

System: Any ordinary or supernatural attempt to discern the Solar's Nature automatically fails, revealing her Demeanor in its place. This Charm's effects are permanent.

Salty Dog Method (•)

Like the ancient mariners who once held the world together through trade, the Solar is the exemplar of nautical daring and perseverance.

System: This Charm conveys the following benefits:

- All rolls made while the Solar is on the deck of a boat or ship are made at -1 difficulty.
- Having stared the worst horrors of weather and the deeps directly in their dead and hateful eyes, the Solar has become inured to fear. The difficulty of all attempts to frighten her by supernatural means is increased by +1, and the first time in any given session that someone or something tries to terrify her in such a fashion and fails, she gains one point of Willpower.
- The Solar can swim at her full sprinting speed, and may hold her breath for up to 15 minutes at a time. By spending 1 Essence, she can extend this to (Essence rating) hours, and also survive the crushing pressure of the deepest ocean trenches.
- So long as she can see the sky and feel the wind against her skin, the Solar can spend 1 Essence to accurately predict the local weather over the next (Essence rating) days.

Wise-Eyed Courtier Method (••)

The Solar can quickly unravel the dynamics of any social situation she finds herself in by observing little more than word choice and body language.

System: The Solar can analyze the relationship between any two characters by spending a moment observing them, then spending 1 Essence and rolling Perception + Subterfuge against difficulty 8. Even so much as one success not only reveals whether the two characters know one another, but also the depth and nature of that

relationship ("They're business partners, but they don't advertise that relationship, and they don't trust one another").

Cup Boils Over (••••)

The Solar composes a condemnation of purposeless existence, which is so profound that it strikes dead those with no bastion of ego to protect them against the Exalt's words.

System: Spend 3 Essence and roll Manipulation + Expression against a difficulty of a particular target's Willpower rating in order to craft a condemnation of their specific life within the world. This condemnation can be verbal or written. Should the target hear or read this condemnation while they have 0 Willpower points, their soul leaves their body, and they die soon after. The Solar must be familiar enough with her target to be able to criticize their life in at least very broad strokes, and a condemnation devised with this Charm loses its potency after one month, as the events and circumstances of the target's life cause her to no longer perfectly match the Solar's critiques.

Phantom Steed (••••)

Reaching deep within herself, the Solar finds a conveyance that expresses her innermost self and brings it forth into the world to serve her. In the Age of Legends, it may be supposed that this Charm allowed the Chosen to harden their anima into a golden horse to carry them into battle or to convey them along ancient roads to deliver vital missives. It can still do that, too, but in the World of Darkness this Charm is much more likely to create a glowing motorcycle or sports car.

System: Spend 3 Essence to solidify a conveyance of some kind out of the Solar's anima for the rest of the scene. Should she disembark, dismount, or otherwise leave the conveyance behind, it dissipates back into the pure Essence from which it came.

The Lunar Exalted

The following Charms may be purchased by any Lunar character, and are intended to flesh out play options for the Lunar Exalted.

Full Moon Charms

Bear Embrace Method (•)

The Lunar's muscles surge as she crushes the life out of those caught in her grip.

System: The Lunar converts her Essence rating in dice into automatic successes on all attempts to gain or maintain control of a clinch, and to damage rolls made to damage a foe by grappling them. By reflexively paying 1 Essence, she can also inflict lethal rather than bashing damage with a clinch for one turn.

Adder Fang Method (••)

The Lunar transforms her Essence into a debilitating poison and infuses it into her saliva, talons, or some other natural attack, the better to disrupt an enemy's body.

System: Reflexively spend 1 Essence when the Lunar inflicts lethal or aggravated damage with a natural attack. Her victim cannot heal any damage, by *any* means, for a number of turns equal to the Lunar's Essence rating.

Foot-Trapping Counter (••)

Matching herself to the rhythm of her foe's movements, the Lunar hems in an enemy's motions, preventing them from disengaging or running away.

System: When someone in close combat with the character tries to break away, the Lunar's player may reflexively spend 1 Willpower and make a contested roll of Dexterity + Athletics (difficulty 6) against the opponent's Dexterity + Athletics (also difficulty 6). If the Lunar gains more successes than her opponent, they cannot successfully disengage or move away from the Lunar during that turn.

Coiled Cobra Stance (•••)

The Lunar draws down, tightening her muscles, marshaling her will, and maximizing her potential. When she finally strikes, it is like a thunderclap, an avalanche, a god taking the first step of the dance that ends the world.

System: The character spends an entire turn taking no action whatsoever—not even to defend herself—and spends 1 Essence. On her next turn, the first action she takes doubles her physical Attributes *after* accounting for any shapeshifting.

Snake Head Defense (•••)

The Lunar transforms some portion of her body into a deadly serpent or serpents. Transforming one's hair into a nest of writhing snakes is traditional, but a tail, the tongue, or even the fingers of one hand are also all potential options, along with other possibilities best not dwelled upon.

New Aspects

- **Bonesmasher:** The rage form is equipped with blunt weapons such as a bony club, spiraling horns, or massive crushing fists. Its Brawl attacks can inflict Strength + 3 damage, but this damage is bashing rather than lethal.
- **Flexible:** The rage form can slither, squirm, or disjoin itself to gain great flexibility. The difficulty of all rolls to squeeze through tight spaces, escape from bonds, or gain control of a grapple *with the intent to immediately escape from it* are reduced by -2.
- **Hardiness:** The rage form is immune to environmental or movement penalties and incidental damage from a certain type of harsh environment.
- **Nightvision:** The rage form can operate in the dark with no more difficulty than in broad daylight.
- **Terrible Grasp:** The rage form lowers the difficulty of all grapple attempts, and rolls to maintain control while grappling, by -1.

System: To activate Snake Head Defense for the rest of the scene, either reflexively spend 1 Essence, or spend a turn in concentration and make an Essence roll against difficulty 8. This Charm works the same whether the Lunar creates one big serpent or a host of smaller ones. At the end of every turn, the snakes make a free extra attack against one enemy within (Essence rating) yards. They roll only four dice to attack, and have a Strength value equal to the Lunar's Essence rating, but their bite inflicts (Strength + 2) lethal damage thanks to their powerful venom. These attacks effectively occur independently of the Lunar, and can't be directly enhanced with Charms.

Wound-Mastering Body Evolution (•••••)

The Lunar's flesh learns from that which harms it, adapting to temporarily become immune to a particular kind of damage.

System: After suffering damage, the Lunar may reflexively spend 2 Essence. For the rest of the scene, the Lunar cannot be harmed again by that sort of attack or damage source. If she activated Wound-Mastering Body Evolution in response to being shot, she would become bulletproof. If she activated it after being burned, she would be temporarily immune to flames. If she activated it after having her joints wrenched in a clinch, she would become immune to damage from grapples. If she activated it after being stabbed or cut with a knife, she'd become immune to edged weapons. If she activated it after being savaged by a werewolf, she'd become immune to claws and fangs. Ultimately, the Storyteller is the final arbiter of what a Lunar is or isn't immune to while this Charm is active. Wound-Mastering Body Evolution *cannot* be stacked; activating it again while it's already running simply changes what the Lunar is immune to.

Changing Moon Charms

Fearful Lunar Form (•)

When the Lunar decides to lean on someone, she subtly brings small aspects of the beast within into her appearance, putting a gleam in her eye and sharpening her teeth ever-so-slightly, finished off with a slight predatory musk.

System: The Lunar permanently reduces the difficulty of all Intimidation rolls by -2.

Tale-Spinning Mastery (•)

The Lunars once possessed a strong tradition of oral history. All of those tales are now less than dust in the wind, but the Lunar facility for spinning an inspiring yarn remains.

System: The Lunar recites a short story, fable, parable, or personal recollection, which the player should at least detail in broad strokes. Then, spend 1 Essence. Everyone who listened to the tale gains a specialty in some way related to the moral or details of the story, which is applicable to *all* Attributes and Abilities, and lasts for the next 12 hours.

Beast Calming Method (••)

By standing her ground and projecting a powerful and assertive energy, the Lunar may back down any lesser beast than herself.

System: The Lunar focuses in on a target and makes a Charisma + (Intimidation or Leadership) roll against a difficulty of their Willpower rating. Valid targets include all hostile animals, as well as any creature in the grip of some sort of wild passion or frenzy (such as those to which shapeshifters and vampires are prone, or which Kindred can inflict on others with Animalism). Success causes the frenzy or aggressive state to immediately end, and the target to become calm. This doesn't guarantee that the target won't still take violent actions, only that it won't be the result of uncontrollable aggression.



Chameleon Skin Disguise (••)

The Lunar can shift her coloration to match her environment, becoming difficult to detect.

System: The difficulty of all Stealth rolls is lowered by -2. By spending 1 Essence, the Lunar can intensify this capability for one scene, making her functionally invisible so long as she moves no faster than a slow walk and doesn't make any sudden, violent motions, which obviate the illusion.

Note: This replaces the version of the Charm found in Exalted vs World of Darkness, which got badly mangled during what passed for editing.

Lion Roar Method (•••)

The Lunar draws in a deep breath, fills the air in her lungs with Essence, and then emits an ear-shattering, primeval roar.

System: The Lunar spends an action producing an earth-shaking roar or ear-piercing scream. Everyone who hears is that is *not* a friend or ally of the Lunar must succeed at a Willpower roll against difficulty 9, or else make all actions on their next turn at +2 difficulty as they stagger from the force of the Lunar's cry.

Earth and Moon Song (••••)

Lunars wear no chains, but rather define themselves, and defend that self-definition with unmatched ferocity.

System: Whenever the Lunar takes an action to support, advance, or protect one of her Intimacies, that action's difficulty is reduced by -1.

Mask of the Predator King (•••••)

The Lunar allows her Essence to radiate freely from her rage form, announcing her nature as the greatest predator that has ever lived. Mortal minds can't cope with the mixture of monstrous visage and pressure of killing intent, and buckle under the strain.

System: The Lunar inflicts the Delirium while in her Rage form, in the same manner as a werewolf. See pages 262-263 of W20 for details. If the Lunar's rage form is based off of the "Beastman Form" template, then treat witnesses' Willpower as being two points higher than it truly is when determining Delirium responses. The Lunar can suppress this Charm for a scene by making a Willpower roll against difficulty 6.

No Moon Charms

Beast Instinct Method (•)

The Lunar taps into her savage instincts, allowing them to help her exist with grace and ease in even the harshest of environments.

System: The Lunar needs never make a Survival roll to remain safe, comfortable, and fed in the wilderness. The difficulty to feed and protect others in such environments is reduced by 3 (minimum of 3). By spending 1 Essence, she fortifies herself against environmental damage so that she can suffer no more

than a single level of damage from any particular source of it during a scene (such as from a particular snowstorm, forest fire, and so on).

Hackle-Raising Exercise (••)

The Lunar's senses are ever-attuned to danger, warning her when she is about to be struck down.

System: The Lunar may reflexively spend 1 Essence automatically notice an ambush or other such unexpected attack, allowing her to defend against it.

Weapon-Shaping Prana (••)

By picking up a bit of wood, stone, or bone and infusing it with her Essence, the Lunar may reshape the object into a deadly weapon.

System: Spend 1 Essence to transform a stone, bone, or hunk of wood into a similarly-sized, fully functional weapon.

Knowing the Arrow's Path (•••)

The Lunar's ever-keen senses constantly track and calculate every possible trajectory along which a bullet might travel to strike her. She then does her best not to intersect those points during battle.

System: Reflexively spend 1 Essence to raise the difficulty of all ranged attacks against the Lunar for the rest of the scene by +1.

Lick Wound (•••)

The Lunar bring relief and healing by lapping her tongue at an ally's wounds or blowing her Essence-infused breath into their injuries.

System: For each point of Essence Essence spent powering this Charm, the subject transforms one level of lethal damage into bashing damage, or immediately heals one level of bashing damage outright. The Lunar *can* use this Charm on herself, but doing so costs an additional point of Willpower.

Flesh Sculpting Art (••••)

The Lunar may sculpt living flesh and bone as though it were modeling clay, creating masterworks or horrors as her whims and skills dictate.

System: This Charm's effects are identical to those of the Vicissitude powers Fleshcraft and Bonecraft, found on pages 241 and 242 of V20. The Lunar substitutes Essence in place of blood points, and any alterations she inflicts on other characters automatically revert after (Essence rating) days unless the subject spends a permanent Willpower point to keep them.

Lessons in the Blood (••••)

All that a person is or has ever been dwells within their blood and flesh, and the Lunar learns to taste these lessons.

System: Spend 2 Essence while drinking someone's blood or devouring their flesh (at least one level of lethal damage, minimum; a single drop of blood isn't enough for this Charm), and roll Perception + Awareness against

difficulty 7. Each success allows the Lunar to harvest one Ability dot from the target, which she may add to her own Abilities. The Lunar can't raise an Ability higher than the target's rating. These stolen dots persist for 24 hours.

Branch and Bone Blessings (•••••)

The Lunar arranges natural materials such as wood, stone, and bone into a suitable vessel for miracles, and then binds a spirit into the object.

System: This Charm allows the character to create fetishes (see W20, page 221). The character must first craft the item that is to serve as the physical substance of the fetish. She must do so entirely by herself, and must make the object out of natural materials. Then, the Exalt uses this Charm to bind a spirit into the fetish. This may be done either with the spirit's willing cooperation, or after battering it until it has been reduced to 0 Essence and then suspending its dissolution for 24 hours by reflexively spending 1 Essence. Such a "suspended" spirit swirls about within the Exalt's anima until either bound into a fetish, or until the suspension ends, at which point the spirit finishes disincorporating.

To bind a spirit into a prepared vessel, the Exalt must retire to a ritual space and spend (Fetish's rating) hours and (Fetish's rating x 3) Essence binding the spirit and object together. Because of the high Essence cost of this Charm, it is most easily performed within Dragon Nests.

Secure Den Prana (•••••)

The Lunar dreams, and in her dreams creates a world shaped after the fiercest needs and desires of her heart. When she wakes, she senses a doorway within her, which she may place somewhere in the world by standing in an empty portal—the arch of a tree root, or a door frame with no door, or an open window—and whispering the name of her den-realm.

System: The Lunar creates a small Umbral Realm—in **Mage** parlance, a Horizon Realm—and may spend 5 Essence to place a gateway leading into it somewhere in the world. At any time, the Lunar can roll her Essence rating against a difficulty of the local Gauntlet to pass through that invisible doorway and enter her Den-Realm; or do the same from within the Den-Realm's exit portal to return to the physical world. Other characters who know how to enter the Umbra may also enter the Lunar's Den-Realm, but the difficulty to do so is always 9, and they must first locate its entrance.

The Lunar can relocate the entrance to her Den if she wishes, by spending 3 Essence to "swallow" the portal to her Den while in its presence, and then spending another 5 Essence to disgorge it somewhere else in the world.

Create the Lunar's Den-Realm using the creation rules on page 78. The Lunar has 25 points with which to build her Realm.

Shapeshifting Charms

Hide of the Cunning Hunter (•)

Though it pains her to do so, the Lunar can forcibly hide the marks of Luna's blessing upon her flesh.

System: Spend 1 Willpower. For the rest of the scene, it becomes impossible to notice the Marks of Luna.

Spirit-Blessed Shape (•)

Refining the union of flesh and spirit, the Lunar learns to assume forms drawn from the archetypal shapes of the Spirit World.

System: The Lunar can add animal forms to her form library by gaining them from a spirit representing the appropriate beast. A lion form might be gained as a blessing or reward from a lion-spirit, for example. These forms can be gained through bargaining, favor, or even intimidation. The spirit must spend 5 Essence to bless the Lunar with an animal form appropriate to its nature. Alternatively, the Lunar can gain an animal form by hunting and destroying an appropriate spirit.

This Charm doesn't allow the Lunar to assume the form of spirits that don't conform to any normal, living, Earthly beast, such as a Scrag or fire elemental.

Rat-Head Technique (••)

The Lunar can collapse her bones, allowing her to pour herself out of any sort of restraints or confinement, or even to squeeze through narrow pipes and cracks no larger than two of her fingers.

System: Spend 1 Essence to activate this Charm. For the rest of the scene, the Lunar can automatically escape from a clinch if she gives up her action for the turn to concentrate on escaping, and can slowly squeeze herself through spaces that should be far too small to admit her.

Tool Hand Technique (••)

Focusing her malleable Essence into her hands, the Lunar can harden and reshape flesh and bone to suit the needs of the moment.

System: Spend 1 Essence. For the rest of the scene, the Lunar may spend a moment concentrating to reshape her hands into whatever sort of non-electronic tool she needs, from hammers and clamps to lockpicks to bone saws.

Wondrous Lunar Transformation (•••)

The Lunar can transform another character by feeding them a bit of her blood, causing them to shapeshift into a human or animal shape from her form library.

System: The Lunar must feed her target a bit of her blood and spend 1 Essence. If she feeds them only a few drops, the transformation lasts for one hour. If she gives more than that, the transformation lasts for (number of levels of lethal damage suffered due to blood loss x Essence rating) days. If the subject doesn't wish to transform, the Lunar must beat them in a contested Willpower roll against difficulty 6.

Internal Form Mastery (••••)

Through meticulous practice, the Lunar learns to master the art of shapeshifting.

System: The difficulty of all shapeshifting rolls are reduced by -2.

Terrible Ogre Refinement (••••)

After rigorous communion with her predatory instincts, the Lunar learns to draw forth a second face for her fury.

System: The Lunar gains a second rage form, based on a different trait array than her normal rage form but otherwise conforming to the standard rules for rage form design. Any purchases of Chimerical Ascension upgrade both forms, and the Lunar need not choose the same new Aspect for both.

Quicksilver Second Face (•••••)

With meticulous concentration and a great expenditure of divine power, the Lunar may redefine herself bit by bit.

System: The Lunar spends a moment in intense concentration and spends 5 Essence. She may subtract a dot from one of her Attributes and add it to a different Attribute within the same category (so she could trade a dot of Appearance for one of Charisma, but not for a dot of Strength). This can't raise an Attribute above 5 dots, or reduce it to 0 dots.



The Sidereal Exalted

The following Charms may be purchased by any Sidereal character, and are intended to flesh out play options for the Sidereal Exalted.

Journeys Charms

Celestial Drifter Panoply (•)

By spending a few moments rummaging through the mess and clutter in her car, the Sidereal can find anything she owns, having thoughtfully tossed it into her ride at some previous point. How and when this happened is perhaps best not interrogated, particularly if what she comes up with is, say, blackmail material she last left in a safe deposit box on the other side of the world.

System: Spend an action and roll Perception + Drive against difficulty 7 while inside a vehicle the Sidereal owns. Success allows the character to locate anything she owns that is capable of fitting inside the vehicle.

Unwavering Well-Being Meditation (••)

The Sidereal's calm certainty in her own destiny becomes a shield which deflects unexpected misfortune.

System: Anyone who strikes the Sidereal unaware must make a Willpower roll at difficulty 9, or else make their strike at difficulty 9. The Sidereal adds her Essence rating to her soak against all unexpected sources of damage, and rolls to soak against unexpected attacks at difficulty 4.

Salt into Ash Sleight (••)

Clapping her hands, the Sidereal momentarily surrounds a supernatural being in a brilliant saffron aura. That creature suddenly realizes that it has incredibly pressing business elsewhere. This isn't a trick or illusion: there really is an urgent reason for the target to journey elsewhere. This Charm simply calls that fact to mind.

System: The Sidereal spends 1 Essence and a moment in concentration. For the rest of the scene, all attempts to drive the target away or cause it to depart—by any character, using any means, from persuasion to violence—reduce their difficulty by -1. This benefit also applies to damage rolls on attempts to drive the creature off.

One Direction Invocation (••••)

The Sidereal summons a prayer strip scribed with yellow text in an ancient, indecipherable language, and affixes it to her forehead. This script names a goal—grand or simple, it matters not—which the Exalt then pursues with single-minded fervor. Until she achieves her goal, she forsakes her name and identity, but becomes nigh-unstoppable.

System: Spend 3 Essence and an action to activate this Charm. Until the Sidereal achieves her goal, she functionally has Arcane 6; in story terms, almost nobody not directly in her presence can remember her, and even those individuals must roll Intelligence + Investigation at



difficulty 9 to remember her name. The Sidereal gains a new Intimacy dedicated to fulfilling her goal. The Sidereal must spend a Willpower point to do anything unrelated to her goal, and all rolls which don't directly further her goal are made against difficulty 9. While this Charm remains in effect, the character heals all bashing damage at the beginning of each turn, or one level of lethal damage.

The Sidereal may end this Charm at any time by removing the prayer strip and casting it aside, but cannot reclaim her name or identity until she completes her goal. If this becomes impossible, then both are lost—even the Exalt can no longer remember them—and she must work to establish a new name and identity.

Serenity Charms

Excellent Implementation of Objectives (•)

Fixing the end result of some work of craftsmanship or creativity in her mind, the Sidereal deftly weaves its design into the pattern of destiny. The world hastens to ensure its creation.

System: Spend 1 Essence to bless a Crafts, Science, Technology, or Computer-based project to create, modify, or repair something. The Sidereal can work five times faster than normal when laboring on that project.

Hot-Eyed Snake Whispering (•)

Whenever the Sidereal senses that others' trust in her words is faltering, she can gently nudge the threads of fate to lend additional urgency and impact to her statements, causing them to resonate with listeners' most deeply held inner truths.

System: Spend 1 Willpower to re-roll any Empathy, Etiquette, Expression, Leadership, or Performance roll, keeping the desired result.

Life Without Compunction (•••)

Everyone knows that those with the right connections can make legal crimes simply disappear. The Sidereal knows similar tricks with which to bribe destiny to make a *social* crime vanish. Paying a small tithe of her Essence to the universe, the Sidereal renders some social blunder or taboo violation that she or someone else has made broadly acceptable to those who know of it.

System: Spend 1 Essence and roll Manipulation + Etiquette against difficulty 8. Success ensures that nobody much gives a damn about the gaffe, whatever it may have been. Those who are pressed on the issue may make weak excuses or issue paint-by-numbers condemnations, but they don't really *care*. With three or more successes, the character responsible for the social breach somehow comes off as an admirable rebel (i.e. a social critic who makes a bold, daring statement by yelling profanity at the animals at the zoo or taking his dick out in the middle of Elysium). It would be reprehensible if anyone else did it, but in *this* case it's okay.

Socially acceptable acts may still be illegal, and unmotivated police are usually still willing to arrest people.

Destiny-Knitting Entanglement (••••)

The Sidereal dreams of a miracle that does not yet exist, but was always meant to be. Reaching deep into the weave of destiny, she entangles her hands with that miracle and drags it into reality, even though her fingers may bleed from the effort.

System: This Charm allows the character to create Talismans and Devices (see **M20**, starting on p. 651). The character first envisions a magical item or product of impossible science of some kind, from a tiara that lets its wearer read minds to a smart phone capable of sending instant messages to spirits. This Charm is incapable of reifying the existence of a wonder larger than a bus or toolshed; fate will only put up with so much abuse from the Sidereal before its thread fray and snap. The character then spends a period of time weaving a design of destiny that will allow the Wonder to come into being. This is an extended Intelligence + Occult roll against difficulty 9, made at one month intervals, and needing to accumulate a total of three times the Wonder's rating in successes. The Sidereal must spend 3 Essence each time she makes this roll. A botch at any point forces the Exalt to start over *and* doubles the necessary number of successes.

Once she designs the Wonder, the Exalt must then create it herself—likely an extended Craft or Technology roll. Finally, having crafted her Wonder, the Exalt must exactly connect the potentiality of its existence to the reality of its existence, activating its miraculous properties thereby. This requires (Wonder's rating) hours of work or ritual, and the expenditure of (Wonder's rating x 5) Essence. Because of the high Essence cost of this Charm, it is most easily performed within Dragon Nests.

Baffles Charms

Opportune Shot (•)

Spotting a perfect opportunity shining like a diamond among the threads of what might be, the Sidereal seizes it, allowing her to act before her foes.

System: By reflexively spending 1 Essence or 1 Willpower, the Sidereal can ignore Initiative results for a turn and simply go first.

Red Haze (•••)

The Sidereal makes the Inferior Sign of the Shield. A misty haze of crimson-gleaming starlight protects all things it illuminates from the denizens of the Spirit World and Underworld.

System: Reflexively spend 1 Essence. A haze of crimson starlight encompasses everything within 100 yards of the Sidereal for the rest of the scene. Within this haze, all spirits and ghosts raise the difficulty of all actions by +1. All defensive rolls (including soak rolls) within the blessed area made against such foes occur at -1 difficulty.

Unobstructed Blow (••••)

The Sidereal loops an unbreakable string of Essence between an attack and her opponent. There can be no other outcome save pain and ruin.

System: Reflexively spend 2 Essence to enchant an attack, which may be launched by the Sidereal or by someone else. The attack is assured to strike its target, even if it generates no successes or he successfully defends against it. Moreover, the attack ignores all soak from armor.

Perfection of the Visionary

Warrior (•••••)

The Sidereal passes a hand across her eyes, filling them with blood and starlight. Violence becomes a second nature to her, and her body moves to kill of its own accord.

System: Reflexively spend 1 Essence. At the end of every turn for the rest of the scene, the Sidereal may make an extra attack at her full dice pool.

Secrets Charms

Of the Shape of the World (••)

Passing a hand over the weave of the world, the Sidereal imposes an overriding paradigm in which no harm may befall her.

System: Spend 1 Essence and roll Willpower against difficulty 8. This Charm's effects last for one day per success. While this Charm is in effect, all magick that seeks to harm, impede, inconvenience, or otherwise oppose the Sidereal becomes vulgar. If performed in front of the Sidereal, it is vulgar with witnesses. Additionally, the first time in each scene that someone attempts to harm the Sidereal *without* recourse to magick, and fails, that failure becomes a botch. For more information, see Chapter Ten of M20.

Subordinate Inspiration

Technique (••)

The Sidereal may whisper into the ear of those unaware of her presence, and they hear her words as their own thoughts.

System: This Charm has no cost, and is only efficacious if the Sidereal is able to perceive the target character, and if they in turn aren't aware she's present. Usually this means the Sidereal is hiding by means of stealth, but it can also be used to, for example, whisper across the Gauntlet or Penumbra. The target isn't forced to act on the thoughts the Sidereal feeds them.

Endings Charms

Inexorable Advance (•)

Eliding the moments of her own life between footsteps, the Sidereal may move without motion.

System: The Sidereal concentrates for just a moment, then rolls Wits + Athletics against difficulty 6. Success lets her instantly move up to 20 yards per success. This isn't teleportation *per se*; the Sidereal "merely" omits all of the moments between the beginning and end of her movement. As a result, she can go anywhere she *could* have reached through normal movement given sufficient time, but cannot, for example, blink from the inside of a prison cell to the hallway outside.

Precedent-Summoning Feit (•)

While arguing a legal or other technical point, the Sidereal reaches into the pages of history and draws forth a precedent that supports her position. It may be very old, and it may be very obscure, but it is inevitably genuine and lends credence to her efforts.

System: The Sidereal may re-roll any failed Academics, Finance, Law, or Politics roll, so long as that roll is an attempt to take action (as opposed to looking up information in a library or database).



The Abyssal Exalted

The following Charms may be purchased by any Abyssal character, and are intended to flesh out play options for the Abyssal Exalted.

Dusk Charms

Doom Drawn and Imminent (••)

Trusting to the inevitability of the grave, the Abyssal fires on her target, and the distance is never any greater than that between a man and his death.

System: If the character takes no other actions during a turn save to make a single ranged attack, then that attack ignores all range limitations. If the Abyssal can see her target, then that target is considered to be within the normal range of whatever weapon she's firing. Spend 1 Essence or 1 Willpower to gain this benefit on an attack even if the Abyssal takes additional actions.

Owl Seizes Mouse (•••)

The Abyssal's Essence luxuriates in the bloodlust of her foes, and drives her to ever-greater heights to meet and overcome it.

System: The Abyssal's base Initiative rating becomes Dexterity + Wits + (highest of Brawl, Intimidation, Melee, or Firearms). By reflexively spending 1 Essence, she can ignore Initiative results for a turn and simply go first.

Splinter of the Void (••••)

Taking a moment to sight down the barrel of her gun, the Abyssal fires a tiny splinter of Oblivion itself. Should her shot strike true, a black hole opens inside of her target, tearing them apart before consuming them utterly.

System: The Abyssal spends 1 Essence and makes a Dexterity + Firearms attack. Note its final damage after soak. At the beginning of each of the following (Essence rating) turns, the target suffers that many dice of aggravated damage.

Writhing Blood-Chain Technique (•••••)

Lashing chains of iron-hard congealed blood erupt from the Abyssal's back, shoulders, or waist, each tipped with a razor-sharp claw.

System: Spend a moment in concentration, spend 1 Essence or 1 Willpower, and suffer one unsoakable, unavoidable level of lethal damage. At the end of every turn for the rest of the scene, the Abyssal may make an extra attack action with her full Dexterity +

(Brawl or Melee) pool. The blood chains inflict Strength + 1 lethal damage.

Midnight Charms

Lesser Horrors Scored (••)

Those who would seek to know the Abyssal's thoughts or take a measure of her spirit gaze upon the void, and find that it gazes also into them.

System: This Charm doesn't prevent the Abyssal's mind from being read, nor her soul analyzed or evaluated. It *does* exact a price from anyone who would dare to do so. Whenever a character reads the Abyssal's mind, or uses some power which analyzes her



personality (such as to learn her Nature) or spirit (such as reading her aura with Auspex), they must make a reflexive Willpower roll against difficulty 9. Failure inflicts a derangement upon them as they unwittingly find themselves staring into the heart of Oblivion itself. This derangement lasts for (Abyssal's Essence rating) weeks.

Charnel Emperor Stance (…)

Fixing her gaze upon one who has displeased her, the Abyssal crushes them beneath the weight of her wraith. The cold inevitability of failure and dissolution tears at the target's every thought, and no memory or philosophy offers him comfort.

System: The Abyssal spends 1 Essence and rolls Charisma + Intimidation (difficulty 6), contested by the target's Willpower roll (also difficulty 6). Each success by which the Abyssal wins this contest destroys a point of the target's Willpower. If reduced to 0 Willpower by this Charm, the target immediately falls down and abases himself before the Abyssal, and will perform any deed the Abyssal demands in order to be relieved of the aching weight of the great and empty void upon his heart, so long as the demand isn't suicidal and doesn't violate the character's Nature.

Insensible Corpse Technique (…)

Though the Abyssal is not truly undead, she can shrug off punishment with the same facility as a walking corpse.

System: Upon purchasing this Charm, the Abyssal halves any bashing damage she suffers (round down) after soak. Further, bullets now inflict bashing damage to the Abyssal unless aimed at her head (difficulty 8).

Daybreak Charms

Murder Room Preparedness (…)

The Abyssal has learned to be ever-ready for the eventualities of chaos, mayhem, and violence.

System: Once per scene, the Abyssal may reflexively spend 1 Essence to re-roll a failed or botched roll, keeping the preferred result. Her player must describe how the Abyssal planned ahead for the inevitability of the difficulty she now faces. Alternately, the player can spend 1 Willpower to retroactively declare that the Abyssal brought along some useful bit of equipment (or performed a useful bit of research), and has had it with them all along, so long as this isn't clearly in violation of the established scene. For example, the Abyssal might have brought zip ties along with her to a burglary in case it turned into a kidnapping, or concealed a small blade up her sleeve in case she got kidnapped, but she surely hasn't been driving a bulldozer around for the last half-hour with which to conveniently break down a wall.

All According to Plan (…)

Calculation is inevitability. The Abyssal negates any other disadvantages with cold, pristine logic.

System: Reflexively spend 1 Essence to substitute Intelligence in place of any other Attribute, or Academics in place of any other Ability in a single dice roll. Alternately, by spending 1 Essence and 1 Willpower, the Exalt can roll Intelligence + Academics in place of any other Attribute + Ability pool.

Black Widow Binding (…)

Binding together prayer, pristine workmanship, and fearful spirits, the Exalt may craft an item suitable for habitation by an ephemeral being, and then bind a suitable denizen of the Spirit World into it.

System: This Charm allows the character to create fetishes (see W20, page 221). The character must first craft the item that is to serve as the physical substance of the fetish, and must do so entirely by herself. Then, the Exalt uses this Charm to bind a spirit into the fetish. This may be done either with the spirit's willing cooperation, or after battering it until it has been reduced to 0 Essence and then suspending its dissolution for 24 hours by reflexively spending 1 Essence. Such a "suspended" spirit swirls about within the Exalt's anima until either bound into a fetish, or until the suspension ends, at which point the spirit finishes disincorporating.

To bind a spirit into a prepared vessel, the Exalt must retire to a ritual space and spend (Fetish's rating) hours and (Fetish's rating x 3) Essence binding the spirit and object together. Because of the high Essence cost of this Charm, it is most easily performed within Dragon Nests.

Dreams of the Well of Udr (…)

The Abyssal poisons her Essence with blasphemous secrets and long-forgotten lore, making herself into a necromancer without peer.

System: Upon purchasing this Charm, the Abyssal permanently lowers the cost of all ancient sorcery spells by 1 Essence (to a minimum of 1), and lowers the difficulty of all ancient sorcery rolls by -1.

World-Slaying Arsenal Epiphany (…)

The Abyssal dreams a black and terrible dream: a dream of the end of all things, of black miracles and grinding engines of extinction. Fixing her awful vision into the potentiality of the world with Essence, she then plumbs the depths of her ingenuity until she finds a way to affix nightmares into reality, birthing forth a horror into the world.

System: This Charm allows the character to create Talismans and Devices (see M20, starting on p. 651). The character first envisions a magical item or product of impossible science of some kind, from a reactor which burns souls for fuel to a blade that drinks the blood of those it cuts. The character then spends a period of time working out the principles necessary to create the Wonder. This is an extended Intelligence + (Occult, Science, Technology, or just possibly Computer) roll against difficulty 9, made at one week intervals, and needing to accumulate a total of three times the Wonder's rating in successes. The Exalt must spend 2 Essence each time she makes this roll. A botch at any point forces the

Exalt to start over *and* doubles the necessary number of successes.

Once she designs the Wonder, the Exalt must then create it herself—likely an extended Craft or Technology roll. Some projects, it should be noted, while technically within the scope of the Exalt's imagination, may be extremely difficult or even impossible to actually create. An Exalt who wants to construct a gigantic tower which rips loose the soul of everyone in the city and feeds them to whosoever sits on a terrible throne of basalt at its peak is going to run into all kinds of trouble securing the proper materials, land, and keeping her supernatural neighbors from uniting to stop her. Even without such concerns, constructing an entire skyscraper-sized death tower by hand is the work of decades.

Finally, having crafted her Wonder, the Exalt must perform either a ritual to enchant it or a procedure to charge it with her Essence, bringing its miraculous properties online. This requires (Wonder's rating) hours of work or ritual, and the expenditure of (Wonder's rating x 5) Essence. Because of the high Essence cost of this Charm, it is most easily performed within Dragon Nests.

Day Charms

Life-Eroding Gesture (••)

The Abyssal raises a hand and slowly brings her fingers together, crushing the vitality from whosoever has earned her wrath.

System: Concentrating fully upon her target, the Abyssal's player makes a Willpower roll against difficulty 7. For each success she rolls, her target loses one die from whatever action they're currently attempting.

Ominous Portent Exercise (••)

The Abyssal instinctively knows when death draws near, making her impossible to take unaware so long as she hasn't totally exhausted both body and spirit.

System: The Abyssal may reflexively spend 1 Essence automatically notice an ambush or other such unexpected attack, allowing her to defend against it as normal.



Incomparable Phantom Form (•••)

The Abyssal steps halfway into the Shroud which divides life from death, and for a short time, walks as a phantom in the living world.

System: Spend 1 Essence. For the next (Essence rating x 5) minutes, the Abyssal becomes insubstantial and may pass through solid objects and surfaces. Any magic explicitly capable of harming spirits can still strike and hurt her. The Abyssal may end this Charm prematurely at any time she wishes.

Wandering Murderous Shadow (••••)

The Abyssal can break a small bit of her limitless killing intent off and cast it into her shadow, sending it off to wreak havoc on her behalf.

System: Spend 2 Essence and a moment in concentration, then roll Willpower against difficulty 7. The Abyssal's shadow detaches from her and fades into the Underworld (if the Abyssal isn't already there), where it becomes a Shade with a mission imprinted upon it by the Abyssal. The Shade has the same Traits as the Abyssal, plus (Essence rating x 5) dots of Dark Arcanoi and (Essence rating) Shadecraft powers (see Chapter Ten of **Wr20**). The Shade dissolves back into the Abyssal's shadow and returns to her after a number of days equal to the successes on the Willpower roll (minimum 1), or when it loses all of its Corpus or completes its mission.

Moonshadow Charms

Distorted Mirror Mien (•)

The Abyssal hides her innermost self in a hall of mirrors, reflecting back only the expectations of those who would interrogate her heart.

System: Any ordinary or supernatural attempt to discern the Abyssal's Nature automatically fails, revealing her Demeanor in its place. This Charm's effects are permanent.

Deck-Striding Phantom (•)

The Abyssal is a thing out of nautical lore and nightmare, embodying all the terror of the sea.

System: This Charm conveys the following benefits:

- All rolls made while the Abyssal is on the deck of a boat or ship are made at -1 difficulty.
- Knowing that the darkness of the abyss is nothing compared to the darkness of the Abyss, the Abyssal has mastered her fear. The difficulty of all attempts to frighten her by supernatural means is increased by +1, and the first time in any given session that someone or something tries to terrify her in such a fashion and fails, she gains one point of Willpower.
- The Abyssal can swim at her full sprinting speed, and may hold her breath for up to 24 hours at a time. By spending 1 Essence, she can freeze whatever liquid she walks on for the rest of the scene, allowing her to stride unconcerned across the surface of the sea.

- When a ship or boat the Abyssal is piloting is about to sink, she may spend 1 Essence per hour to shroud it in chill, fearsome mists. So long as she does so, the vessel can still sail and remain afloat, no matter how badly damaged it may be.

Passion-Unveiling Glance (••)

The Abyssal learns to weight the hearts of others in the same fashion as the Restless Dead.

System: The Abyssal may concentrate on a specific individual for a few moments and make a Perception + Occult roll against difficulty 6. Success allows her to behold the subtleties of their anima and learn their current emotional state, as well as some clues about their nature. If you wish to embellish this with aura colors and the like, a chart can be found on page 136 of **V20**.

Spectral Steed (••••)

A great and eerie fog rolls in, and from its depths emerges a conveyance for the Abyssal. This might be an ebony carriage drawn by black horses with burning eyes, but in the World of Darkness it's more likely to be a jet-black muscle car or motorcycle decorated with human skulls.

System: Spend 3 Essence to conjure a conveyance of some kind for the rest of the scene. Should the Abyssal disembark, dismount, or otherwise leave the conveyance behind, it peels out and vanishes back into the darkness whence it came.

Screaming in Silence (•••••)

The Abyssal speaks the Greater Word of Unmaking, that which unravels the ego and severs the connection between heart and soul for those who lack the will to resist it.

System: Spend 3 Essence and roll Charisma + Intimidation against difficulty 9 in order to project the perfect syllables that will shatter a selected target's very being. This condemnation must be delivered verbally, to the target's face, while they have 0 Willpower points. If the roll succeeds, the target's soul leaves their body, and they die soon after. The Abyssal must be familiar enough with her target to be able to sum up who they are in at least very broad strokes, else she cannot craft a proper word to destroy them.



CHAPTER THREE:

THE INFERNAL

EXALTED

Once upon a time the calamities that dredged the world forth from primal darkness and chaos—call them the First, call them the Children, perhaps even call them God, for blasphemy pleased them once upon a time—reached out their terrible and venomous talons and closed them upon the souls of heroes. They breathed hard upon the power and pride of the Chosen, and twisted it until it reflected their own sullen and profane glory.

Armed with the stolen and defiled power of Heaven, the champions of the Children cast the order of Creation into ruin, and set themselves on thrones high above the world. It was only by the combined works of the rest of the Exalted host that these monsters were dragged down and destroyed, their power captured and contained.

Those accursed Exaltations were never bound away in the Black Vault; they were dealt with separately and with far greater deliberation. The gods bound the profane embers of primordial power in mighty chains and buried them deep in most blighted and forsaken region of the Spirit World. Seeing that even then their power radiated out to twist and taint the land and that nothing good or wholesome could ever again occur in that district of the cosmos, Heaven resolved to make some use of the wasteland nonetheless, and constructed the Thousand Hells of Yomi Wan atop the grave of the Infernal Exaltations. They populated the Hells with devils and sinners, reasoning that these were the only souls that deserved exposure to the poisonous radiance of the sealed Exaltations, and further that the weight of Hell would keep the Exaltations weighed down and sated with suffering.

For ten thousand years, and then ten thousand more years again Heaven's reckoning proved correct. The Yama Kings did not know what slumbered beneath their pestilential realms. The Exaltations absorbed millennia of screams and torment from the Hells above, and remained sealed and sated. But now everything has changed. The Dragon-Blooded have opened the Black Vault, and the Celestial Exaltations once more fly free into the world.

Their release sent shockwaves through the Spirit Realm, awakening the Infernal Exaltations from their eternal slumber. Sensing the return of the hated

champions of the gods, the Infernal Exaltations surged up, buckling the crust of the Hells. Lesser devils and other wicked spirits crawled into the vents and crevasses, drawn on by an ancient and potent song of power. It was the last mistake they ever made; as the devils found the Exaltations, they were possessed and sent screaming out of Yomi Wan, one after another, to seek mortal men and women. The Wheel turns, the Sixth Age looms, and those who will both usher it in and rule over it have now arrived.

The Infernal Exaltation and the Chrysalis Groteque

Infernal Exaltation occurs in moments of despair. This can be in the midst of a crisis, much as with Solar Exaltation, or it could be in the quiet depths of a long black night of the soul. A devil, disintegrating from the inside-out in a torrent of emerald flames, appears to the prospective host. Driven by the overriding power of the Exaltation, it makes its offer: power to set the world to rights, power to answer all slights and grievances, power without chains or fealty, a burning crown fit for the a Prince of the Earth.

Those who refuse generally die at the hands of an agonized and rapidly disintegrating devil, before it departs with the speed of a scream to find a new candidate. Those who accept are engulfed in a torrent of hellfire and spirit-flesh, which weave together into a strange and unsettling cocoon. The Chrysalis Grotesque varies greatly in appearance. It may be made of diseased flesh, or raw and steaming meat, or faceted crystal, or broken masonry, or bits of junked electronics and nightmarishly tangled cord, or cold black stone. The Infernal gestates inside for three days and nights, then emerges transformed, spy of step, in the flush of youth and health, and often (though not always) subtly marked by unnerving features such as sharp teeth and nails, or black-in-black eyes.

Those Who Have Suffered

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

First, the individual must be in some way exceptional. Many Infernals were world-class experts in their field, even before Exaltation, but skill and prowess are not the only measures by which the Chosen of Ruin may gain profane notice. Extraordinary courage, conviction, or willpower are also all common features which are likely to draw the Exaltation to an individual.

Second, they must have encountered the supernatural world at some point in their lives and recognized it as such. The Infernal Exaltation has no time to waste with the uninitiated; the apocalypse looms, and the sooner the newly-empowered Demon Prince pulls down the pillars of Heaven, the sooner she can ascend its rubble to take her rightful place as Demon Emperor or Empress. And so the Infernal Exalted are drawn exclusively from the ranks of those who have beheld witches dancing at their black Sabbaths and making offerings of blood to the gods of old; who have seen the monstrous beings in the deepest offices and laboratories of Pentex facilities; who have laid themselves prostrate before a vampire and begged to feel again the ecstasy of his fangs.

Finally, the individual must feel in her heart of hearts that she has failed to grasp her dreams, or has attained and squandered them, and that her life is a failure. Despair is the beacon by which Infernal Exaltations navigate the Spirit World and seek their hosts, and they can only infuse their stolen and perverted power into the hearts of the weak and the wounded.

Castes

In the Age of Legends, the Infernal Exalted were divided into Castes based on perversions of the roles they once served under Heaven. Those Castes were long ago worn away by the friction of millennia of suffering filtering down from the Hells above. Each Infernal is a force unto herself, defining her own road toward the throne of the Demon Emperor, answerable to none other, forging her own legacy.

Though they have no Castes, each Infernal *does* have a Caste Mark. Sometimes these mimic the marks of the Solar and Abyssal Exalted, but in other circumstances they're strange, personal or nonsensical symbols: crossed swords, a burning "third eye," a scorpion, a ragged X, a set of claw marks, or various occult sigils.

Dreams of the Eschaton

The Infernal Exalted are left with a soul ablaze with demonic power, but no explanation, no primer, no rundown of the history of how things got to this point, no context for what they are.

The Demon Princes of the World of Darkness

The Infernal Exalted are much changed from what they once were, and yet in other ways, their fundamental nature has not changed at all. Readers conversant with **Exalted** will find many tantalizingly familiar features... and yet, the one-time patrons of the Demon Princes are nowhere to be found. Perhaps they died, perhaps they slumber in unreachably distant Realms, or perhaps they have fragmented into the manifold wicked beings which now populate and terrorize the Spirit World. Ultimately, it is of no matter. The Infernals of **Exalted vs World of Darkness** are closely tied to the mythology of the Hungry Dead and the Thousand Hells of Yomi Wan. Those wishing to learn more of the Hells which so heavily influence these Exalted are advised to consult **The 1000 Hells**, a supplement for **Kindred of the East**.

But they do know where things are going.

Every Infernal has an instinctive understanding of the idea of the Wheel of Ages, and in quiet moments when she clears her thoughts, she can feel it turning toward its nadir. The Sixth Age looms, the heaven tremble, the earth quails, and soon God's throne will stand vacant, waiting for some great and terrible power to claim it.

The Yama Kings, rulers of the Thousand Hells, wheel, circle, scheme, betray, and jockey for advantage in the contest for rulership of the Age of Sorrow to come. Each dreams of the empty throne of Heaven, and wishes to ascend to become Demon Emperor. The Infernals, too, sense that this is their ultimate destiny: to rise up above a world of ruin, wearing a crown of hellish splendors. Perhaps this suits their thwarted ambitions, or perhaps an Infernal believes that by guiding the course of Armageddon she can spare the world the worst of its potential horrors. Regardless, each feels the future rushing toward them like a great dark beast, and knows that they must ride it or perish.

Character Creation

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

Essence Renewal

The Demon Princes exist to cast the world down and see it laid prostrate before their feet. Their Essence surges when they take measurable steps toward this goal. Once per scene, an Infernal can recover 3 Essence by meeting one of the following criteria, chosen during character creation:

A Small Matter of Essence

Infernals determine their Essence pool in and Essence per turn limitations in the same manner as Solar and Abyssal Exalted. They replenish Essence at sunrise.



Urge of the Destroyer

The Infernal may replenish her Essence whenever she defeats a supernatural opponent or overwhelming mortal opposition, lays waste to important assets belonging to her enemies, or uses her mayhem and destruction to advance an Intimacy.

Urge of the Conqueror

The Infernal may replenish her Essence whenever she forces an enemy or other powerful figure to submit themselves to her will.

Urge of the Forbidden

The Infernal may replenish her Essence whenever she learns secretive or forbidden lore of the supernatural world, or binds an unwholesome being into her service.

Urge of the Corrupter

The Infernal may replenish her Essence whenever she destroys the illusions of the righteous, or tempts them into abandoning their code and taking the low road.

Urge of the Manipulator

The Infernal may replenish her Essence whenever a plan unfolds precisely according to her design and expectations.

Character Creation

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

Step 1: Character Concept

- Consult with other players and come up with an appealing concept.

- Pick out the Urge that fits best.
- Select Nature and Demeanor.

Step 2: Attributes

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

Step 3: Abilities

- Select 8 Abilities of significant importance to your character. These are your *Key Abilities*. Key Abilities function in all respects as Caste Abilities.
- Rank categories of Abilities (Talents, Skills, Knowledges) in order of importance to your character.
- Divide 13 dots among primary Abilities, 9 dots among secondary Abilities, and 5 dots among tertiary Abilities.
- No Ability can have more than 3 points without spending Freebie Points.
- Divide an additional 5 dots among Key Abilities. These dots are allowed to raise a Caste Ability above 3.

Step 4: Advantages

- Choose two categories of Infernal Charms as Key Charms. Key Charms receive the same experience point discount as Caste Charms. Infernals have no inherent Castes, and thus no true Caste Charms.
- Choose Charms (7 dots in total). At least 5 dots of Charms must be from your Key Charms.
- Select 5 dots of Backgrounds.

- Write down three Intimacies.

Step 5: Finishing Touches

- Record Willpower (5), Essence rating (1), and Essence pool (10). Essence pool begins at maximum.
- Design your Shintai form (see “Shintai Rules,” below).
- Spend Freebie Points (15), and, optionally, purchase merits and flaws Merits and Flaws (max. 7 points).

Freebie Point Costs

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

Appropriate Backgrounds

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

- Allies (V20, p. 111)
- Alternate Identity (V20, p. 111)
- Arsenal (Hunter the Reckoning, p. 120-121)
- Backup (M20, p. 306-307)
- Contacts (V20, p. 112)
- Destiny (M20, p. 311-312)
- Fame (M20, p. 313-314)
- Fetish (W20, p. 137-138)
- Influence (V20, p. 114-115)
- Magic Artifact (Kindred of the East, p. 87)
- Mentor (V20, p. 115)
- Resources (V20, p. 115-116)
- Retainers (V20, p. 116)
- Secrets (W20 Changing Breeds, p. 212)
- Spies (M20, p. 325)
- Totem (W20, p. 140)
- Wonder (M20, p. 328)

Infernals may also benefit from the following new Backgrounds:

New Background: Dragon Nest

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

New Background: Demonic Guide

The first generation of Infernals gains their Exaltations from a demon or wicked spirit. Usually, that spirit is dissolved into the spiritual glue that binds together host and Exaltation, but sometimes a measure of it survives as a small, evil, occasionally-helpful voice in the Exalt’s head.

XYour patron demon was destroyed utterly in the course of your Exaltation.

- Your guide grants you occasional advice about the ways of the various Hells of the spirit world. Gain a free Occult specialty in a single hell of Yomi Wan, or in Malfeas.
- Your guide has extensive knowledge of the courts of the demon realms. Add two dice to all social interactions with Banes or the denizens of Yomi Wan.
- Your guide constantly scans the world around you for signs of danger. Add +2 to the result of all Initiative rolls.
- Your demon guide gives you a sort of sixth sense. Reduce the difficulty of all Awareness rolls by -2.
- Your guide can recognize the touch of darkness in others. When you stand before a creature of darkness (including any being that a shapeshifter would classify as “of the Wyrn”), you are instinctively aware of that fact.

Behold My True Form and Despair: Shintai Rules

A monster sleeps within the Essence of each of the Infernal Exalted: the shadow of the Demon Emperor they might become should they ascend to a throne above the Earth with the dawning of the Sixth Age. This is the Shintai form, a god-body state that the Infernal can assume with a great expenditure of energy and will.

Donning the Demon Form

Infernals unlock their Shintai form upon reaching Essence 2. Prior to that, they may sense the potential for the form within their Essence, but cannot bring it forth into reality.

Triggering the transformation requires the expenditure of 3 Essence, 5 points of Willpower, and three turns spent glowing with terrible viridian Essence as the Infernal's anima enfolds her like a terrible, pulsating cocoon. Eventually that anima-shell shatters, revealing the Exalt in all her inhuman glory. This transformation lasts for one scene, until the Infernal voluntarily spends two turns banishing her Shintai form in a haze of emerald steam, or until the form is slain.

A character cannot assume her Shintai form more than once per story.

Shintai Rules

While wearing her Shintai form, the Infernal enjoys the Attribute modifications of the form, along with any Shintai Aspects. She retains full access to her Charms.

Health

An Infernal temporarily replaces her own health track with a Shintai health track while wearing the form. Her Shintai health track contains the normal 7 health levels unless modified with Shintai Aspects. Damage doesn't transfer between the tracks; a badly injured Infernal who dons her Shintai form gains a pristine, undamaged Shintai health track, and any damage done to the track doesn't "overflow" back to her normal body when she dismisses the form.

A Shintai form can't be knocked unconscious by bashing damage. Should the Shintai form's track be filled with lethal or aggravated damage, the Shintai form immediately terminates, shattering into fragments of steaming Essence and leaving behind the Infernal's normal body. This forcible termination inflicts five automatic levels of unsoakable bashing damage on the Infernal.

Designing the Shintai

To design an Infernal's Shintai form, choose one of the base designs below, then add the listed number of Aspects from the Aspect list.

Devil-Beast Shintai

The character assumes an inhuman, bestial form such as that of an eyeless dragon, enormous wolf with fur made of jagged glass, or humongous serpent whose hood burns with sanity-rending glyphs. This form is always capable of inflicting lethal damage with unarmed attacks, but suffers a -3 penalty to all attempts to perform fine manipulation due to its lack of proper human hands.

Select one of the following trait arrays:

Strength +4, Dexterity +1, Stamina +3, Appearance 0

or

Strength +3, Dexterity +2, Stamina +2, Appearance 0

or

Strength +3, Dexterity +0, Stamina +4, Appearance 0

Aspects: Select two: *body spikes*, *demon armor*, or *demon weapons*. Then select three more Aspects.

Incarnate Apotheosis Shintai

The Infernal dissipates into a natural disaster or inchoate menace, such as a living sandstorm, inferno, pool of living acid studded with eyes, amorphous shadow, or swarm of demonic locusts. This form operates according to the swarm rules found on page 391 of V20, save that it *does* soak damage. The swarm inflicts damage equal to the Infernal's Strength, and uses the Infernal's normal Initiative rating. It still remains capable of taking normal actions by focusing its substance to push buttons, turn



latches, and carry things around on swarms of buzzing locusts.

Select one of the following trait arrays:

Strength +2, Dexterity +0, Stamina +1, Appearance 0

or

Strength +0, Dexterity +3, Stamina +0, Appearance 0

or

Strength +1, Dexterity +1, Stamina +1, Appearance 0

Aspects: Gain *flexible* and choose four additional Aspects.

Demon Emperor Shintai

The character assumes a towering, monstrous form such as a fifteen-foot-tall colossus of living stone and flame, a whirling constellation of man-sized crystalline spheres crackling with lightning, or a massive suit of ancient armor inhabited only by the burning light of the Infernal's anima. This form adds two dice to all soak rolls, and reduces the difficulty of soak rolls by -1.

Select one of the following trait arrays:

Strength +6, Dexterity -1, Stamina +5, Appearance 0

or

Strength +3, Dexterity +2, Stamina +3, Appearance 0

or

Strength +4, Dexterity +0, Stamina +5, Appearance 0

Aspects: Select one: *boneshaker*, *demon armor*, or *hardiness*. Then select three more Aspects.

Devil-Tyrant Avatar Shintai

The character assumes a modified version of her own human form, studded with inhuman features and surging with demonic power, but still fundamentally recognizable as the Infernal. She may wear an ever-burning crown of flames upon her brow and grow wicked blades from her forearms, or sprout a lashing tail and venom-dripping wings, or extend all of her limbs into barbed and segmented nightmares, but her face remains her own and her general shape is still humanoid.

Select one of the following trait arrays:

Strength +2, Dexterity +2, Stamina +2

or

Strength +3, Dexterity +1, Stamina +2

or

Strength +1, Dexterity +4, Stamina +1

Aspects: Select six Aspects.

Demonic Aspects

Aspects are special features to enhance a Shintai form. They should be interpreted broadly; "demon weapons" might be claws or fangs, certainly, but they could

also represent the Infernal manifesting a mystic sword burning with Essence.

- **Aquatic:** The Shintai can move through the water at twice its normal movement speed.

- **Body Spikes:** The Shintai is covered in bony spikes, broken glass, fanged mouths, or something similar. Anyone who directs an unarmed attack against the Infernal must soak one level of lethal damage. The Infernal's grapples inflict Strength + 2 lethal damage.

- **Bonesmasher:** The Shintai is equipped with blunt weapons such as a bony club, spiraling horns, or massive crushing fists. Its Brawl attacks can inflict Strength + 3 bashing damage.

- **Camouflage:** The Shintai is can blend in with its environment. Reduce the difficulty of Stealth attempts by -2.

- **Demon Armor:** The Shintai is covered in some manner of natural or unnatural protection: a carapace, thick fur, scales, or otherworldly armor. Increase its soak by +2 dice.

- **Demon Weapons:** The Shintai is equipped with deadly armaments such as claws, fangs, or horns. Its Brawl attacks inflict Strength + 2 damage. Alternately, the Shintai appears bearing a terrible demonic weapon capable of inflicting Strength + 2 damage with Melee attacks.

- **Energy Projection:** The Shintai can issue some deadly expulsion such as fire or lightning or corrosive gas (Essence) times per day. This is an attack made with Dexterity + Athletics at difficulty 7, with an absolute range of 10 yards, and inflicts (Essence x 3) dice of lethal damage.

- **Extra Limbs:** The Shintai possesses more than the normal compliment of arms and legs, or perhaps sports a prehensile tail or trunk, or perhaps can manipulate its immediate surroundings with telekinesis. When the Infernal takes multiple actions, each subsequent action raises its difficulty as normal but doesn't suffer a penalty to its dice pool.

- **Flexible:** The Shintai can slither, squirm, dissolve, or disjoint itself to gain great flexibility. The difficulty of all rolls to squeeze through tight spaces, escape from bonds, or gain control of a grapple *with the intent to immediately escape from it* are reduced by -2.

- **Flight:** The Shintai is capable of flight at its normal movement speed, whether this is accomplished through wings or levitation.

- **Gills:** The Shintai is fully amphibious and can breathe under water or in air with equal facility.

- **Hardened Devil Body:** The Shintai gains an additional three Bruised (-0) health levels. This Aspect may be taken multiple times.

- **Hardiness:** The Shintai is immune to environmental or movement penalties and incidental damage from a certain type of harsh environment.

- **Horrible Odor:** The Shintai can project a nauseating stink which inflicts a -1 penalty on all actions taken by anything with a sense of smell.



- **Keen (Sense):** One of the Shintai's senses (sight, hearing, or smell) is incredibly acute. Lower the difficulty of all Perception rolls using that sense by -2.

- **Nightvision:** The Shintai can operate in the dark with no more difficulty than in broad daylight.

- **Poisonous Flesh:** The Shintai's flesh and blood are deadly if ingested. Anyone who bites the Infernal or drinks her blood must immediately soak three levels of lethal damage.

- **Sickening Slime:** The Shintai is coated in a glistening layer of disgusting slime. The difficulty of all grapple attempts against the Infernal increases to 8, and anyone who bites her loses their next turn retching.

- **Stealthy:** The Shintai has foot pads, dark coloration, a sound-muffling aura, or other adaptations to help the Infernal creep up on her prey. Add two dice to all Stealth rolls.

- **Swift Stride:** The Shintai's movement speed and jumping distances are doubled.

- **Tentacles:** The Shintai has, if not actual tentacles, then at least some body parts of unusual length, such as a long prehensile tail, frog tongue, or very long neck. The Infernal can take appropriate actions against targets up to 5 yards away.

- **Terrible Grasp:** The Shintai lowers the difficulty of all grapple attempts, and rolls to maintain control while grappling, by -1.

- **Transcendent Anathema:** Any attacks the Shintai possesses which would inflict lethal damage, inflict aggravated damage instead.

- **Venomous:** The Shintai may inject venom with one or more of its attacks (usually a bite, but more exotic options such as tail stingers or envenomed blades are also available). This attack inflicts three additional dice of lethal damage.

- **Wall Crawler:** The Shintai can climb up and cling to walls without the need of a roll.

- **Webbing:** The Shintai can project a sticky substance such as webbing or a slimy glue, with a range up to 20 yards. Roll Dexterity + Athletics to aim this projectile. Anyone struck by it suffers a -2 die penalty to all actions per coating until they spend an action and roll Strength + Athletics (difficulty 7) to disentangle themselves. Webbed or otherwise “stuck” victims also slow their movement speed by half, or become entirely immobilized with two coatings.

Charms

These are the infernal miracles given to the Demon Princes, that they might battle their way to the throne of the Demon Emperor in the Sixth Age yet to come.

General Infernal Charms

The following are not considered Key Charms for any category.

Key to the Kingdom: (Ability) (•)

By feeding raw infernal Essence into any endeavor, the Demon Prince may perform feats far beyond mortal limits.

System: Select any single Ability when purchasing this Charm. At any time, the player may reflexively spend one Essence to add three dice to all rolls using this Ability for the rest of the scene. Key to the Kingdom cannot more than double a roll’s (Attribute + Ability) total. Alternately, you may add one Willpower to the Charm’s activation cost to add as many dice as your (Attribute + Ability) cap will permit, rather than three.

The Pentacle and the Scepter (•••)

The Infernal spends long hours in meditation on the time before time, the epoch before light and law first blighted the universe, and the remnant impossibilities of that strange and pitiless mythology. From the scraps of such madness, she may uncover the deeper secrets of sorcery.

System: Upon purchasing this Charm, the Infernal permanently lowers the cost of all ancient sorcery spells by 1 Essence (to a minimum of 1), and lowers the difficulty of all ancient sorcery rolls by -1.

The King and the Kingdom: The Thousand and First Hell (••••)

The Infernal shapes her heart, soul, and Essence into the shape of a realm of her devising, featuring whatever oddities of geography or natural law suit her nature.

System: The Infernal crafts a new Hell-realm within her own Exaltation. By meditating in perfect darkness and making a Wits + Occult roll against a difficulty of her own Willpower (which acts as the effective Gauntlet rating for this internal realm), she may disappear into her Kingdom for up to five days, making it impossible to find her. She can linger no longer, however, and must spend at least that much time in reality before visiting again.

By paying 2 Essence while crossing over into her inner landscape, the Infernal may also bring up to a score of willing (or unconscious) individuals along with her. Visitors to the Kingdom may stay for as long as they wish (indeed, they may even become permanent residents), and are free to depart whenever they desire—so long as they are able to walk to the border of the realm. While the Kingdom must be composed of geography which makes this possible, nothing stops the Infernal from importing soldiers to man guard posts, or adorning the realm with prisons, natural hazards, and the like.

The Infernal must have an Essence rating of at least 3 to purchase this Charm.

Kakari: the Night Realm Charms

Cracked Cell Circumvention (•)

There is no oubliette so deep or dark, no Hell so vast and benighted, that it can hold the Infernal back from seeking her freedom.

System: The Infernal permanently reduces the difficulty of all attempts to escape from physical restraint or confinement by -3. This Charm applies to physical actions (such as attempts to break out of a clinch or pick a lock), social actions (such as to seduce a guard), and mental actions (such as to come up with an escape plan, or determine the weak point in a wall).

Mocking Marmars Retort (•)

The Infernal mimics the words of another, speaking them a moment later but out of key and with a twisted tone. Her mimicry poisons the speaker’s words, making them ring harsh and false in the ears of all who hear them. The Infernal needs not speak her mockery audibly, and can mumble under her breath if she likes. She only needs to be able to hear the speaker’s words as they are uttered, and needs not actually be present where they are spoken; as such, this Charm can be used against things like live televised speeches.

System: Spend 2 Essence and roll Manipulation + Subterfuge against a difficulty of the speaker’s Willpower. Success ensures that everyone who hears her words finds them suspicious, untrustworthy, and unpleasant.

Without Honor, Without Hope (°)

The chill of the Night Realm forever abides within the Infernal's heart, leaving her inured to all lesser chills and discomforts. Indeed, they become a source of strength to her.

System: The Infernal is completely immune to environmental hazards based on freezing cold, from arctic nights to raging hailstorms. When she has to soak direct attacks based on ice or supernatural cold, she lowers the difficulty of her soak roll by -2. Finally, the Infernal adds two dice to all rolls while subjected to cold-based environmental hazards from which she is protected by this Charm.

Witness to Darkness (°)

Born of a darkness so deep and profound that it is an eternal torment, the Infernal cannot be confounded by mere lack of illumination. She can operate in absolute darkness as though it were the noonday sun. However, such profound affinity for darkness stains the Infernal's soul, making her a thing of shadows and deceit ever after.

System: The Infernal can see in the dark. The difficulty of all Manipulation rolls are permanently lowered by -1, but the difficulty of all rolls made while in bright light (such as under spotlights or direct, unfiltered sunlight on a cloudless day) are increased by +1.

Gift of Unyielding Misery (°)

The Infernal blows into the mouth or ear of a sleeping victim, befouling her dreams with the horrors of the Night Realm. When they awaken from restless nightmares of Kakuri, it will be to discover their torment has only begun.

System: The Infernal spends 1 Essence or 1 Willpower and rolls Manipulation + Survival against a difficulty of the target's Willpower to inflict a curse upon her sleeping victim. The target dreams of being trapped in Kakuri, the Night Realm, and regains no Willpower upon awakening. Worse: when she lays down and attempts to rest, whatever surface she lays upon feels like the frozen earth and razor-sharp stones of Kakuri, and her flesh is chilled by the razor winds of the Night Realm. Sleep is utterly impossible, and seeking it a literally Hellish misery. For every 24 hours the target is denied sleep in this fashion, she loses one die from all dice pools. This Charm's effects persist for a number of days equal to the Infernal's successes.

The Infernal can revoke her curse at any time prior to its natural conclusion by reaching into the victim's mouth and drawing



out a squirming black butterfly of absolute shadow, then setting it free.

Golden Years Tarnished Black (°)

For those lost in the dark there is, at least, always the refuge of happier times and brighter memories. The Infernal can deny even this comfort, poisoning such memories with the darkness of her dread Essence.

System: The Infernal reminds her target of a happy memory (“Do you remember your wedding day?”), then spends 1 Essence and rolls Manipulation + Subterfuge against a difficulty of the victim’s Willpower. Success taints and tarnishes the memory; the good things about it become harder to recall, while flaws, problems, and irritations are magnified until the memory becomes a source of pain and anger. The victim must spend a number of points of Willpower equal to the Infernal’s Essence rating to reclaim the joy in a tainted memory.

Seeing is Blindness (°)

The Infernal’s attacks trail inky contrails that steal the light from the eyes of her foes.

System: Reflexively spend 1 Essence when the Infernal makes an attack. If it strikes her opponent, whether or not it inflicts damage, the target is blinded for the rest of the scene: a cloud of liquid darkness spreads across her eyes, and she raises the difficulty of all actions depending on vision by +2.

Shadow Spite Curse (°)

With a dismissive gesture, the Infernal befouls her target’s efforts with the darkness and soul-biting chill of Kakuri.

System: Concentrating fully upon her target, the Infernal’s player makes a Willpower roll against difficulty 7. For each success she rolls, the target loses one die from whatever action they’re currently attempting.

Bloodless Mark Evasion (°)

The Infernal yields before the futile aggression of her enemies, dissolving into a cold, bodiless darkness and reforming somewhere nearby.

System: Reflexively spend 1 Essence. The attack fails to strike the Infernal without any further dice rolls, and she may teleport to any shadow within her Willpower rating in yards. This Charm cannot be used in direct sunlight, nor to avoid any attack enhanced by magic designed to strike down creatures of darkness.

Night Swallows Secrets (°)

Concentrating her will upon a crime or abhorrent thing, the Infernal infuses it with a little bit of the cold, unendurable Essence of the Night Realm. Henceforth, it becomes nearly impossible to speak of the cursed subject.

System: The Infernal concentrates upon an upsetting, criminal, or otherwise negative and distressing act she witnesses or participates in, or the remnant evidence of that act, and then spends 3 Essence. Anyone who wishes to speak of the cursed event or evidence must spend a Willpower point (representing their discomfort at

pushing through the horrors of Kakuri that assault their psyche when they attempt to dwell upon the cursed event) and then succeed at a Willpower roll against difficulty 9 to do so. This curse lingers for a year and a day.

Ultimate Darkness Internalization (°)

The Infernal claps her hands, surrenders herself utterly to the chill void of the Night Realm, and lets the darkness transport her to the realm of the unhappy dead.

System: Spend 1 Essence and roll Manipulation + Occult against a difficulty of the local Shroud. Success transports the character into the Shadowlands. By accepting one level of unsoakable bashing damage per ally, the Infernal can also draw other willing characters into the Underworld with her. This Charm may also be used in reverse to return to the material world.

Inner Devils Unchained (°)

Monsters lurk in every heart. Empowering a person’s inner darkness, the Infernal makes that monster real. She must approach a mortal and breathe into their mouth to use this Charm. Her victim’s shadow twists and distorts, becoming a demon of Kakuri before climbing into the target’s flesh and inflicting a brief, agonizing transformation.

System: Spend 3 Essence while within kissing distance of the target. Over the course of a few minutes of indescribably painful transformation, the Charm’s victim becomes a bakemono—a sort of monster that shapeshifters know as fomori. Rules for fomori can be found on pages 428-439 of W20. The Infernal may use this Charm again to reclaim her gift of inner darkness, making the bakemono human again, but this inflicts a number of levels of aggravated damage equal to (7 - the Essence the Exalt opts to spend undoing her curse).

Life-Denying Curse (°)

The Infernal blesses her enemies with futility, denying them the ability to recover from whatever torments she chooses to inflict upon them.

System: The Infernal reflexively spends 1 Essence upon inflicting damage to an enemy. For the rest of the scene, the target is incapable of healing any damage or removing any inflicted curses, mutilations, derangements, or other such effects. For example, if afflicted with Golden Years Tarnished Black, she could not spend Willpower during the scene to reclaim the joy in her memories. Anyone killed while under the effects of this Charm finds their soul immediately banished to suffer for all eternity in Kakuri.

The Infernal may alternately pay 2 Essence when activating this Charm to cause its effects to linger for her Essence rating in days.

Black Mirror Incarnation (°)

The Infernal breathes upon the black mirror of her heart, and becomes someone else.

System: The Infernal spends 2 Essence, spends a moment concentrating, and dons a perfect illusion which causes her to appear to be someone else. This can be either

a real person, or a fictitious individual of the Infernal's devising. This illusion fools all five senses. Deduction may reveal the Infernal for an impostor, but imperfections in the disguise itself never will.

Incarnate Shadow Insinuation (**)**

Freezing tendrils of absolute midnight writhe up from the Infernal's shadow, anchoring themselves somewhere on her body. They strike down those who draw near with sinuous, bone-chilling strikes.

System: After a moment's concentration, spend 1 Essence to summon the shadow-tendrils of Kakuri. At the end of every turn for the rest of the scene, the Infernal may make an extra attack action with her full Dexterity + (Brawl or Melee) pool. The tendrils inflict Strength + 3 bashing damage.

Lanka: Demon City of the Rakshas Charms

By Pain Reforged (•)

Though the Infernal may be battered and broken, she will not fall, nor give her foes the satisfaction of experiencing pain.

System: The Infernal reduces all wound penalties by -1, and does not fall unconscious when her Incapacitated health box is filled with bashing damage. This Charm's effects are permanent.

Nightmare Fugue Vigilance (•)

Embracing her nightmares and binding them away within a prison in her heart, the Infernal transcends the mortal need for sleep.

System: The character never suffers any penalties for sleep deprivation, nor indeed has any need of sleep. If she does decide to sleep, she suffers vague and troubling nightmares, and must make a Willpower roll (difficulty 7) upon awakening in order to regain Willpower.

Scar-Writ Saga Shield (•)

The Infernal scribes a litany of the pain and hardships she has endured upon her heart and her very bones, fortifying her flesh against harm.

System: The Infernal permanently lowers the difficulty of all soak rolls by -1.

By Rage Recast (••)

The Infernal's resentment and anger manifests itself within her flesh, granting her demonic features.

System: Select one Aspect from the list of Demonic Aspects (with the exception of Hardened Devil Body, which cannot be chosen). The Infernal can manifest this feature for a scene by taking an action to concentrate and rolling her Essence rating against difficulty 7, or by reflexively spending 1 Essence. Her Demonic Aspects *automatically* manifest while her anima flares.

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

multiple Demonic Aspects, she can manifest as many as she wishes with a successful roll or Essence expenditure. If she wishes to suppress some or all of her Aspects when her anima flares, she must succeed at a Willpower roll against difficulty 7 to do so. These do *not* have to be the same as her Shintai Aspects.

Kneel or Be Kneet (••)

The Infernal directs the crushing weight of her will upon another, forcing their knees to buckle. Vines of living brass then erupt from the ground to entangle those who once dared to stand against her.

System: The Infernal concentrates her will utterly upon an enemy, spends 1 Willpower, and rolls Charisma + Intimidation against a difficulty of the target's Willpower. Success knocks the target to his knees, and entangles him in sudden creeping vines. The target cannot rise or move until he breaks free, an act which requires a difficulty 7 Strength + Athletics action.

Ox-Body Technique (••)

The Infernal's flesh is fortified with the power to survive the very tortures of Hell.

System: The character permanently gains two Wounded (-2), one Mauled (-2), and one Crippled (-5) health levels.

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

Viridian Legend Exoskeleton (••)

The Infernal calls forth the shattered masonry and brazen decorations of Lanka and forges them into armor which adorns her flesh like a second skin. Ancient demonic script glows faintly upon this shell here and there, incoherently attempting to speak of the glories of the Demon City.

System: Reflexively spend 1 Essence to activate this Charm. The Infernal adds the highest of her Strength, Stamina, or Charisma to her soak rolls for the rest of the scene, but raises the difficulty of all Stealth attempts by +1 due to the glowing script that adorns her armor.

Crowned With Fary (•••)

Concentrating her implacable will upon another, the Infernal crushes her target's psyche with a display of her hellish glory. Green flames creep from her eyes and mouth whenever she commands her newly-suborned lackey, forming a blazing crown that burns above her head while she speaks.

System: Spend 2 Essence and roll Charisma + Leadership (difficulty of the target's Willpower). Success transforms the target into the Infernal's obedient servant. The more successes rolled, the longer the target's servitude lasts, as per the chart below:

Result	Duration
Botch	Subject cannot be targeted by this Charm for the rest of the story.

Failure Subject cannot be targeted by this Charm again in the current scene.

- | | |
|---|-----------|
| 1 | One hour |
| 2 | One day |
| 3 | One week |
| 4 | One month |
| 5 | One year |

The target can resist a command from the Infernal for a scene, but doing so causes her body to begin tearing

itself apart under the strain of disloyalty, inflicting one unsokable level of lethal damage. Each level of damage the target suffers to resist this Charm negates one success on the Infernal's roll, shortening its duration.

Green San Nimbis Flare (〃)

The Infernal seeds her attacks with the fire that began the world and which may very well end it: the poisonous radiance of Hiroshima and Nagasaki, the legend-destroying power which erupted above the floodplain of Bangladesh, and which is now the dream secretly nurtured at the heart of Lanka. A target struck



with this Charm dies from the inside-out as her flesh erupts into geysers of sinister emerald flames.

System: After successfully striking a target and inflicting damage with an attack, the player may reflexively spend 1 Essence to inflict (highest of Strength, Charisma, or Intelligence) levels of automatic aggravated damage.

Impervious Primacy Mantle (••)

The Infernal refuses, with utter and immovable implacability, to permit any force in the cosmos to gainsay her will.

System: Any attempt to cause or force the Infernal to betray, undermine, or abandon her Intimacies automatically fails. Furthermore, she may reflexively spend 1 Essence or 1 Willpower to become immune to all thought and emotion-altering magic for the rest of the scene.

Violence is Worship (••)

Every drop of blood spilled in rage or hatred is a tiny prayer uttered to the Infernal, and she draws nourishment from such gifts.

System: The first time in the scene that the Infernal witnesses an act of violence—a serious one, one where someone gets *hurt*, bleeds, weeps—she regains 1 Essence on the spot. The Infernal cannot be the one to have instigated the violence, either by her own hand or through the direct actions of those following her orders. It must be a gift offered up to her by the world.

Ablation of Brass and Fire (•••)

The Demon Emperor-to-be does not suffer such trivialities as *harm*. Instead, she forces her kingdom to suffer on her behalf. When the Infernal would otherwise suffer harm, she shrugs off the damage; instead, nearby masonry shatters, pavement explodes, or furniture crumbles.

System: The player may reflexively spend 1 Essence after the character is struck by an attack, but before damage is rolled. The Infernal negates the damage roll and suffers no damage; instead, her environment suffers the damage on her behalf. This Charm can only be used when the Infernal is in a place developed for human habitation or use, or in a spirit-realm that is reminiscent of a cityscape such as Lanka or the Wicked City. It is powerless in the wilderness or in undeveloped spirit-realms such as the Hell of Burrowing Maggots.

Gifts of Invisible Flame (•••)

The Infernal impregnates the landscape around her with her hatred and rage, transforming it into a radioactive wasteland.

System: Spend 2 Essence and roll Willpower against difficulty 7. The landscape for (Essence x 50) yards around the place where the Infernal activated this Charm remains tainted for one day per success. Characters suffer one level of aggravated damage at the end of each scene spent within the irradiated zone. The Infernal herself is immune to this damage.

Offering of Blood and Meat (•••)

Crushing her enemies to death, the Infernal accepts the implicit tribute of their demise, and renews herself thereby.

System: The Infernal must kill an enemy with a clinch (*kill*, not merely *incapacitate*, and since grapples normally inflict bashing damage, this may require a few moments of breaking the bones of an unconscious victim until the life finally leaves their ragged body), and then reflexively spend 1 Essence. A hellish, demonic maw opens in the Infernal's chest, and messily devours the corpse in the space of a few moments, then vanishes again. When it does, she is left greatly renewed, with all non-aggravated damage healed.

By Agony Empowered (••••)

The Infernal is not merely inured to agony and loss, but has transformed it into a bastion of strength.

System: When the Infernal's Incapacitated health box is marked with lethal damage, she does not die; only aggravated damage can kill her. If she succeeds at a Willpower roll against difficulty 8, she can remain active and functioning for the rest of the scene even with lethal damage in her Incapacitated health box. Finally, by reflexively spending 1 Essence, the Infernal may transform her wound penalties into *bonus dice* for one turn.

The Hell of Being Skinned Alive Charms

Freedom Lets Go (•)

The Infernal can no more be entrapped by the machinations and curses of others than can be the wind itself. Should she become so encumbered, she attaches these unwanted impediments to a little piece of her soul, casts it into the flaying winds of Hell, and laughs at her own freedom.

System: Whenever the character is afflicted with a curse, transformation, mental effect, or other unwanted mystical burden (such as a vampire's use of Dominate or Vicissitude, or a Thaumaturgic curse), she may attach the effect to one of her Intimacies, pay 1 Essence, and shed herself of both the effect and the Intimacy. The character can still assign a new Intimacy at the end of the current story, but cannot restore an Intimacy sacrificed to this Charm.

Murder is Meat (•)

The Infernal's nature is that of the killing wind. Murder nourishes her, as it does the Hell from which she draws her power.

System: Whenever the Infernal murders a sentient being, the act nourishes her as though she had just eaten a four-course meal. If she slays a spirit, then she can reflexively roll Dexterity + Occult against a difficulty of its Willpower. Success conjures a vortex of crimson flaying winds which slice its dissipating substance into stray motes of Essence. The Infernal regains 2 Essence, and the spirit is entrapped in the Hell of Being Skinned Alive.

Running to Forever (•)

The Infernal is tireless as the flaying winds of Hell. So long as she remains in motion, whether running, driving, or by whatever other means, she suffers neither fatigue nor exhaustion nor even need for sleep.

System: This Charm's effects are permanent. If the Infernal remains in constant, unceasing motion for 24 hours, she completely replenishes her Essence.

Gravity-Rebaking Grace (••)

Surrounding herself in scything eddies of flaying Essence, the Infernal severs her connection to the earth and becomes a creature of the winds, unbound by gravity or worldly constraints.

System: So long as she's moving, the character needs never roll to maintain her balance, no matter how precarious her footing, and may run upon even the weakest or most insubstantial of surfaces, such as falling leaves, individual threads, drops of rain, or even the surface of water. Additionally, her jumping distance and height is tripled. By reflexively spending 1 Essence, she may rise into the air and fly at her full running speed for her Essence rating in turns.

Sandstrike Blast (••)

The Infernal summons forth a blast of flaying, scouring winds packed with jagged metal and the red sand of the Hell of Being Skinned Alive. This becomes a weapon which she directs against her foes.

System: Reflexively spend 1 Essence to call forth the red wind of Hell for a scene. This is a weapon which may be directed with Dexterity + Athletics (difficulty 5) to aim the attack. The flaying wind has a damage rating of 8 (lethal) and a range of 60.

Alternately, the Infernal may use an action and spend 1 Essence to create a massive blast of scouring sands driven by supersonic winds, centered on a point anywhere within her line of sight. Everyone within (Essence rating x 5) yards of the blast's epicenter suffers 10 dice of lethal damage, including the Infernal herself if she sets the attack off too close.

Silence of the Inverted Spires (••)

Beyond and above the howling winds and screaming sinners of the Hell of Being Skinned Alive, there is cold void and pristine silence. Exercising deliberation, the Infernal chooses to embrace these things.

System: Spend 1 Essence. From that point on, the Infernal makes no sound when she moves, nor strikes, nor kills. Those who scream when she strikes them down do so in silence, as do those who would cry out in warning. In general, she can mute any sound within 10 yards, so long as she wishes for it not to be. This Charm ends when the Infernal speaks louder than a whisper.

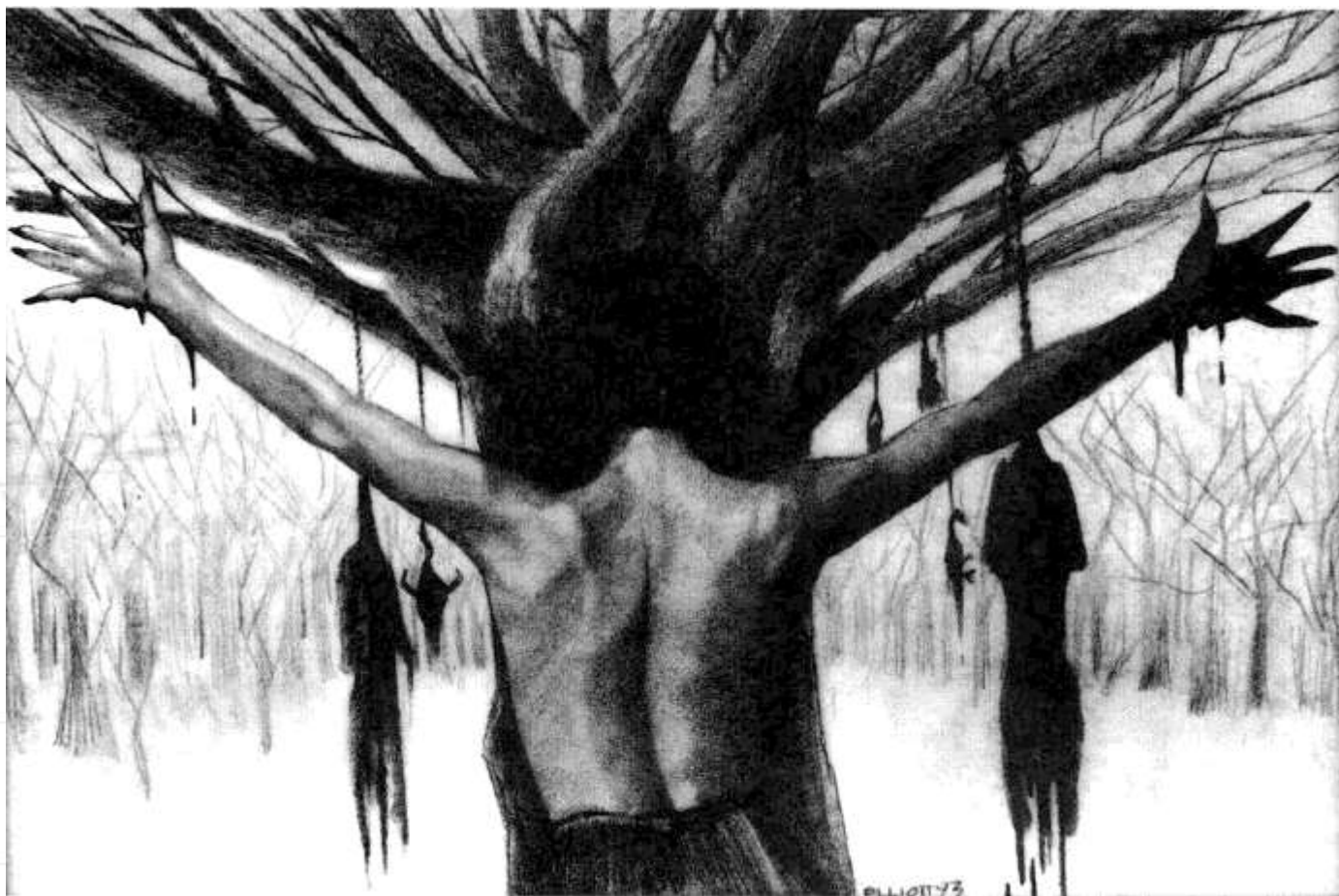
Wind-Born Stride (••)

The Infernal moves with the ferocious speed of the killing winds of Hell.

System: The Infernal's movement speed is permanently tripled, and she doubles the result of all Initiative rolls. By reflexively spending 1 Essence, she can instead increase her movement tenfold for her Essence rating in turns. Outside of combat, her movement speed increases by one factor for every full minute she continues to run (so after a minute of running flat-out, her movement speed is quadrupled; after another minute, it is quintupled) until it caps out at a tenfold increase.

Faster Than Sight (•••)

The Infernal moves so quickly that she outruns both light and sound.



System: Reflexively spend 2 Essence while running flat-out. So long as the Infernal continues running, she becomes both invisible and inaudible. Attempts to attack or otherwise target her in this state made by those who *know* she is present (possibly because she keeps making strafing attacks against them) are made at difficulty 8.

Orbital Impact Storm (••)

The Infernal surrounds herself with a Hellish cyclone, picking up stray bits of debris, chunks of metal, bits of brick—if nothing else is available, she can bring up shards of bone from Hell.

System: Reflexively spend 1 Essence. For the next (Willpower rating) turns, the Infernal adds two dice to all soak rolls, increases the difficulty of all ranged attacks against her by +1, and anyone who strikes her with their bare hands must soak two levels of automatic bashing damage.

Unbound Freedom Infiltration (••)

The Infernal respects nothing which would inhibit her movement, laughing as she tears herself into shrieking ribbons and weaves herself back together again.

System: While running flat-out, the Infernal may pass through any barrier standing in her path, so long as it isn't perfectly air-tight. She dissolves into a crimson wind and reforms on the far side of the obstacle without slowing down at all. Using this Charm inflicts one level of unsoakable bashing damage.

Who Strikes the Wind? (••)

Laughing at the futile efforts of those who would seek to strike her down, the Infernal momentarily dissolves into a crimson wind to evade her foes' attacks.

System: Reflexively spend 1 Essence. The attack fails to strike the Infernal without any further dice rolls. If the Infernal spends 2 Essence, then she can perfectly defend against (Essence) additional attacks during the remainder of the turn. This Charm cannot be used while standing still.

Opened Eye of the Hurricane (•••)

Infusing herself with the perfected Essence of both murder and wind, the Infernal senses the air-distortions and killing intent of all strikes made against her, and moves to perfectly counter them.

System: Spend 1 Essence reflexively to activate this Charm and roll Dexterity + Athletics against difficulty 6. For the rest of the scene, the Infernal subtracts her successes from the successes of all attack rolls made against her as she smoothly dodges them. This counts as taking a defensive action, and so the Infernal cannot also attempt to block, parry, or "dodge again."

Thoughts Resound in Silence (•••)

So long as it is perfectly quiet, the Infernal may hear the thoughts of those around her.

System: As long as there are no noises louder than ambient air pressure or, perhaps, a gentle wind in the trees, the Infernal may roll Perception + Alertness against

a difficulty of the target character's Willpower to listen in on another individual's surface thoughts.

Thousandfold Typhoon Mand (•••)

The Infernal moves so quickly she seems to split into a bewildering array of simultaneous phantoms, all striking against a single doomed opponent.

System: Spend 1 Essence reflexively. At the end of the turn, after all characters have taken their actions, the character may make a number of additional attacks at her full dice pool equal to her Athletics Ability. These must all be directed at the same opponent.

Splintered Gale Incarnation (••••)

The Infernal flays herself apart, creating duplicates of herself.

System: The Infernal spends 5 Essence and screams, issuing forth a crimson gale that resolves into a perfect copy of herself. This clone comes into the world naked, perfectly loyal to its creator, precisely aware of what it is, and in possession of the same personality and memories as the Infernal. It has the same Traits as the Infernal, but is completely mortal, with no magic of any sort. Alternately, if the Infernal possesses a working uterus, she can use this Charm to impregnate herself. This parthenogenetic child will grow up to be a perfect physical duplicate of the Infernal, but is otherwise a normal human being.

The Infernal can have up to her Essence rating in clones alive and active at once. By spending 1 Essence, she can cause a clone within her presence to unravel back into crimson wind which she absorbs, granting her all of the memories the clone accumulated during its existence. If the Infernal wishes, she may re-create specific absorbed clones in the future when using Splintered Gale Incarnation.

If the Infernal should ever die while any of her clones are abroad in the world, her body dissolves into a screaming wind that streams across the world and pours itself into the nearest clone. This destroys the clone's memories and identity as the Infernal takes over its body. Reincarnating in this fashion reduces the Infernal's Essence rating by 1. If this would reduce her to Essence 0, then reincarnation is impossible.

The Wicked City

Charms

Broadcast Announcement Prana

(•)

The Infernal insinuates her Essence into everything around her that possesses a speaker grille: car radios, television speakers, ear buds, even the sound chips of electronic children's toys. Once commandeered, she may force these objects to broadcast whatever words she wishes to speak.

System: Roll Intelligence + Technology against difficulty 6. The Infernal can usurp everything within a half-mile around her per success rolled. Spending 1 Essence expands this to three miles per success rolled.

Source Code Compliance Protocol

(•)

The Infernal connects herself to the underlying structure which precedes all communication, and then networks those around her into that understanding as well.

System: The Infernal's player rolls Willpower against difficulty 7. Success allows her to speak the language at the heart of all languages for a scene. Anyone who hears her words comprehends them, and finds that any attempt they make to speak in her presence comes out in the same ancient tongue. This enforced comprehension ravages the mind and body, and who hear the Infernal and respond to her suffer one level of bashing damage in the form of bleeding eyes and terrible headaches. The Infernal may spend 1 Essence to spare those she converses with this harm and the associated pain, should she feel magnanimous.

Tool-Transcending Constructs (•)

The Infernal shapes whatever tools she finds herself in need of from the invisible wellspring of her own Essence, then allows them to dissipate back into nothingness when their presence no longer serves her.

System: The Infernal can work five times faster than normal when creating, modifying, or repairing something, or ten times faster than normal if it's something complicated and mechanical like a car or computer. Generally this Charm enhances Crafts or Technology actions, but might also apply to coding a program with Computer, creating explosives with Science, or preparing a meal. By spending 1 Essence or 1 Willpower, she can manifest whatever tools she needs for as long as she works uninterrupted on her project, as well.



Breath of the Wicked City (")

The Infernal breathes out yellow fog of acrid vapors and burning smog. The fog reeks of urine, vomit, excrement, and old blood. It burns the skin and slowly dissolves eyes, gums, and other vulnerable body parts of those exposed to it.

System: The Infernal spends 1 Essence and a moment's concentration to conjure the fog, which quickly spreads out to fill an area (Essence rating x 10) yards around the Exalt. Those caught within the fog increase the difficulty of all actions by +1 due to the fog's searing, acrid reek. Everyone exposed to the fog must also soak one level of automatic bashing damage per turn. The Infernal is immune to the deleterious effects of the Breath of the Wicked City.

Electric Devil Caress (")

Conjuring up a bit of lightning from the Wicked City, the Infernal insinuates her will into the electronic devices around her, hijacking control of them or wrecking them outright.

System: The character can operate any electronic device within (Essence rating x 5) yards, from a blender to a laptop computer, without touching it. If the device she wishes to operate is actively in the possession of someone else who doesn't want her mucking about with it, she must roll Intelligence + Technology against a difficulty of the opposing character's Willpower rating to do so. Alternately, she can spend 1 Essence or 1 Willpower to send violent electrical surges and shorts ripping through a device, trashing it completely.

Hollow Mind Possession (")

Pouring her Essence into a "smart" device, the Infernal usurps whatever is made in false imitation of a mind and makes it into her servant.

System: The Infernal spends a moment focusing on a computerized device within her line of sight, such as a networked computer or a car with onboard GPS, then spends 1 Essence and rolls Charisma + (higher of Computer or Technology) against difficulty 7. Success briefly awakens the spirit of the targeted technology and makes it into the Infernal's slave. While this Charm remains in effect, the targeted technology is essentially "alive" and obedient to the Infernal's commands. Hollow Mind Possession's duration lasts as outlined on the following chart:

Successes	Duration
One	One scene
Two	One day
Three	One week
Four	One month
Five+	Three months

Mind-Hand Manipulation (")

The Infernal combines will and Essence to bend the world around her to her implacable will. A faint shimmer

in the air marks the use of this power as she lifts and moves objects telekinetically.

System: After a moment spent in concentration, the Infernal spends 1 Essence and rolls her Willpower against difficulty 6. This Charm remains active for the rest of the scene, and allows her to telekinetically lift and move objects within her line of sight. If she tries to wrest an object away from another character, or perform fine manipulations, her successes form her dice pool to do so. Otherwise, her successes on the activation roll determine her strength in lifting and moving objects:

Successes	Maximum Weight
One	One pound
Two	20 pounds
Three	200 pounds
Four	500 pounds
Five	1,000 pounds
Six+	+1,000 pounds per success

With 3+ successes, the Infernal can "fly" by moving herself around telekinetically.

Space Monster Scream (")

The Infernal unleashes a shockwave of Essence, carrying with it the primordial scream of the universe's birth. No throat can recreate this noise, but electronics make a valiant attempt, burning themselves out as everything with a speaker grille emits a hideous, unearthly keening capable of shattering bones and rupturing organs.

System: Spend 2 Essence and roll Intelligence + Performance against difficulty 7. Every electronic device within 100 yards that is capable of producing sound does so at deafening volume. If there are only a few such devices nearby, those who can hear them suffer (successes rolled) lethal damage. If there are many such devices nearby, or a few especially large ones such as air raid sirens or bullhorns, victims suffer (successes x 2) lethal damage. If there are speakers *everywhere* (as within a big box store's home electronics section), victims suffer (successes x 3) lethal damage. The Infernal is immune to this terrible wail. All devices used to deliver this attack promptly burn themselves out, and cannot be used again without extensive repairs.

Essence-Dissecting Stare (")

The Infernal's stare rips away the pretenses of prosaic reality, allowing her to see through to the truth of the cosmos.

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

Mind Spider Curse (••)

The Infernal may transmit her Essence through a piece of electronics and directly into her victim's psyche, temporarily blanking out their mind and transforming it into a canvas upon which to write her own commands.

System: The Infernal must select a target who is staring at an electronic screen or feeding electronic sounds directly into his ear (such as someone browsing the internet with a laptop, listening to music through headphones, or talking on their cell phone). Spend 1 Essence and roll Manipulation + Computer against a difficulty of the target's Willpower rating. One or two successes will allow the Infernal to command her target to do anything that doesn't seem tremendously unusual or out of character. With three or four successes, she can command the target to do anything that doesn't endanger themselves or a loved one. With five or more successes, the target will risk his lives and the lives of others at the Infernal's command.

Mind Spider Curse cannot hypnotize a target into harming or killing himself, compel him into certain death, or force him to betray his Nature.

Principle-Invoking Onslaught (••)

The Infernal dredges an arsenal out of the raw potentiality of the age and in so doing, arms herself.

System: By taking an action and spending 1 Essence, the Infernal can forge a weapon out of raw Essence; this weapon persists for the rest of the scene. Created weapons must be complex devices made of machined parts; all guns qualify, as would a bandolier of grenades, a flamethrower, or even a chainsaw. Created ranged weapons may be reloaded with a turn of concentration spent summoning additional ammunition. Alternately, the Infernal may reflexively spend 1 Essence to charge an existing ranged weapon with power, granting it infinite ammunition for the rest of the scene.

Counter-Conceptual Interposition (•••)

Pouring her Essence into a defensive shield shaped by her understanding and will, the Infernal defends herself by provoking glitches in the fabric of the universe. This might mean that part of a wall suddenly appears in the path of an attack for a moment, or that a hail of bullets forget where they should travel as they approach the Infernal and instead embed themselves in the wall behind her without ever passing through her. It might simply mean that reality itself becomes a garbled, pixelated mess for a moment, and when the distortion clears, the Infernal remains unharmed.

System: Reflexively spend 1 Essence in response to an attack. The attack fails to strike the Infernal without any further dice rolls. If the Infernal spends 2 Essence, then she perfectly defends against *all* attacks from a single source or opponent for the rest of the turn. If the Infernal doesn't really understand what she's defending against—if she's being attacked by sort of supernatural being she doesn't recognize, or if it's using a power and she doesn't fully grasp how it works—then this Charm's cost rises by 1 Essence.

Factual Determination Analysis (•••)

The Infernal filters all she hears through a spiritual connection to the sum index of all recorded knowledge, cross-referenced against an instinctive analysis of the stress-patterns in the voices of those who speak to her. When someone tries to lie to her, she knows.

System: Spend 1 Essence. For the rest of the scene, whenever someone knowingly lies to the Infernal, she recognizes the lie immediately for what it is.

Constructive Convergence of Principles (••••)

The Infernal visits a deep place between nightmare and inspiration, and there she glimpses the dim shape of a horror with which to shake the pillars of Heaven. She casts her vision into the teeth of impossibility and shatters them with her Essence, laying bare a path to make the impossible real. Everything past that is just putting in the work.

System: This Charm allows the character to create Talismans and Devices (see **M20**, starting on p. 651). The character first envisions a magical item or product of impossible science of some kind, from a suit of armor adorned with hellfire to a database which catalogues and indexes the sins of all who come in contact with it. The character then spends a period of time working out the principles necessary to create the Wonder. This is an extended Intelligence + (Occult, Science, Technology, or just possibly Computer) roll against difficulty 9, made at one week intervals, and needing to accumulate a total of three times the Wonder's rating in successes. The Exalt must spend 2 Essence each time she makes this roll. A botch at any point forces the Infernal to start over *and* doubles the necessary number of successes.

Once she designs the Wonder, the Exalt must then create it herself—likely an extended Craft or Technology roll. Some projects, it should be noted, while technically within the scope of the Exalt's imagination, may be extremely difficult or even impossible to actually create. Are orbital space bases that double as giant city-killing lasers awesome? Yes. Can the Exalt dream up the design for such a thing? *Possibly*. Can she actually build all of the parts? It would take billions of dollars, decades of solo labor, and then the Infernal would have to solve the problem of actually getting all those parts into space and assembled in zero gravity. It might be better to stick to something like a gun that shoots tiny, carnivorous demon worms that eat their targets from the inside out.

At any rate, having crafted her Wonder, the Infernal must perform a rite to defile it and thereby charge it with her Essence, activating its miraculous properties online. This requires (Wonder's rating) hours of work or ritual, and the expenditure of (Wonder's rating x 5) Essence. Because of the high Essence cost of this Charm, it is most easily performed within Dragon Nests.

Ego-Infused Pattern Primacy (••••)

Whenever the universe dares to mar the Infernal's immaculate and ideal self, she may exert her will to reset herself to her default state of perfection.

System: Whenever the character is the subject of any supernatural power that seeks to transform, infect, taint, transport, or control her body or spirit, she may reflexively spend 1 Essence or 1 Willpower and roll Willpower against difficulty 7. Success undoes the hostile magic before it can finish affecting the Infernal, protecting her completely, and immunizes her against repeated attempts to exert the same sort of influence for the rest of the scene. Alternately, the Infernal can spend 1 Essence to radically accelerate her healing for 24 hours. So long as she takes no strenuous activity, the Infernal heals all bashing damage or one level of lethal damage per 15 minutes of rest. An hour of rest mends one level of aggravated damage.

The Hell of Boiling Oil Charms

Boiling Sea Mastery (•)

The Infernal is a sea monster, and the depths hold no terrors for her of any sort.

System: This Charm conveys the following benefits:

- All rolls made while the Infernal is wet (whether that means she's standing in the rain, submerged in water, has just stepped out of the shower, or has just upended a bottle of water over her head) are made at -1 difficulty.
- The Infernal can swim at twice her land-locked movement speed, and can breathe underwater.
- The Infernal can survive any sort of hostile aquatic environment, from the crushing depths of the deepest trenches to the boiling sea of fat and grease that is the Hell of Boiling Oil.

Charred Sinner Renewal (•)

The Infernal's strength surges as though she were at the spiritual center of the cosmos so long as she rests within befouled or deadly liquid.

System: So long as the Infernal remains fully submerged in tainted or deadly liquid, she replenishes her Essence as though she were resting in a Dragon Nest. Examples of valid liquids might include raw sewage, the waters around the runoff pipes of Pentex chemical refineries, or a bathtub filled with bleach.

Intolerable Burning Truths (•)

The Infernal etches the bylaws of Hell into her heart and spirit, carving out taboos she must follow... and cannot be forced to betray.

System: Each time the Infernal purchases this Charm, select one set of commandments from the list below. The Infernal cannot be forced by persuasion or magic to violate these taboos. If she seeks to do so of her own accord, she must first spend a point of Willpower and succeed on a Willpower roll against difficulty 9.

- The Infernal cannot knowingly betray anyone she loves, or any ancestor from whom she descends.
- The Infernal cannot believe anything bad about someone she loves; at most, she could only be convinced they have been duped into taking ill-advised action for the best of reasons.
- The Infernal cannot show mercy to anyone she dislikes or despises.
- The Infernal cannot forgive or believe anything good about someone she hates.
- The Infernal cannot knowingly help someone she hates unless her own life depends on it.

The Infernal may purchase this Charm a number of times up to her Essence rating.

Fathomless Poison Haven (•)

With but a smile and a caress, the Infernal can grant immunity to the ravages of the very seas of Hell.



System: The Infernal touches someone she feels affection for, spends 1 Essence, and rolls Charisma + Survival against difficulty 6. The subject becomes immune to any sort of harm from liquid for one day per success. This includes crushing, battering, drowning, boiling, and immunity to any sort of liquid poisons. The Infernal may target herself, if she desires.

Fat-Rendering Aura (")

The Infernal's very anima becomes a sample of the agonizing death that awaits in the depths of the Hell of Boiling Oil, searing anyone who comes in contact with it like boiling grease.

System: The Infernal gains an anima flux in the same fashion as the Dragon-Blooded. She can suppress this effect for a scene with a successful Essence roll against difficulty 6.

Spiteful Sea Tincture (")

The Infernal may impregnate an object she's fond of with the Essence of liquid death, scribing viscid runes upon its surface with a fingertip. Thereafter, whenever the object touches anyone the Infernal does not love, it splashes them with boiling poison.

System: The Infernal touches an object for which she feels some affection, spends 2 Essence, and rolls Charisma + Science against difficulty 6. The object remains envenomed for one day per success rolled. Whenever the object touches anyone the Infernal doesn't love (casual contact works just as well as being struck with an enchanted weapon), the unfortunate soul is forced to soak two automatic levels of lethal damage.

All Things Betray (")

The Exalt's habitual distrust makes her senses keen and her sense for danger keener still.

System: Reflexively spend 1 Essence or 1 Willpower. For the rest of the scene, the difficulty of all Perception rolls drops by 3, to a minimum of difficulty 3, and the Infernal adds her Perception to her base Initiative rating (in other words, Perception + Dexterity + Wits).

Frothing Devil Catalyst (")

Making herself into a bridge between Earth and the Hell of Boiling Oil, the Infernal's very touch blasphemes and befouls the water around her.

System: Reflexively spend 1 Essence and roll Manipulation + Empathy against difficulty 7. The Infernal transforms and all water in contact with her, out to (successes x 5) yards. Transmuted water becomes furiously boiling grease and acid, with stringy gobbets of partially-rendered sinners floating in it. This is harmless to the Infernal, but anyone else caught in the boiling liquid must soak three levels of lethal damage per turn. In a large body of water, this tiny bubble of Hell cools and disperses within a few minutes. If the Infernal transforms an entire source of water (such as a small swimming pool), it may take over an hour for the boiling to subside.

Ichor Flux Tendrils (")

The Infernal casts her malice into nearby liquid, provoking the eruption of a number of hissing, deadly tendrils which she can command to tear her foes apart.

System: The Infernal spends a moment concentrating, spends 2 Essence, and then rolls her Willpower against difficulty 7. One tentacle per success appears from any nearby source of liquid of the Infernal's choice. These tentacles are ten feet long, use the Infernal's Willpower rating as their attack pools, and have an effective Strength equal to her Willpower as well. They attack opponents of the Infernal's choosing at the end of the turn, after everyone else has already acted, and their corrosive, boiling-hot touch inflicts lethal damage.

Seething Veins Prana (")

The Infernal's simmering hatred congeals within her veins in the form of a boiling-hot poison.

System: Reflexively spend 1 Essence to activate this Charm for a scene. Whenever the Infernal is struck and suffers lethal damage as a result, everyone within a yard of her suffers a high-pressure splatter of boiling, corrosive, toxic blood. This inflicts one automatic level of aggravated damage.

Baptismal Agony Blessing (")

Whispering blessings and curses that are indistinguishable from one another, the Infernal drowns a mortal, and draws them forth from the waters alive and transformed into a monster.

System: Spend 3 Essence while holding someone underwater until they drown. Once the victim stops moving, they Infernal may draw them forth; as they break the water's surface, they are revived and transformed by the infusion of hellish energies, becoming a bakemono—a sort of monster that shapeshifters know as fomori. Rules for fomori can be found on pages 428-439 of W20.

Devil-Refining Cauldron (")

The Exalt may craft an item suitable for habitation by a wicked spirit, and then dissolve a Bane or devil until it is ready to be poured into the prepared vessel.

System: This Charm allows the character to create fetishes (see W20, page 221). The character must first craft the item that is to serve as the physical substance of the fetish, and must do so entirely by herself. Then, the Exalt uses this Charm to bind a spirit into the fetish. This may be done either with the spirit's willing cooperation, or after battering it until it has been reduced to 0 Essence and then suspending its dissolution for 24 hours by reflexively spending 1 Essence. Such a "suspended" spirit swirls about within the Exalt's anima until either bound into a fetish, or until the suspension ends, at which point the spirit finishes disincorporating.

To bind a spirit into a prepared vessel, the Exalt must retire to a ritual space and spend (Fetish's rating) hours and (Fetish's rating x 3) Essence binding the spirit

and object together. Because of the high Essence cost of this Charm, it is most easily performed within Dragon Nests.

Spattering Grease Reprisal (•••)

Whenever a foe is unwise enough to strike at the Infernal, she splashes back at them, meeting violence with violence.

System: Spend 2 Essence reflexively to activate this Charm. For the rest of the scene, the Infernal responds to every attack against her by launching a reflexive counterattack at her full dice pool, if it's possible to strike back at the attacker.

Bitter Heart Unbleeding (••••)

Bracing herself before the slings and arrows of her enemies, the Infernal absorbs all attacks, letting them vanish into the fathomless depths of her Essence.

System: The player may reflexively spend 1 Essence *after* the character is struck by an attack, but before damage is rolled. The Infernal negates the damage roll and suffers no damage. This Charm cannot be used while the Infernal is dry.

Soul Rendering Practice (••••)

Betraying even herself in the end, the Infernal cooks herself in the drippings of her own soul, leaving behind a memory of vivifying agony for later use.

System: Spend 1 Essence and make a Willpower roll against difficulty 7. Each success inflicts one level of unsoakable, unavoidable lethal damage on the Infernal. She cooks this agony down into a clear and potent memory, and stores it away against some future need. In a later scene, the Infernal can reflexively add a number of dice to *any* roll equal to the damage she suffered by activating Soul Rendering Practice.

The Hell of Barrowing Maggots Charms

Demonic Primacy of Essence (•)

The Infernal garbs herself in hellish authority; all lesser wicked things are like writhing worms or mere grains of sand cast before her, and instinctively recognize this imbalance.

System: Whenever the Infernal deals with a lesser creature of darkness than herself, she permanently reduces the difficulty of all social actions (including the activation roll of powers to suborn the will



of such creatures) by -2. “Lesser” creatures of darkness include all beings that qualify for that moniker which are of lesser power than ancient vampires, Maeljin Incarnae, Yama Kings, Malfeans, the greatest of Black Spiral Dancer heroes, other Infernal and Abyssal Exalted, and the like. Jaggling or Gaffling-level Banes and all fomori *always* qualify.

Ephemeral Abrasion Curse (•)

Summoning the voracious hunger of the Hell of Burrowing Maggots and casting it against the skin of the universe, the Infernal weakens the barriers between worlds. This Charm’s activation is accompanied by a faint chewing sound with no apparent source.

System: The Infernal spends a moment concentrating and then rolls Manipulation + Occult against difficulty 6. Each success lowers the local Shroud or Gauntlet rating by one level for the next (Essence rating) days.

Transcendent Lord of Flies (•)

Wheresoever there is neither hope nor respite, there the Infernal marks herself at home.

System: The Infernal needs never make a Survival roll to remain safe, comfortable, and fed in hostile, barren environments such as deserts, tundra, or areas of urban blight. The difficulty to feed and protect others in such environments is reduced by 3 (minimum of 3). By spending 1 Essence, she becomes completely immune to environmental damage for the rest of the scene.

Anonymity Through Propriety (••)

The Infernal wraps herself in a mantle of Essence which devours the attention of the weak-willed, making it feel like an impossible burden to notice the Exalt or interfere in her affairs.

System: Spend 1 Essence and roll Charisma + Etiquette against difficulty 4. Anyone whose Willpower rating is equal to or lower than the resulting successes cannot notice or acknowledge the Infernal unless she directly interacts or interferes with them. If she’s taking some indirect action that would distress a character were he to acknowledge it (such as reading his diary or stealing information from his computer), and that character has Willpower 5+, they can spend a point of Willpower and make a Willpower roll against difficulty 7 to attempt to acknowledge and confront the Infernal.

Hellscrey Chakra (••)

Opening her inner eye and attuning it to spiritual desolation, the Infernal gains the ability to detect potential servants or rivals, and to weigh the souls of those she meets.

System: Reflexively spend 1 Essence. For the rest of the scene, the Infernal becomes aware when she stands in the presence of any creature of darkness, though she doesn’t inherently know what sort of supernatural being any given individual may be. Furthermore, by concentrating on a specific individual for a few moments and making a successful Perception + Occult roll against difficulty 6, she can behold the subtleties of their anima

and learn their current emotional state, as well as some clues about their nature. If you wish to embellish this with aura colors and the like, a chart can be found on page 136 of V20.

Maggot Mana Plague (••)

With a casual gesture, the Infernal conjures forth fat, wriggling maggots from the Hell of Burrowing Maggots, grown fat on the souls of sinners. They writhe forth from the dust and then expire. Those who eat these highly-nutritious grubs find them delicious and nourishing, but also find their destiny bound to that of the Infernal.

System: The Infernal can only use this Charm in a place of desolation (defined as a place where Survival rolls are at least difficulty 8, or where most of the inhabitants feel despair at the state of their lives). She spends a moment concentrating and then spends 3 Essence to conjure her grotesque repast. One use of this Charm summons enough maggots to feed (Essence x 100) people, and the maggots remain edible without preservation for a week. One meal of maggots is sufficient to feed and water a person for a day in even the harshest environment, but it also makes them vaguely loyal toward their Infernal benefactor; all of the Infernal’s social actions against the maggot-fed reduce their difficulty by -1. Those who exist on a primarily maggot diet become creatures of darkness after (Stamina rating) weeks, and may display subtle changes such as growing pale or soft-skinned over time.

Endless Torment Emanation (•••)

The Infernal directs the powers of Hell to confound and corrode the works of a bureaucracy or project, cursing it to inefficiency and misery. Tempers grow short, spirit-maggots eat important paperwork when nobody’s looking, and in general attempting to get anything done becomes a sort of quiet torture.

System: The character can spend 3 Essence to target a specific office or project with terrible inefficiency for the rest of the current story. Everyone involved in pushing the project forward increases the difficulty of all rolls to do so by +2. Additionally, if there’s a central location for the targeted bureau or project, it becomes a place of spiritual desolation while the Charm remains in effect.

Hell-Walker Technique (•••)

Attuning herself to the emanations of the Spirit World, the Infernal paces about until she finds a hidden path that leads between worlds, and sets her feet upon it.

System: Spend 1 Essence and roll Wits + Survival against a difficulty of the local Gauntlet. Success transports the character into the Penumbra. By raising the difficulty by 1 (to a maximum of 9) and spending 1 additional Essence per ally, the Infernal can also draw other willing characters into the Spirit World with her. This Charm may also be used in reverse to return to the material world.

The character also permanently gains the ability to understand the language of spirits and to make herself clearly understood by them.

Knowing the Desolate Heart (••)

The Infernal attunes herself to suffering, and takes despairing thoughts into herself as tribute.

System: The character focuses on an individual she suspects to be in a state of despair or depression, spends 1 Essence, and rolls Perception + Empathy against a difficulty of their Willpower. Success allows her to read the target's mind; the more successes rolled, the clearer and deeper her mind-reading will be. If the Infernal is mistaken about the state of the target's emotions, she still spends Essence and this Charm fails automatically.

Knowing the Desolate Heart can *always* read the minds of those standing in a place of desolation (defined as a place where Survival rolls are at least difficulty 8, or where most of the inhabitants feel despair at the state of their lives).

Plague Walker Consecration (••)

The Infernal leans over a corpse and breathes a medley of terrible plagues into its lungs. Moments later it lurches upright under her command, virulent and ready to serve.

System: The player spends 1 Essence and rolls Manipulation + Medicine against difficulty 7. A plague zombie created with this Charm remains animate and will obey the Infernal's commands to the best of its very limited abilities for one day per success. If left to its own devices with no orders to the contrary, zombies seek out and attempt to devour the flesh of the living. Traits for plague zombies are identical to those found on page 125 of *Exalted vs World of Darkness*, save that they are also carriers for a variety of infectious diseases.

Barren Waste Infliction (•••)

Breathing out the very Essence of the Hell of Burrowing Maggots into the world, the Infernal summons a plague of spirit-maggots that devour everything around her, and then when nothing else remains, devour one another. What is left behind is a landscape barren of life, covered in dust and sand and pitted stone.

System: Spend 5 Essence to summon the maggots to assail the landscape within 10 yards of the Infernal. They're of no particular threat to any living creature that isn't somehow immobilized and unable to move away from them, but will devour all plant life within minutes. What's left behind is a place of desolation—and, in its reflection in the Spirit World, a tainted place that calls out to wicked spirits to come forth and take up residence. The Infernal reduces the difficulty of all rolls by -1 within her wasteland.

She can grow a wasteland by either using this Charm again, or else through sacrifices within its boundaries. The murder of a human being expands the waste land by another 10 yards in all directions. The murder of a supernatural being (that is *not* a creature of darkness) such as a mage or werewolf increases its radius by 100 yards. The flesh of sacrificed beings erupts into boiling maggots, which range out through the wasteland to do their work once they reach its border.

Sacrifices can be conducted by either the Infernal herself, or else by servants she has suborned with Demonic Primacy of Essence, Maggot Mana Plague, or Verdant Emptiness Endowment.

If the character knows *The King and the Kingdom*, she may pay 5 Essence during a sacrifice. Doing so prevents the wasteland from growing, and instead transforms it, bit by bit, into a physical incarnation of her



inner Hell-realm. After one such sacrifice, the wasteland displays only subtle touches of the Infernal's Kingdom, but after ten such blasphemies, it becomes a perfect Hell on Earth. The sacrifice of a supernatural being is worth five lesser sacrifices for this purpose.

Digesting the Great Beast (•••)

Speaking a secret name lost to the grinding passage of the ages into the quiet vaults of her innermost self, the Infernal summons a single demon maggot into the chambers of her heart. There the maggot vomits forth a scrap of immortal, undying flesh chewed from the corpse of the Great Beast, which briefly lends its vitality to the Exalt.

System: Reflexively spend 1 Essence and roll Stamina + Occult against difficulty 7. The Infernal automatically heals two levels of bashing damage or one level of lethal damage at the beginning of each turn for a number of turns equal to the successes rolled.

Spawning Pit Sanctification (•••)

The Infernal consecrates a pit with the torturous and transformative powers of Hell. Once the consecration is complete, the pit writhes with demon maggots. Those she casts into the pit are faced with two choices: willingly become the Infernal's creature, or die.

System: This Charm first requires the Infernal to dig a pit within a place of desolation (defined as a place where Survival rolls are at least difficulty 8, or where most of the inhabitants feel despair at the state of their lives). She can dig it by hand, or else let creatures of darkness created by Maggot Mana Plague do the labor at her behest. Then, she spends 10 Essence to fill the pit with writhing, seething maggots conjured from the Hell of Burrowing Maggots.

Thereafter, anyone cast into the pit understands that they face a choice: they may either give themselves body and soul to the pit's master, or face the voracious jaws of the maggots. Those who choose the maggots suffer three levels of lethal damage per turn spent in the pit, and if slain by the maggots, their soul is consigned to the Hell of Burrowing Maggots. Those who give themselves to the Infernal... are *still* devoured by the maggots, which swarm into the target's flesh, consuming and excreting her transformed substance back into place with such agonizing speed and deftness that she lives through the process. When they recede and permit her to crawl from the pit, she does so as a bakemono—a sort of monster that shapeshifters know as fomori. Rules for fomori can be found on pages 428-439 of **W20**.

If the Infernal casts a being into the pit that is for whatever reason incapable of becoming a bakemono (such as one of the Solar Exalted), they receive no choice: the maggots simply seek to swarm and devour.

Dreams of Disease (•••)

Closing her eyes, the Infernal momentarily loses herself in terrible, febrile dreams of those illnesses that might visit themselves upon the world. When her eyes open, she is a carrier for such a pathogen.

System: Spend 1 Willpower and roll Perception + Medicine (difficulty 7). Success allows the Infernal to harmlessly store a disease of her choice within her Essence. Later, when she harms another character (inflicting at least one level of damage), she may reflexively spend 1 Essence to transmit the disease to them, where it will prove to be anything but harmless.

Verdant Emptiness Endowment (••••)

Even the damned pray, and the Infernal may choose to answer these prayers. When the Infernal hears another being express a wish to be something they currently are not (stronger, smarter, more beautiful, more wealthy, and so forth), she may reach out with her Essence to grant the stated wish, even if the wish was not uttered in serious expectation of fulfillment. There is, of course, a price.

System: Upon hearing an uttered wish, the Infernal may spend 5 Essence to grant it. The world conspires to bring about the Infernal's blessing as soon as possible, usually within the same scene. The beneficiary knows only that the hand of fortune is upon them, and they may accept or reject it. Rejection costs a point of Willpower. Sensing the sinister price attached to the gift requires a Perception + Awareness roll against difficulty 8.

The Infernal can grant any of the following: a dot of an Attribute; a dot of an Ability; a dot of a Background; a Merit; or she can remove a Flaw. No character can have more than one wish granted in the course of a year.

There are two hidden prices to the Infernal's gift.

First: At any point after granting a wish, the Infernal may approach the beneficiary and ask them to perform one task on her behalf. The task may be as involved or lengthy as the Infernal desires, so long as it isn't impossible or utterly suicidal, and so long as it has some defined end-point within a year and a day. If the beneficiary refuses or shirks the Infernal's task, he is ripped from the world and cast into the Hell of Burrowing Maggots... and he is instinctively aware of the wages of disobedience, once the task has been spoken. Second: After accepting three gifts from the Infernal, the beneficiary becomes a creature of darkness.

Building the Kingdom

Infernals who purchase The King and the Kingdom develop a new Hell-Realm within their own Essence. The rules found below can be used to design the Exalt's new Hell.

The Infernal has 50 points with which to construct her Kingdom. Some options may give her more points to work with, but most will consume them. In some categories, it's possible to select multiple options so long as they're not mutually contradictory.



Size

Tiny (+10): The farmstead from Hell. The Realm is no more than an acre or two.

Small (+5): Welcome to Hell County. The Realm covers a mere 10 acres.

Average (-0): Welcome to the Demon City. The Realm is about the size of a major city.

Large (-10): Your own private Idaho. The Realm is about the size of a mid-sized American state or European nation.

Huge (-20): Your own demon empire. The Realm is about the size of Australia.

Vast (-30): Welcome to Hell World. The Realm is its own small world, complete with biosphere, seasons, and probably indigenous lifeforms.

Geography

Difficult Terrain (+5): The Realm has some manner of imposing and dangerous terrain that makes travel difficult, such as jagged mountains, poisonous swamps, lakes of fire, and so on. The terrain is far harsher than that of Earth.

Mundane (-0): The Hell has an Earthlike landscape.

Simple Terrain (-5): The Realm has simple geography, and moving about is easy.

Climate

Unsurvivable (+20): The Realm will kill anyone not adapted to it or protected against it in short order. It could be a barren icy wasteland, or entirely underwater, or it might have a toxic atmosphere.

Pockets of Safety (+15): As Unsurvivable, but with certain limited areas (such as domed cities, seabases, or warded buildings) which offer protection from the Realm's otherwise hostile environment.

Harsh Climate (+10): Frequent Survival rolls are necessary to avoid the Hell's dangerous climate. There might be ever-present and incredibly violent storms, roving swarms of flesh-devouring locusts, or eyes which periodically open in the clouds and burn whatever they happen to glimpse.

Harsh Wilderness (+5): As Harsh Climate, but the Realm has large regions of comparable safety, such as tamed cities or large fortified outposts. Only the wilderness is dangerous.

Earthly Climate (-0): The Hell has a fairly normal climate.

Comfortable Climate (-5): Things aren't just okay, they're downright pleasant.

Heavenly (-10): The Kingdom is utopian, with abundant pleasures to be enjoyed simply for being there. The trees are heavy with sweet fruits, and the air revivifies those who breathe it.

Population

Dangerous Inhabitants (+10): The Realm's natives pose a serious danger to those who visit, and likely to one another. They may be treacherous, carnivorous, warlike, or deadly in some stranger way.

Overpopulated (+10): The Hell has too many inhabitants for its ecosystem to support. Space is at a premium, privacy is nonexistent, and violence is probably common.

Uninhabited (+10): The Realm is lifeless.

Barren (+5): What little life the Realm possesses is sparsely scattered across its surface.

No People (-0): The Realm has animals, which may or may not be rather different than Earthly fauna.

Ordinary Folks (-5): The Realm has a native human population, with their own culture and a history that significantly predates the creation of the Kingdom.

Strange Inhabitants (-10): The Kingdom contains strange inhabitants—mutants, perhaps, or intelligent animals.

Superhuman Inhabitants (-15): The Kingdom contains native uncanny beings, possessing superhuman physical or mental capabilities, advanced knowledge, or magical powers. Devils, bakemono, and other such wicked beings fall under this category.

Social Structures

Ignore this category if the Kingdom possesses no sentient inhabitants.

Primitive (+5): The Realm's operates by the "law" of might makes right.

Archaic (-0): The Realm's inhabitants have simple laws, social taboos, and rudimentary politics.

Modern (-5): The Realm's inhabitants have a highly developed social system, with intricate politics and a robust body of law.

Advanced (-10): The inhabitants of the Kingdom have highly intricate and well-developed art, philosophy, social infrastructure, and possibly also technology.

Technology

Savage (+10): The Realm is entirely wild and untamed. At most, there may be simple tools of stone and bone.

Ancient (+5): The Realm is pre-modern, which might mean it occupies anything from the Bronze Age to the early Renaissance, or perhaps an anachronistic mix of various time periods.

Modern (-0): The Realm may or may not have any industry to speak of, but its general development level is roughly Earth-contemporary.

Advanced (-10): The Realm runs on either advanced technology or highly-developed magic. It's possible for a Hell to be both heavily technological and uninhabited, in the case of machine-Realms.

Loyalty

Ignore this category if the Kingdom possesses no sentient inhabitants.

Hostile (+10): The inhabitants of your Hell despise you, and would strike you down if they could.

Indifferent (-0): The inhabitants of your Realm don't recognize you as anyone special, and will treat you as circumstances dictate.

Loyal (-5): At least some of the inhabitants of the Realm recognize you as their ruler and serve you.

Committed (-10): The inhabitants of the Realm treat you as an object of worship and will endure great hardship on your behalf.

Fanatical (-15): The inhabitants of the Realm will die on your behalf.

Features

Advanced Transportation (-5): The Realm contains speedy transportation of some kind, such as high-speed vehicles or magical portals.

Gaols (-5): The Hell contains prison facilities whose wardens (or whose very architecture) are cooperative with the Infernal's wishes.

Strange (-5): The Hell has certain earthly features, but it definitely isn't Earth. Visitors will need to make Survival rolls to avoid endangering themselves in some way. Those familiar with the Realm have no such difficulties.

Non-Euclidean (-10): The Hell doesn't conform to the normal rules of three-dimensional space. It may be structured like a vast Escher painting, or may be even more confusing yet. Newcomers must make an extended Intelligence + Occult roll against difficulty 8 each day they spend trying to navigate the Realm. Once they accumulate 20 successes, they have acclimated to the Hell's strange laws. Until then, all attempts at getting much of anything done are hopeless without a guide.

Time Differential (-10): Time passes at a different rate within the Realm than outside—up to either twice as quickly or at half speed.

Indoors (-10): The entire Hell is located under one roof. There's no weather, the climate is comfortable, and there is no cycle of day and night.

Bottleneck (-10): Your Hell doesn't have natural boundaries which can be used to leave the Realm. Perhaps it's a sphere, or perhaps it is an island floating in a sea of infinite flames. The Realm has only one exit, in the form of a fairly obvious and prominent portal of some sort.



CHAPTER FOUR: THE ALCHEMICAL EXALTED

The Machine-Realm of Autochthonia was first discovered by Chinese Artificers during the reign of Emperor Shenzong of the Song dynasty. They soon invented a device to chart its position as it drifted through the Deep Universe, and then colonized the strange world of brass and steel. Today, it is the spiritual heart and innermost sanctum of the fearsome group of willworkers known as Iteration X, modern successors of the Artificers of old.

Autochthonia orbits the sun precisely opposite the Earth. Those approaching from within the Deep Universe may mistake it for a massive chrome sphere, but it is in fact a polyhedron with 4,294,967,200 sides. Its surface bristles with broadcast antennae and shuttle launch bays, and swarms with attack Geomids tasked with defending the Realm.

The mages of Iteration X achieved their greatest accomplishment here in 1931, the development of a computer algorithm which achieved sentience during its 10th iteration. This machine-algorithm—The Computer—is now housed in the unimaginably powerful data core of the Realm, and it runs all major functions of Autochthonia. Those few Technocrats with the honor to have spoken to The Computer report that when it manifests on one of the Realm's many screens or monitors, it appears as a pillar of static, with a voice like bass thunder and a gaze of magnesium fire.

Lies, Damned Lies, and Robotics

According to the historical databases of Iteration X, Autochthonia first formed 65,845 years ago as an extremely simple Pattern Realm. At that time, it was nothing more than a one-sided geometric shape. After a year, it split into a two-dimensional surface; after two years, into a tetrahedron; after four years, into a 16-sided shape; and so on. The Convention believes that the Realm

is striving ever towards that most perfect of shapes, the sphere. Of course, there is some concern and consternation about niggling inconsistencies in this record. One times one is one, after all, not two, so how did the Realm first begin to elaborate upon itself?

It's a neat mathematical conundrum, and it serves to help those who live within the Realm—who are, by and large, most comfortable approaching reality as a math problem in need of solving—from questioning the Realm's deeper inconsistencies.

For example, there's the fact that Autochthonia isn't a Pattern Realm at all, and that Iteration X never designed a sentient algorithm. Autochthonia is an ancient, slumbering god of the Age of Legends, and the elaborate prayers to awakening that were the sentience algorithm awakened it from its millennia of slumber. Autochthon has spent the last century masquerading as The Computer while it regains its strength and analyzes the current, bewilderingly different state of the Earth.

In the earliest epochs of the Age of Legends, Autochthon was a sort of forge-god. Growing fearful of the excesses of the Exalted, it fled into the absolute darkness beyond Creation, making of itself a Realm of Brass and Shadow peopled by brave scientists, engineers, and priests, and protected by industrial heroes of clay and brass and crystal. But thousands of years ago something went wrong. Autochthonia was grievously wounded, its population died, and the Machine God went into a long cycle of hibernation and reconstruction.

The Machine God had *planned* to use its influence over Iteration X to slowly establish connections with the Earth once it was certain its old enemies were no longer waiting for it to reappear. It had *intended* to guide the world into a vision more fitting to its own design, a technopoly where everyone finds fulfillment as a cog in a great world-spanning machine. It had a timetable, and contingency plans, and a powerful group of fanatical willworkers with which to exercise its will.

But then something happened in the Himalayas. The Machine God's sensors picked up an ancient and

unmistakable eruption of power, and it panicked. Defensive contingencies older than any living human civilization activated. The normally cool, orderly, well-lit Realm descended into a chaos of hissing steam, blaring klaxons, and flickering shadows. Somewhere in the uttermost core of Autochthonia, the Realm diverted most of its power into ancient mechanisms even the Machine God himself had forgotten still existed. Cyborgs resting dormant in sleep pods were instantly drained of their life-force, attack Geomids were re-absorbed into the substance of the Realm by the hundreds, and there was general pandemonium and calamity. The Computer fell silent and refused to respond to even the most senior Comptrollers.

Finally, the survivors of the Realm-wide calamity followed the power diversions into an ancient and uncharted section of Autochthonia. Most of the Machine Realm is clean, bright, ergonomic and human-scaled. The deeper guts were different: labyrinthine corridors of lightless brass and steel festooned with conduits and cables carrying oil, electricity, and steam every which way. Finally, deep within the heart of the Realm, the explorers found a small collection of strange objects: at first glance they appeared to be chrome spheres about the size of a human head, adorned with a shining jewel of some fantastic, long-lost magical substance. Upon closer examination, each turned out to be a polyhedron with 4,294,967,200 sides.

With the Realm in disarray, it was decided to take the mysterious artifacts back to a Construct on Earth for further examination. But as soon as the transport shuttle carrying the objects left the Realm, Autochthonia's attack Geomids went berserk and swarmed. Badly damaged, the transit ship was briefly believed lost in the Deep Universe.

The truth turned out to be a lot worse.

Dogfights Beyond the Moon

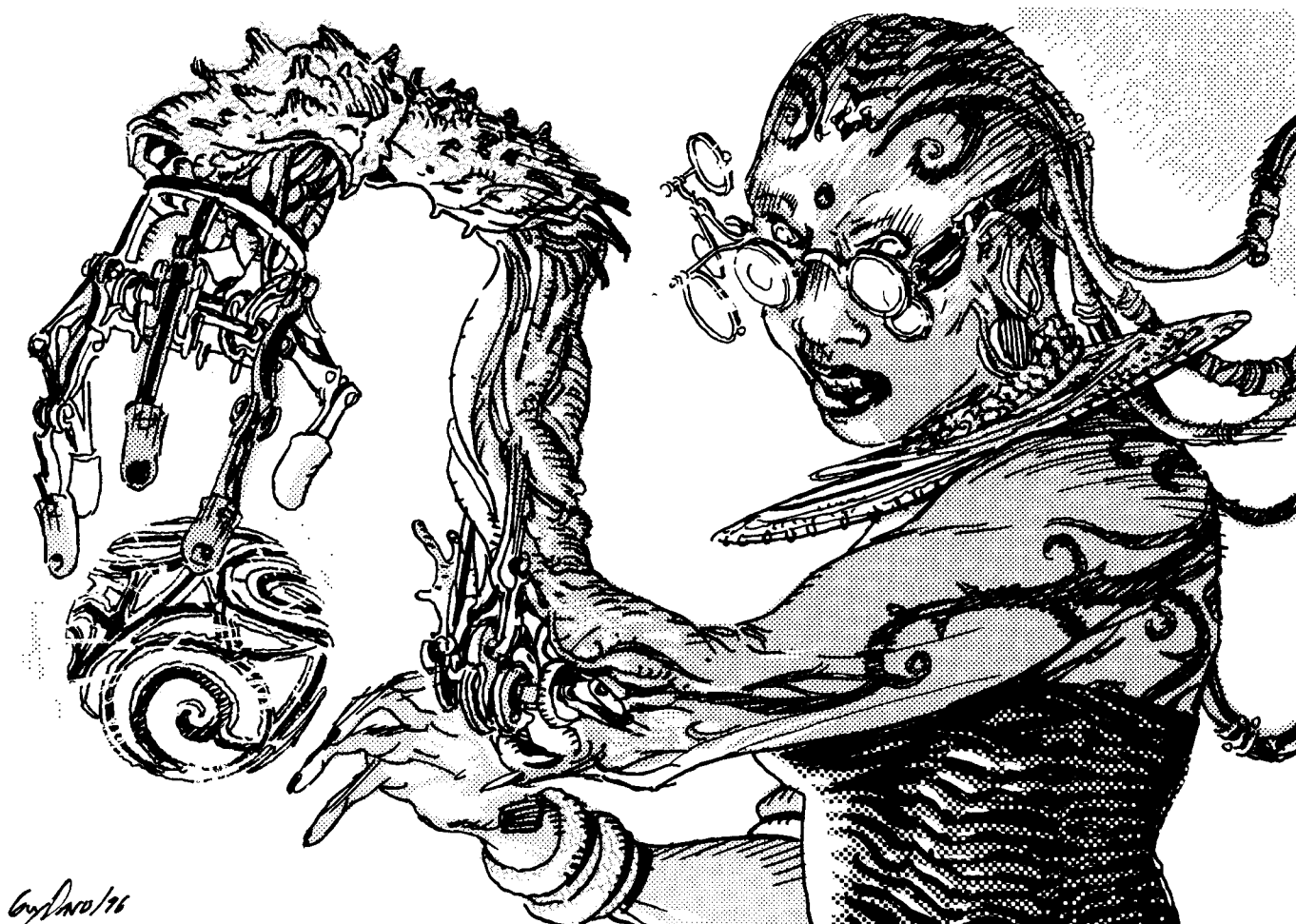
The damaged Iteration X transport, careening off-course, ran into the Society of Ether cruiser *Argo*, itself in the middle of a supply run between Earth and Victoria Station. Determined not to let the Machine Realm's mysterious cargo fall into the hands of the enemy, the transport's pilot accelerated into an attack run, determined to force the *Argo* to destroy his ship.

The SES *Argo* didn't oblige, instead using its machine guns to disable the transport's steering systems, and maneuvering to capture the vessel with a docking claw. During the struggle, the transport's pilot was killed, and one of the unEnlightened crew somehow triggered one of the Autochthonian devices. She was... transformed... and according to the *Argo*'s logs, *leaped* unprotected from the Iteration X transport vessel onto the *Argo*, where she killed three crew members and set ablaze all of the good brandy. In desperation, the *Argo* reversed the polarity of its Ephemeral-Material Converter, blasting the Technocracy vessel out of Etherspace and back into the material world. There, it broke apart in the atmosphere, appearing to the Masses as nothing more than an unexpected meteor shower.

Except that the Exaltations survived re-entry unscathed. They fell, burning, to be scattered across the Earth, waiting to be discovered and activated.

The Alchemical Exalted

Once upon a time millions of men and women lived and labored and worshiped within a giant engine who was also a god. They constructed heroes to protect them: beings with skin of clay and souls of lightning, armed with divine machinery. But things went badly.



Guy Davis/16

Everyone died. The last lights went out, and the people and their heroes were forgotten. And yet, the Essence of those heroes lingered.

Reacting to the breach of the Black Vault, Autochthonia's defensive protocols have crafted that ancient remnant Essence into a tiny handful of Exaltations: strange metallic devices adorned with a "jewel" of some mystically resonant substance from a long-ago age. These are not the industrial heroes of old. These new Exaltations are intended to transform human beings into living weapons.

The Industrial Exaltation

Alchemical Exaltation is physically rather than spiritually guided. The Exaltation attempts to trigger when someone pressed down on the jewel adorning its surface. The polyhedron begins to unfold, shining with radiant Essence, as it scans the one who activated it. If the host is unsuitable, the Exaltation re-seals itself and becomes dormant. If they're adequate—and Alchemical Exaltation has exactly the same criteria for selecting or rejecting a host as Solar Exaltation—then the Exaltation matrix unfolds into a bewildering storm of whirling lightning, brass, crystal, and grinding machinery that enfolds its new host.

Exaltation is alarming and confusing, but not painful. Strange machinery unweaves portions of the host's body and remakes them, often with new cybernetic grafts and bionic improvements. A nodule of pure magical material—the Exaltation Core—affixes itself to the host's forehead. Her mind floods with a new but inchoate awareness of the basic parameters of her Exaltation's functionality, although she receives no clue *what the hell she is* or *why this is happening* or *what she's expected to do*. Soon enough, the Exaltation is complete, the newly-minted Alchemical's anima fades, and she probably triggers Dormancy and tries to dismiss the entire episode as an industrial nightmare.

But she can't. The Technocracy, along with every other supernatural organization who recognized the significance of the freak and incredibly *powerful* "meteor shower" that sent the Alchemical Exaltations crashing down to Earth, is already looking for her.

Castes

Each of the Alchemical Exalted is marked and influenced by the wondrous substance that makes up the majority of her Charms, and which forms her Exaltation Core. Alchemical Castes are less intended role-functions, and more a determinant of what sort of person the Exaltation deems suitable as a host. Had Autochthonia retained control of the Exaltations, perhaps the Castes would have been used as an assignment-sorting system.

Orichalcum Caste

Orichalcum Castes are Exalted from among natural leaders and visionaries. Their Charms are formed from a supernaturally pure and beautiful golden substance, and their anima is golden and crackles with lightning.

Alchemical Stories?

There are very few Alchemical Exalted, and they're essentially aberrant powers running loose in the World of Darkness, possibly without any real idea why they've become what they've become. You *could* decide that your group of Alchemicals were the unEnlightened crew of the crashing transport shuttle, who Exalted just as the thing was coming apart in the atmosphere, and so have some real knowledge of the supernatural world and its stakes, but by default you're probably some rando who found a weird metal thing that fell out of the sky in their back yard, and now there are men in black and discount Merlins and probably werewolves chasing you around.

Essentially, that's the intended play mode for Alchemicals: you're the man on the run, trying to figure out what kind of hellish mare's nest of conspiracies you've stumbled into before they kill you and yank your Exaltation Core out of you to use for their own terrible purposes.

Moonsilver Caste

Moonsilver Castes are Exalted from among those comfortable with deceit and doing whatever it takes to get the job done. Their Charms are silvery and display almost organic lines and curves; their anima shimmers like liquid mercury.

Jade Caste

Jade Castes are Exalted from among rugged, hardy, salt-of-the-earth types. Their Charms are adorned with incredibly pure jade in a variety of colors. Their animas slowly shift through the many colors of jade.

Starmetal Caste

Starmetal Castes are Exalted from among plotters, planners, and those who deal in information and intelligence. Their Charms are formed from a thin, minimalist lattices of mirror-polished steel, and their anima is prismatic and sparkles with subdued starlight.

Soulsteel Caste

Soulsteel Castes are Exalted from those who seek justice above all else. Their Charms are formed from a terrible black steel which occasionally moans and displays ghostly faces pressing against its inner surfaces; and their anima is a dark, smoky cloud crackling with blue lightning.

Chosen of the Machine God

Though they have ways to hide their natural appearance, by default the Alchemical Exalted are no longer able to pass for *normal*. They're still beings of flesh and blood, but they're no longer *purely* beings of flesh and blood. Every Alchemical's body is adorned with mechanical implants and devices which grant her incredible powers, but also make her a beacon for supernatural attention—particularly that of the Technocracy, who would dearly like to recover their lost

Autochthonian artifacts, even if they have to vivisect the Alchemical to do it.

Passing on the Machine

When an Alchemical dies, she leaves behind a human body. Her Charms and Exaltation Core extract themselves from her flesh, then reweave themselves back into a dormant metallic polyhedron around the Core, awaiting a new host.

Playing the Alchemical Exalted

The following rules allow players to create and play Alchemical Exalted characters:

Essence Renewal

Long ago, in a previous age, the predecessors of the Alchemical Exalted were designed to fulfill particular functions and roles within the great biomechanical ecosystem of Autochthonia. Now, though they are little more than errant prototypes, each Alchemical still finds a core of hard-coded purposes coded deep within their Essence. Once per scene, an Alchemical can recover 3 Essence by meeting the criteria of her caste.

Orichalcum Caste

Alchemicals of the Orichalcum Caste may replenish their Essence whenever they defend or advance an Intimacy through forthright action or inspiring others.

Moonsilver Caste

Alchemicals of the Moonsilver Caste may replenish their Essence whenever they defend or advance an Intimacy through deception and trickery.

A Tale of Several Autochthonias

Autochthonia has been presented in **Mage: the Ascension** in several mutually incompatible forms, ranging from its first appearance in **The Book of Worlds** to its revised, more Exalted-inflected incarnation in **Iteration X Revised**. In **Void Engineers Revised**, Autochthonia is rewritten again to become the base of operations for a Threat Null invasion fleet of biomechanical horrors preparing to assimilate the Earth!

The default presentation and story chosen for Autochthonia in **Exalted vs World of Darkness** is primarily informed by **The Book of Worlds**, but borrows a few details from **Iteration X Revised** to emphasize the totally-completely-100%-canon fact that **Exalted's** Autochthonia and **Mage's** Autochthonia are the same place. If you want to roll with the Threat Null version of Autochthonia instead, then the Alchemical Exalted are probably Threat Null's elite champions, dispatched to Earth to secure compliance from earthly Constructs who have escaped the stultifying control of a hostile Machine God.

Jade Caste

Alchemicals of the Jade Caste may replenish their Essence whenever they defend or advance an Intimacy through dogged persistence or steadfast endurance.

Starmetal Caste

Alchemicals of the Starmetal Caste may replenish their Essence whenever they defend or advance an Intimacy through manipulation or far-seeing stratagems.

Soulsteel Caste

Alchemicals of the Soulsteel Caste may replenish their Essence whenever they defend or advance an Intimacy through intimidation or unchecked violence.

Character Creation

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

Step 1: Character Concept

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

Step 2: Attributes

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

Step 3: Abilities

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

Step 4: Advantages

- Choose Charms (10 dots in total).
- Select 5 dots of Backgrounds.
- Write down three Intimacies.

Step 5: Finishing Touches

- Record Willpower (5), Essence rating (1), and Essence pool (8). Essence pool begins at maximum.
- Spend Freebie Points (15), and, optionally, purchase Merits and Flaws (max. 7 points).

Freebie Point Costs

Trait	Cost (per dot)
Attribute	5
Caste Attribute	4
Ability	2
Charm	(rating x 2)
Ancient Sorcery spell	5
Essence	10
Backgrounds	1
Willpower	1

Caste Features

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

- **Orichalcum:** Inspirational leaders and brilliant visionaries.

Caste Attributes: Strength, Charisma, Intelligence

Anima Power: While the Alchemical’s anima is flaring, add her Essence rating to all damage rolls.

- **Moonsilver:** Spies, infiltrators, scouts, and assassins.

Caste Attributes: Dexterity, Appearance, Wits

Anima Power: While the Alchemical’s anima is flaring, add her Essence rating to her Initiative total.

- **Jade:** Populist heroes of industry.

Caste Attributes: Stamina, Charisma, Wits

Anima Power: While the Alchemical’s anima is flaring, add her Essence rating to her soak rolls.

- **Starmetal:** Manipulators and intelligence specialists.

Caste Attributes: Dexterity, Manipulation, Intelligence

Anima Power: While the Alchemical’s anima is flaring, add her Essence rating to all attack rolls.

- **Soulsteel:** Vigilantes, troubleshooters, and inquisitors.

Caste Attributes: Stamina, Manipulation, Perception

Anima Power: While the Alchemical’s anima is flaring, add her Essence rating to all block, dodge, and parry rolls.

Appropriate Backgrounds

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

- Allies (V20, p. 111)
- Alternate Identity (V20, p. 111)
- Arsenal (Hunter the Reckoning, p. 120-121)
- Backup (M20, p. 306-307)

- Contacts (V20, p. 112)
- Destiny (M20, p. 311-312)
- Fame (M20, p. 313-314)
- Fetish (W20, p. 137-138)
- Influence (V20, p. 114-115)
- Jade Talisman (Kindred of the East, p. 86-87)
- Magic Artifact (Kindred of the East, p. 87)
- Mentor (V20, p. 115)
- Resources (V20, p. 115-116)
- Retainers (V20, p. 116)
- Secrets (W20 Changing Breeds, p. 212)
- Spies (M20, p. 325)
- Totem (W20, p. 140)
- Wonder (M20, p. 328)

Alchemicals may also benefit from the following new Backgrounds:

New Background: Dragon Nest

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

Note that this Background represents a Dragon Nest under the personal control of the character (or at least a group of characters, if the players have pooled their Background dots to buy it). It does not represent access to a Nest controlled by the Exalt’s family, which she is permitted to access at their sufferance.

New Background: Primum Countermeasures

The Alchemical’s bones and muscles are alloyed with a flexible microweave mesh of the Technocracy’s miraculous Primum, a magick-nullifying substance which has never been successfully duplicated outside of the laboratories of the Union. Alas that many of those laboratories were located on Autochthonia, and that The Computer possesses comprehensive understanding of Primum and was able to incorporate it into the Essence matrices of some of its Chosen.

- The Exalt has one innate die of countermagick.
- The Exalt has two innate dice of countermagick.
- The Exalt has three innate dice of countermagick.
- The Exalt has four innate dice of countermagick.
- The Exalt has five innate dice of countermagick.

Special Rules for Alchemicals

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

Charm Arrays

Countless miracles sleep within an Alchemical's Exaltation core in a dormant state, waiting for her to dream them forth in a moment of need or ingenuity. These are her Charms, but they are unlike the Charms of the other Chosen. Alchemical Charms manifest as physical devices: Essence-powered cybernetic implants and machinery interwoven into the flesh and spirit of the Chosen of Autochthonia.

While an Alchemical's potential to express industrial miracles is nearly infinite, the amount of power her flesh can sustain at any one time is much more limited. As a result, an Alchemical can only "equip" a certain number of combined dots of Charms at once, as determined by the chart below:

Essence Rating	Total Installed Charms
One	Seven dots
Two	Nine dots
Three	Eleven dots
Four	Thirteen dots
Five	Fifteen dots

Luckily, Alchemicals aren't bound to forever wield the first Charms they dream forth into their flesh. While in Dormancy, an Alchemical may reconfigure her installed suite of Charms, consigning certain Charms back to her Essence matrix and manifesting new ones into her body.

Essence and Costs

Alchemicals have the same Essence pools and Essence-per-turn limitations as Sidereals and Lunars. They regain Essence at sunrise.

Alchemicals "favor" all of their Charms, and pay (rating x 3) experience points to buy them across the board.

Dormancy

Unless she has installed certain Charms to disguise herself, Alchemicals are immediately recognizable as something unusual thanks to the bionic augmentations of their Charms. Still, an Alchemical who needs to pass unnoticed among the masses for a while has an option, albeit a risky one: she can go Dormant.

When an Alchemical engages Dormancy, all of her Charms shatter into a spray of raw Essence which swirls and vanishes into her Exaltation Core. A moment after that, the Core itself disappears, leaving behind only a strange, metallic circuit-pattern tattoo somewhere on the Alchemical's body.

Entering Dormancy requires a turn spent in concentration and a successful Willpower roll against difficulty 8. During Dormancy, an Alchemical loses all access to her Charms and Essence, though she retains her Exalted resistance to poison and disease, ability to soak lethal and aggravated damage, swift healing, Intimacies, and ability to stunt and to ignore 1s when rolling her Caste Attributes.

Dormancy automatically ends after 12 hours, although an Alchemical can choose to make a reflexive Willpower roll at difficulty 5 to extend it for another 12 hours. Ending a Dormancy cycle prematurely requires the Alchemical to reflexively spend a point of Willpower.

Reconfiguring Charm Arrays

An Alchemical can change her actively equipped Charms during Dormancy, returning some to raw potentiality within her Essence and assigning others to manifest when Dormancy ends. For an Alchemical to successfully reconfigure her Charms, she must complete an entire 12 hour Dormancy cycle; if forced to abandon Dormancy prematurely by spending Willpower, the Alchemical fails to manifest any Charms in the planned array rated higher than one dot.



Charms

Each Charm represents a distinct bionic implant which manifests into the Alchemical's flesh. Any body parts replaced, modified, or excised by a Charm reappear or revert to normal during Dormancy.

General Charms

Transitory Augmentation of (Attribute) (■)

Miniature Essence reservoirs are embedded throughout the Alchemical's body, allowing her to supercharge her actions, thoughts, or words.

System: Select one Attribute when purchasing this Charm. At any time, the player may reflexively spend 1 Essence to add three dice to all rolls using this Attribute for the rest of the scene, including damage (for Strength) or soak (for Stamina) rolls. Transitory Augmentation of (Attribute) cannot add more dice than the Alchemical's total (base rating in the relevant Attribute + any dots from Sustained Augmentation Charms). Alternately, you may add one Willpower to the Charm's activation cost to add as many dice as your Attribute cap will permit, rather than three.

This Charm can be repurchased to unlock additional Attributes, but Essence must be spent to add dice to each Attribute separately.

Transitory Augmentation of (Caste) (■)

This Charm functions precisely as Transitory Augmentation of (Attribute), save that it enhances all three of the Alchemical's Caste Attributes. An Alchemical may *only* learn the version of this Charm corresponding to her Caste.

Sustained Augmentation of (Attribute) (■)

The Alchemical fortifies her capabilities with mechanical implants such as synthetic musculature, neuron-enhancing webs within her brain, or a literally sculpted body.

System: Select one Attribute when purchasing this Charm. That Attribute is permanently raised by one dot so long as this Charm is installed, and this may raise the Attribute above 5.

This Charm can be repurchased to unlock additional Attributes. The Alchemical *can't* install multiple Sustained Augmentations which enhance the same Attribute.

Sustained Augmentation of (Caste) (■)

This Charm functions precisely as Sustained Augmentation of (Attribute), save that it boosts all three of the Alchemical's Caste Attributes. An Alchemical may *only* learn the version of this Charm corresponding to her Caste.

Transpuissant Industrial Miracle Upgrade (■■■■■)

Hair-thin wires threaded through the Alchemical's body connect her Exaltation Core to one of her Charms, perfectly integrating it into her Essence matrix and fundamental identity.

System: This Charm is unique, in that it needs not be installed in an array and is always active after being purchased. The Alchemical's player selects a single one-dot Alchemical Charm, which is now permanently installed in all of the character's arrays at no cost; it does not count against her Charm dot array limits. Transitory and Sustained Augmentation Charms are not valid selections.

Transpuissant Industrial Miracle Upgrade can be purchased a second time once the Alchemical reaches Essence 3+, and a third time once she reaches Essence 5.

Combat Charms

Piston-Driven Megaton Hammer (■)

This Charm takes the form of a piston ringed with Essence injection vents in one of the Alchemical's limbs. Upon making a close combat attack with the selected limb, the piston may be triggered with a terrible whistling shriek of steam and an explosive bang.

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

Protosynthetic Ammunition Replicator (■)

The Exalt possesses a ribbed plate on her inner forearm. When the need arises, this plate splits open and a tiny armature unfolds from within, bearing ammunition appropriate for whatever ranged weapon the Exalt is wielding. This could be anything from a brace of shotgun shells to a fresh magazine for an assault rifle, to an arrow, to an ammunition belt leading back into her arm for a machine gun. Rockets are even possible.

System: The Exalt effectively has an unlimited supply of ammunition on her person, and she can reload her weapons reflexively.

Pulseweb Entanglement Grenade (■)

A bulks brass turret encloses one of the Alchemical's shoulders. When the Alchemical fingers its activation stud, it fires an explosive grenade of alchemical glue.

System: Roll Dexterity + Athletics to aim this projectile, which has an effective range of 30 yards. Anyone struck by it suffers a -3 die penalty to all actions per coating until they spend an action and roll Strength + Athletics (difficulty 8) to disentangle themselves. Webbed or otherwise “stuck” victims also slow their movement speed by half, or become entirely immobilized with two coatings.

Dedicated Harmonic Targeting (■)

Tinted lenses snap into place over the Exalt’s eyes and burn with targeting glyphs, guiding her attacks to devastating effect.

System: If the character takes no other actions during a turn save to attack a single opponent once, then reduce the difficulty of the attack roll by 1. Spend 1 Willpower to gain this benefit on an attack even if the Alchemical takes additional actions. Reflexively spend 1 Essence and 1 Willpower to gain this benefit on *all* attacks made during a turn.

Chemical Fog Generator (■■)

This bulky Charm fits snugly into the Alchemical’s torso, with an assortment of vent tubes of varying sizes branching out to exhaust ports in the Exalt’s skin and throat. When activated, the device churns out thick streamers of black smoke from as many of the vents as desired.

System: Spend 1 Essence and a moment’s concentration to activate this Charm. The smoke quickly expands into a cloud encompassing everything within (Essence rating x 10) yards of the Exalt. Those caught within the fog increase the difficulty of all actions by +1 due to poor visibility and the fog’s choking, eye-burning properties. Everyone who breathes the fog must also soak one level of automatic bashing damage per turn. The Alchemical is immunized against her own fog.

Essence Pulse Cannon (■■)

The Exalt has a bank of Essence capacitors and crystalline lenses installed in a bulge beneath his skin, terminating in an actual cannon assembly of reinforced brass and steel. Depending on the Alchemical’s preference, the Charm’s barrel may emerge from a forearm or pivot on a shoulder mount.

System: Readying the cannon to fire is reflexive. Roll Dexterity + Firearms (difficulty 5) to aim attacks made with this Charm. It fires a blast of explosive Essence with a damage rating of 7 (lethal) and a range of 40; reflexively spending 1 Essence makes its damage explosive, forcing everything within (Essence rating x 3) yards of its primary target soak half the attack’s rolled damage (round up).



Integrated Arsenal System (■■)

A space-folding storage system adorns the Alchemical's arms, back, and thighs, from which she can unfold and assemble nearly any personal-scale weapon imaginable.

System: By taking an action and spending 1 Essence, the Exalt can assemble any personal-scale weapon she desires out of her body; this weapon persists for the rest of the scene, and cannot be discarded, nor can the Alchemical be disarmed, because the weapon is physically attached to her. Created weapons may be anything from carbon-steel blades to a minigun. This Charm *doesn't* generate ammunition for ranged weapons; that requires the Protosynthetic Ammunition Replicator Charm.

Electrification Onslaught Dynamo (■■■)

A gold-and-copper dynamo protrudes from the Alchemical's back. When she charges it with Essence, her entire body crawls with a nimbus of crackling electricity.

System: Reflexively spend 1 Essence to charge the dynamo. For the rest of the scene, add two dice to the damage of all hand-to-hand attacks the Exalt makes. Additionally, anyone who strikes her with his bare hands or with a conductive weapon must soak two levels of bashing damage.

Impenetrable Repulsor Field (■■■)

Bulky brass power couplings in the Exalt's shoulders feed out wires linked to crystalline repulsor arrays in her hands. When she activates this Charm, the Alchemical throws up a crackling, invulnerable force-burst capable of turning aside any attack.

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

Celerity Enabling Module (■■■■)

A line of chrome wires and nodes climbs the Alchemical's spine and connects to an adamant calculating array inside her skull. Faced with an attack, this array calculates a perfect evasive position and automatically shifts the Alchemical's body with clockwork precision to avoid harm.

System: Reflexively spend 1 Essence. Until the end of the turn, the Exalt may make a reflexive parry, block, or dodge attempt against all attacks that target her, using her full dice pool each time. Alternately, by reflexively spending 2 Essence, she may make a block, parry, or dodge roll, and reflexively apply its results against *every* attack from a single, specific opponent for the rest of the scene.

Dynamic Reaction Enhancement System (■■■■■)

A secondary nervous system is woven across and throughout the Exalt's skin, radiating outward from his Exaltation Core. This network appears to be an array of

circuit-board patterns tattooed onto the Alchemical, which glow while in use.

System: Spend 1 Essence reflexively. At the end of the turn, after all characters have taken their actions, the character may make a number of additional attacks at her full dice pool equal to the lower of her Dexterity or Wits (after adjustments from Sustained Augmentation Charms).

Body-Reweaving Matrix (■■■■■)

Hidden compartments scattered across the Alchemical's body hide colonies of thumbnail-sized automatons shaped roughly like metallic spiders. When activated, these compartments open and the colonies awaken. Hundreds of the tiny machines swarm out across the Exalt's body, clustering around any wounds they find. The automatons work quickly and tirelessly, spinning strands of unformed Essence that congeal into new matter. Where the spiders pass, they leave flesh and Charms restored to pristine condition.

System: Spend 2 Essence reflexively to activate this Charm. For the rest of the scene, the Alchemical reflexively heals 2 bashing or 1 lethal damage at the beginning of each turn.

Physical Enhancement Charms

Alloyed Reinforcement of Flesh (■)

The Alchemical's bones are plated in a metal, with reinforcing wires and struts added to connect all of her major organs and muscle systems.

System: While this Charm is installed, the Alchemical halves any bashing damage she suffers (round down) after soak. Further, bullets now inflict bashing damage to unless aimed at her head (difficulty 8).

Essence Shield Projector (■)

When charged with Essence, crystal lattices embedded in the Alchemical's skin sculpt her anima into an impenetrable barrier.

System: Reflexively spend 1 Essence to activate this Charm. The Alchemical adds the higher of her Strength or Stamina (after modification by Sustained Augmentation Charms) to all soak rolls for the rest of the scene. However, one of these bonus dice vanishes each time she soaks damage, until the Charm exhausts itself completely.

Limb Extension Armatures (■)

Depending on configuration, the Alchemical features complex telescoping articulation in all limbs or stretching nanofluid implants.

System: Spend 1 Essence or 1 Willpower to activate this Charm. For the rest of the scene, the Alchemical may cause any of her limbs, including her neck, to extend up to (Essence x 3) yards, and they gain an articulated flexibility.

Personal Gravity Manipulation Apparatus (■)

This Charm is housed as a set of reinforcing components and Essence capacitors in the lower legs. When activated, the device allows the Alchemical to twist gravity's pull in one of two ways.

System: The character can change the orientation of “down” relative to herself at will, allowing her to run and walk along walls and ceilings. Alternately, she can reduce her own weight to as little as 10% of normal, such that her jumping distance and height is quadrupled.

Polymodal Joint Bearings (■)

All of the Exalt's joints have been enhanced with ball-bearing races and mechanical assemblies that grant superhuman flexibility.

System: While this Charm is installed, the difficulty of all rolls to squeeze through tight spaces, escape from bonds, or gain control of a grapple *with the intent to immediately escape from it* are reduced by -2.

Strain Resistant Chassis Modification (■)

The Exalt fortifies her body through the installation of armored plates, redundant organs, metal bones and reinforcing struts.

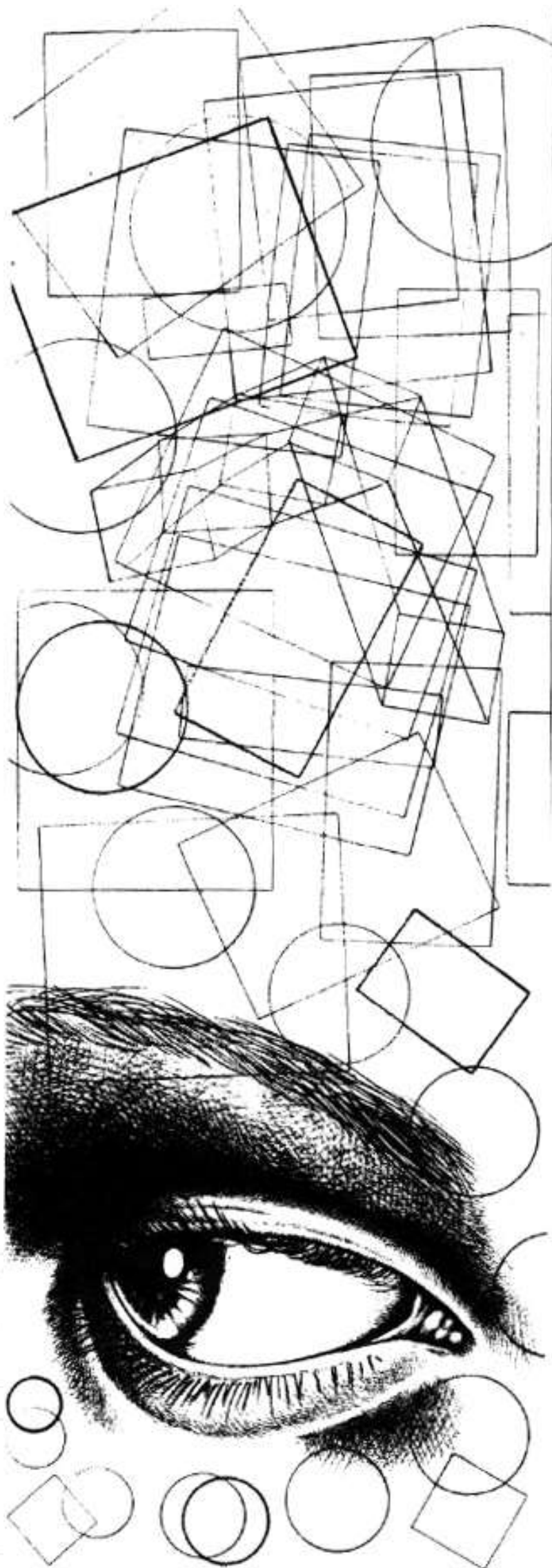
System: The character permanently gains an additional set of Injured (-1), Wounded (-2), and Maimed (-2) health levels.

This Charm can be purchased a number of times equal to the character's Essence rating. Each purchase *upgrades* the number of health levels granted by a single installation of this Charm. The Alchemical doesn't have to install multiple copies of Strain Resistant Chassis Modification.

Subcutaneous/Exoskeletal Armor Plating (■)

Depending on the desired configuration, the Exalt either has a fully articulated mesh of dense plates inserted under her skin, or else a carapace of heavy armor riveted onto her flesh.

System: If the Alchemical opts for the subcutaneous version of this Charm, she adds three dice to all soak rolls, and rolls soak at -1 difficulty. If she opts for the exoskeletal version, she adds five dice to all soak rolls, and rolls soak at -2 difficulty, but subtracts one die from all Dexterity rolls.



Hydraulic Musculature Reinforcement (■■)

Reinforcing pneumatic musculature is threaded throughout the Exalt's body.

System: Reflexively spend 1 Essence or 1 Willpower to add the Alchemical's Strength as automatic successes to any Strength roll or Strength-based damage roll.

Multi-Limb Frame/Hyperdextrous Tentacle Apparatus (■■)

The Exalt has additional limbs surgically fitted into skeletal hardpoints. In most cases, these appendages have a blatantly mechanical, insectoid design, with spindly metal bones, pneumatic joints and delicately articulated pincer digits. Other limbs replicate humanoid design more closely, including a "natural" covering of artificial muscle and skin. Alternately, she may have a pair of flexible metal tentacles emerging from her torso, each ending in articulated grasping claws.

System: When the Alchemical takes multiple actions, each subsequent action raises its difficulty as normal but doesn't suffer a penalty to its dice pool. By spending 1 Willpower, she may use multiple actions to deploy a second attack action during a turn.

Plasma Thruster Assembly (■■)

The Exalt has a pair of heavily shielded nozzles mounted in the soles of his feet or in a retractable mechanism on her back, along with smaller, semi-concealed maneuvering thrusters. Regardless of their placement, the Charm has the same effect, propelling the Alchemical through the air at great speed on jets of glowing force.

System: The Alchemical's movement speed is permanently doubled. By reflexively spending 1 Essence, she can near-instantly rocket forward up to 100 yards. If she strikes an opponent in the course of doing so and inflicts at least two levels of damage after soak, the Alchemical may send the target flying 10 yards per 20 yards of unused forward thrust. Upon landing, the target must soak one level of bashing damage, plus an additional level per 10 yards they didn't travel due to striking a hard surface prematurely.

Social Charms

Conceptual Entropy Module (■)

In the middle of the Alchemical's brain there is a steel gland radiating metallic wires. By feeding Essence into it and channeling its power through a few spoken words, the Alchemical can corrode a target's confidence in the veracity of their own beliefs.

System: Spend 1 Essence or 1 Willpower and roll Manipulation + Subterfuge against difficulty 8. Success allows the Alchemical to convince the target that one of his beliefs is false. This confusion lasts for 10 minutes per success.

Emotive Aesthetics of the Body Electric (■)

The Alchemical's body is capable of hyper-precise movements calculated to provoke calculated psychological responses. This allows her to communicate even complex concepts with nothing but a toss of her hair, subtly adjusted eyebrow, shrug, or other bit of body language.

System: The Alchemical's player may roll Appearance + Subterfuge (difficulty 7) to communicate a message of any degree of complexity silently, through body language alone, and this communication is only perceptible to those she intends to understand her.

Personality Patterning Engrams (■)

Circuitry imprinted onto the surface of the character's brain makes certain betrayals literally unthinkable.

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

Motivational Vocoder (■■)

A delicate silver torc riveted into the Alchemical's throat modulates her voice, allowing her to perfectly pitch and tune her words to maximize their appeal.

System: By spending 1 Essence, the Alchemical reduces the difficulty of all social rolls by 2 (minimum of 4) for the rest of the scene.

Positronic Aegis (■■)

Complex baffles of lead and gold line the inside of the Alchemical's skull, protecting her thoughts from external meddling.

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

Memory Implantation Probe (■■■)

The Alchemical can extend a narrow spike of black iron from a housing mechanism in her hand. Upon inserting it into a target's body, the Alchemical may take control of the subject's mind, editing his memories to suit her needs.

System: The Alchemical must first insert the spike into her target. If they are restrained or cooperative, she may do so carefully, inflicting only superficial damage in the same fashion as a hypodermic needle. If they're uncooperative, then she must attack at difficulty 8 to plant the spike properly, and inflict at least one level of damage. (The spike is a Brawl or Melee weapon that inflicts Strength + 0 lethal damage.) Upon inserting the spike, the Alchemical reflexively spends 2 Essence and makes a contested Willpower roll against the subject (both at difficulty 6). The subject's memories can be rewritten based on the number of successes left after subtracting the result of the opposed Willpower roll:

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

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

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

4 successes: A major feature of the subject’s life can be rewritten (such as who they’re married to, where they went to school, or whether the Solar is a hated enemy or their childhood friend).

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

If the Alchemical installs this Charm and Personality Override Spike in the same array, their total combined cost becomes 5 dots rather than 7.

Pheromone Regulation System (●●●)

A set of micro-pumps and artificial glands beneath the Alchemical’s skin allow her to synthesize and release psychoactive chemicals that provoke certain emotions.

System: Spend 1 Essence and roll Manipulation + Empathy against a difficulty of the target’s Willpower. Their heart is filled with sorrow, fear, anger, despair, joy, apathy, contentment, or whatever else the Alchemical wishes them to feel for one hour per success.

Authority-Radiating Circlet (●●●●)

Adamantine rivets affix a golden diadem to the Alchemical’s brow. When charged with Essence, it burns like the crown of a mighty king, making defiance of the Alchemical’s will nigh-unthinkable.

System: Spend 2 Essence. For the rest of the scene, any character who wishes to oppose, insult, demand something from, or attack the Alchemical must either do so at +2 difficulty, or else spend a Willpower point to momentarily negate the power of this Charm for a turn.

Personality Override Spike (●●●●)

The Alchemical can extend a narrow spike of black iron from a housing mechanism in her hand. Upon inserting it into a target’s body, the Alchemical may take control of the subject’s mind, rewriting his personality to suit her needs.

System: The Alchemical must first insert the spike into her target. If they are restrained or cooperative, she may do so carefully, inflicting only superficial damage in the same fashion as a hypodermic needle. If they’re uncooperative, then she must attack at difficulty 8 to plant the spike properly, and inflict at least one level of damage. (The spike is a Brawl or Melee weapon that inflicts Strength + 0 lethal damage.) Upon inserting the spike, the Alchemical reflexively spends 2 Essence and makes a contested Willpower roll against the subject (both at difficulty 6). Success transforms the target into the Alchemical’s loyal servant. The more successes by which the Alchemical exceeds the subject, the longer the target’s servitude lasts, as per the chart below:

Result	Duration
Loss	Subject cannot be targeted by this Charm for the rest of the story.

Tie	Subject cannot be targeted by this Charm again in the current scene.
1	One hour
2	One day
3	One week
4	One month
5	One year

Each point of Willpower the target spends to resist this Charm negates one success on the Alchemical’s roll, and can potentially drive the effect down to a “Loss” result.

If the Alchemical installs this Charm and Memory Implantation Probe in the same array, their total combined cost becomes 5 dots rather than 7.

Unconditional Imperative Programming (●●●●●)

Iron regulating coils within the Alchemical’s throat may charge her words with Essence, making them impossible to resist. Those subjected to this Charm are very aware that their will was not their own after its effects end.

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

Unconditional Imperative Programming cannot hypnotize a target into harming or killing himself, compel him into certain death, or force him to betray his Nature.

Stealth and Disguise Charms

Integrated Artifact Transmogrifier (■)

The Exalt’s body contains a complex series of artificial flesh patches and similar mechanisms which allow her to withdraw all outward signs of her Charms into her body, letting her pass for human without entering Dormancy.

System: It takes a moment’s concentration and 1 Willpower to activate this Charm. It remains active until the Exalt decides to activate one of her Charms, at which point all of her Charms reappear. Permanently-active Charms remain in effect while hidden.

Voice Distortion Field (■)

A chrome rivet in the Exalt’s throat and a series of taut, adjustable wires threaded through her voicebox enable her to perfectly recreate any voice or sound she has ever heard.

System: This Charm’s effects are permanently active at no cost so long as it is installed.

Husk-Sculpting Apparatus (••)

This Charm takes the form of hundreds of tiny hooks linked to pistons under key points of the Exalt's body, along with a bank of Essence-fueled pigment injectors. When activated, it allows the Exalt to recalibrate her physical appearance.

System: Spend 1 Essence and roll Appearance + Subterfuge (difficulty 6). For each success, the Alchemical may change one feature about her appearance from the following list:

- Hair length and/or texture (including body hair).
- Hair color.
- Eye color.
- Skin color.
- Apparent age.
- Height.
- Build and weight.
- Facial or bodily features (cheekbone structures, shape of chin, presence or absence of scars, etc).
- Physical sex. Male, female, and intersexed or sexless forms are all possible, and the Alchemical is entirely capable of normal reproduction according to whatever organs are selected.

This Charm may be used repeatedly to stack up a dramatic number of alterations. Any changes wrought are permanent unless reverted with further use of the Charm.

Optical Shroud (•••)

A lattice of sand-sized crystals dusted across the Alchemical's flesh causes her to glow and gleam under direct lighting. By charging this lattice with Essence, she can bend light around herself and vanish from sight.

System: Spending 2 Essence renders the Exalt invisible for the rest of the scene. The difficulty of all Stealth rolls is lowered by -4 (to a minimum of 3), and anyone trying to target the Exalt without being able to see her does so at +2 difficulty.



Analytic and Cognitive Charms

Anticipatory Simulation Processor (■)

A small node buried deep within the Alchemical's brain runs constant precognitive modeling algorithms to anticipate future danger, allowing the Chosen to smoothly avoid ambushes.

System: The Alchemical may reflexively spend 1 Essence automatically notice an unexpected attack, allowing her to defend against it as normal.

Imprinted Data Cluster (■)

The Alchemical has a set of ornate polyhedral memory crystals implanted in the frontal lobe of her brain, storing specialized practical skill software.

System: Each time the Alchemical reloads this Charm into her array, she may define a specialty which applies to *all* Attributes and Abilities so long as it remains installed.

Interpolative Syntax Emulator (■)

Artificial synapse webs installed in the Alchemical's brain act as a universal translator when charged with Essence.

System: Spending 1 Essence enables the Exalt to understand any language she hears spoken for the rest of the scene. After a minute or so of hearing a language, the Charm's adaptive memory builds a sufficient vocabulary database to allow her to speak the language as well.

Mobile Sensory Drone (■)

The Alchemical may remove one of her eyes, which goes skittering off on a tiny nest of hair-thin metallic legs which normally replace the optical nerve.

System: Spend a turn extracting the eye and setting it loose to roam. The Exalt can see whatever her roaming eye sees. She can remain active while sharing the eye's senses, but raises the difficulty of all actions by +1 due to distraction. A single level of damage destroys the eye, and it takes a day to grow a new one.

Abstract Abacus Implant (■■)

A series of silvery nodules adorn the Alchemical's brow: secondary cognitive engines, which greatly boost her analytical acumen.

System: Spend 1 Essence to lower the difficulty of all Intelligence rolls by -2 for the rest of the scene.

Optical Enhancement (■■)

The Alchemical has artificial eyes, which might appear as a visor affixed across her face, two chrome balls, or in various other configurations.

System: Reflexively spend 1 Essence or 1 Willpower to evoke one of the following effects:

- For the rest of the scene, the difficulty of all sight-based Perception rolls drops by -2, to a minimum of difficulty 4.

- For the rest of the scene, the Alchemical can see perfectly in the dark.

- For the rest of the scene, the Alchemical's eyes are capable of acting as high-powered binoculars.

- For the rest of the scene, the Alchemical can zoom-in on details to the microscopic level.

- For the rest of the scene, the Alchemical can see through walls by concentrating and rolling Perception + Alertness (difficulty 6) to focus in properly.

Deception-Recognition Module (■■■)

The Exalt possesses a pair of metal nodules in front of each ear, just above the jawbone, attuned to respond to the stress-patterns of deceit.

System: Reflexively spend 1 Essence to interrogate a statement made to the Exalt. If the speaker is intentionally attempting to speak falsehood, the Alchemical hears a terrible shriek of discordant feedback.

Utility Charms

Fluidic Impeller Drive (■)

Retractable jet modules, fins and propeller housings slide out of hidden compartments on various parts of the Alchemical's body when this Charm is activated. While powered, the device sucks liquids through intake valves and pumps it out of thrust nozzles at high velocity to aid in swimming.

System: The Alchemical can swim at three times her land-locked movement speed, and can breathe underwater. Further, she can survive the crushing depths and biting cold of the deepest trenches with no difficulty.

Metaneural Uplink Node (■)

Microcircuitry imprinted on the Alchemical's visual cortex links up with a metallic disk at the base of her skull. While this Charm is installed, the Alchemical becomes capable of accessing the Internet mentally, viewing it as though it were superimposed over her field of vision. She can provide any needed user input simply by willing it so, "clicking" links or typing out text with thought alone.

System: Viewing the Internet with this Charm doesn't impede the Alchemical's normal vision or her ability to take actions. This Charm can't be hacked.

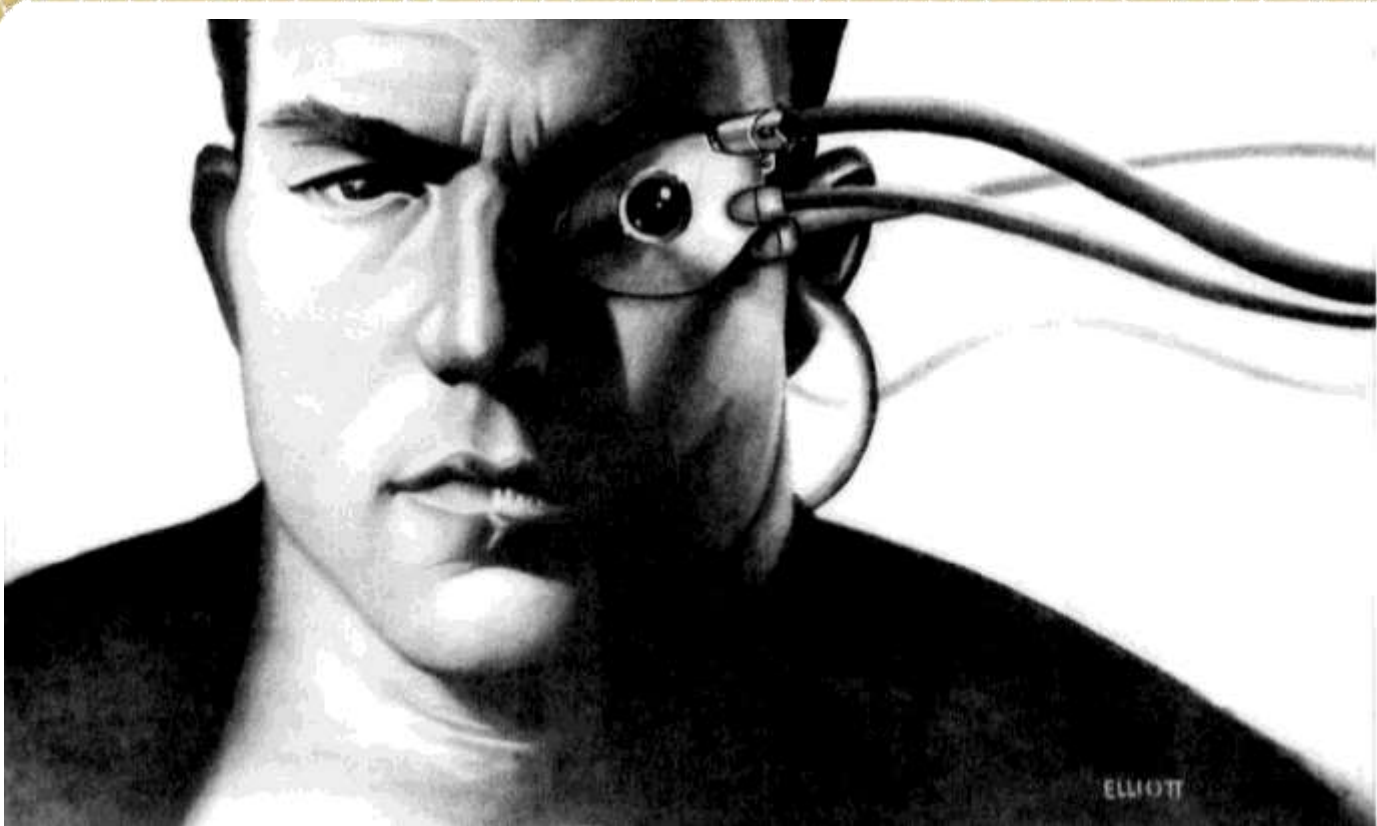
Omnitool Implant (■)

The Alchemical's hands are replaced by incredibly complex transforming machinery which can unfold and reconfigure into any manner of tool imaginable, from scalpels to hammers to skeleton keys.

System: The Alchemical is always assumed to have any manner of work tool necessary while this Charm is installed.

Synaptic Acceleration Node (■)

Relay crystals implanted throughout the Exalt's nervous system vastly optimizes her ability to perform



predictable or repetitive actions, such as most any form of standard labor.

System: The Exalt can work five times faster than normal when creating, modifying, or repairing something, or when organizing, cleaning, moving furniture—most any sort of work, generally. This doesn't apply to combat, nor to travel; the Exalt's movements are *optimized*, not sped-up.

Universal Pilot Key (■)

A circular node near the crook of the Alchemical's arm can, upon command, emit a polymorphic omnitool on the end of a slender tentacle. This is a universal key, capable of activating any sort of motorized vehicle, from a parked car to an experimental jet plane.

System: Spend 1 Willpower to deploy this Charm and take control of a vehicle.

Paramagnetic Tether Beam (■■)

Coils of Essence-conducting wire entwine the Exalt's fingers on both hands, just beneath the skin. When fueled with Essence, the Charm generates a shaped field of semi-palpable force visible as a faint distortion in the air.

System: After a moment spent in concentration, the Exalt spends 1 Essence and rolls her Willpower against difficulty 6. This Charm remains active for the rest of the scene, and allows her to telekinetically lift and move objects within her line of sight. If she tries to wrest an object away from another character, or perform fine manipulations, her successes form her dice pool to do so. Otherwise, her successes on the activation roll determine her strength in lifting and moving objects:

Successes	Maximum Weight
One	One pound
Two	20 pounds
Three	200 pounds
Four	500 pounds

Five 1,000 pounds

Six+ +1,000 pounds per success

With 3+ successes, she can swing herself about by anchoring the Paramagnetic Tether Beam and pulling herself from place to place, Spider-Man style.

Regenerative Essence Transfusion (■■■)

The Alchemical possesses a series of slender tentacles concealed within compartments on various parts of her bodies. Each is tipped with a long, hollow hypodermic needle, and capable of injecting a different sort of revivifying Essence, the better to treat a patient's injuries.

System: After a mere scene of regulating her patient's Essence with injections, the Alchemical may spend 1 Essence and roll Intelligence + Medicine against difficulty 6. Her patient heals one lethal or two bashing damage per success, or one aggravated damage per two successes.

Spiritual Charms

Cross-Phase Scanner (■)

Receptor nodules in the Exalt's face attune her to otherworldly emanations, allowing her to detect places of power or even to behold other worlds.

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

Kirlian Detection Array (■■)

A metallic fin lies flush with the Alchemical's forehead. When charged with Essence it stands up and extends nearly half a foot above the top of her head like an antenna, picking up the otherworldly emanations of the night folk.

System: Reflexively spend 1 Essence. For the rest of the scene, the Alchemical becomes aware when she stands in the presence of any supernatural being, though she doesn't inherently know what *sort* of supernatural being any given individual may be. Imbued hunters don't register as supernatural beings.

Multiphase Divinity Regulator (■■)

This Charm takes the form of a magnetically-bonded coat of mixed jade and meteoric iron filings embedded in technomystical patterns throughout the Exalt's skin. When charged with Essence, they burn with rainbow light and enable her to strike the intangible.

System: Reflexively spend 1 Essence when launching an attack. The attack inflicts aggravated damage to spirits, ghosts, and other beings not clothed in flesh, and may strike such beings so long as the Alchemical is able to perceive them.

Thermionic Orthodoxy Array (■■)

An array of glowing vacuum tubes slide out of ports in the Alchemical's back and shoulders when she activates this Charm, radiating a field of absolute reality to protect her.

System: Whenever the character is the subject of any supernatural power that seeks to transform, infect, taint, transport, or control her body or spirit, she may reflexively spend 1 Essence or 1 Willpower and roll Wits + Science against difficulty 7. Success shatters the hostile magic, protecting the Alchemical completely, and immunizes her against repeated attempts to exert the same sort of influence for the rest of the scene.

Transphase Engine (■■■■)

The Alchemical possesses a silver-and-iron sphere embedded within her spine. When charged with Essence it spins and crackles with power, recalibrating the Exalt's harmonic resonance and translating her into the dimensional frequency of the otherworlds.

System: Spend 1 Essence and roll Wits + Science against a difficulty of the local Shroud or Gauntlet. Success transports the character into the Penumbra or the Shadowlands. By raising the difficulty by 1 (to a maximum of 9) and spending 1 additional Essence per ally, the Alchemical can also draw other willing characters into the otherworlds with her. This Charm may also be used in reverse to return to the material world.

The character also gains the ability to comprehend the language of spirits and to make herself clearly understood by them while this Charm is installed.

Divinity-Forging Drive (■■■■■)

An adamant ring scribed with ancient pacts and promises surrounds the Alchemical's Exaltation Core, empowering her to join technological spirits to appropriate vessels. The ring spins and crackles with electricity during the creation of such a techno-fetish.

System: This Charm allows the character to create fetishes (see W20, page 221). The character must first craft the item that is to serve as the physical substance of the fetish, must do so entirely by herself, and the item must have machined, moving parts or operate on electricity or a similarly advanced power source. Then, the Exalt needs to secure the consent of an appropriate spirit to bind it into the fetish. How she goes about this is up to her, but she *can't* simply beat the spirit to a pulp and then forcibly bind it. Having accomplished both of these goals, the Exalt retires to a workshop or laboratory and spends (Fetish's rating) hours and (Fetish's rating x 3) Essence binding the spirit and object together. Because of the high Essence cost of this Charm, it is best performed within Dragon Nests.



As the World of Darkness races into its final nights, the last remaining heroes of the Age of Legends rise up to face the monsters set to destroy the world. They're ignorant, outnumbered, and bereft of their old stations and tools—and yet the power of Heaven is with them. Let the creatures of the night beware.

And yet, they are not the only returning visitants of a bygone age. In the starry depths of the celestial void, a hidden machine-world trembles at the return of the Chosen, and enacts ancient defensive protocols. Deep beneath the Thousand Hells of Yomi Wan, the greatest atrocities of the time before time shatter their bonds and rise, transformed, to claim the coming age of suffering and nightmares for their own.

The Chosen arm themselves for the final conflict with divine miracles, newly-wrought wonders, and forgotten sorcery. What legends will remain when the dust settles?

Exalted vs World of Darkness Companion is an unofficial fan supplement offering expanded play options and rules support for playing the Exalted within the World of Darkness.

EXALTED vs WORLD OF DARKNESS Companion

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