

WuXalted

Exalted using Wushu rules

Background Information

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History

The Primordials made Creation from the raw stuff of chaos in the Wyld and watched it from the Celestial City of Yu-Shan. The Gods were made to conduct the day to day running of Creation, but these beings grew restless in their slavery. Unable to strike at the Primordials directly they created the Exalted by infusing mortals with their power. The Primordials were killed and became the Neverborn, otherwise known as the Malfaeans. But the price was a terrible curse on the Exalted, especially the mightiest, the Solar Exalted of the Unconquered Sun.

Not all the Primordials died and became Neverborn, some escaped. These are the Yoziis, who now remain entombed within the body of their greatest prince, Malfaeas. The name 'Malfea' is 'to not exist', which is the goal of the Neverborn as it is with the dead demon-prince Malfaeas who keeps his kin entombed.

Gaia, the Primordial of Creation and mother of the Elemental Dragons stood aside while her peers were killed due to her love for the God Luna. Autocthon, the Primordial caretaker and maker of the Gods, actively sided with the usurpers because his attachment to his creations was much greater than that to his peers.

The golden First Age was brought to an end by the Solar Exalted's arrogance and pride. Their virtuous nature was perverted into an excess and the Lunar Exalted were driven mad and fled to the outskirts of Creation. The Terrestrial Exalted of the Elemental Dragons, with the help of the Sidereal Exalted who foresaw doom, rose up to overthrow the Solars. Their souls were sealed in a Jade Prison beneath the Inland Sea. The reign of the Terrestrial Exalted in the Realm has continued ever since, with Wyld Hunts to cull new Solar and Lunar Exalted. Around this time, the Second Age began.

The souls of some of the few Solar Exalted who were not captured in the Jade Prison despaired, and in this despair they were seduced by the Neverborn and became the Deathlords.

Some 600 years after the Usurpation of the Solar and Lunar Exalted, the Deathlords released the Great Contagion which caused widespread loss of life. Following this the Deathlords invited the Fair Folk from the Wylds to invade. From the ashes rose the Scarlet Empress who until recently ruled the Realm. She has now disappeared leaving a power vacuum among the Terrestrial Exalted.

The Deathlords have also recently cracked open the Jade Prison, intent on capturing the souls within for themselves. But they only managed to capture half and released the other half to be born as normal Solar Exalted. They then paid a third of those to the Yozi in return for the ability to bend the Solar Exalted souls to their will. The souls paid to the Yozi became the demonic Infernal Exalted.

Geography

Creation is vast and flat. There is the inland Sea which contains the Blessed Isle and the heart of the Realm, but surrounding this are other settlements. Around these at the border of Creation is the Wyld, a maddening formless chaos where the Fair Folk reside. Above Creation is the massive floating city of the Gods, Yu-Shan.

Beneath Creation is a dark mirror reality called the Underworld created from the Neverborn, where the Deathlords and their Abyssals rule from the island capital of Stygia. The thin ground is the Leviathan, who still loves Creation even as he wishes it destroyed. Above in the sunless sky is the pulsing red moon Umbra, father of Luna. Slain by Luna, Umbra is tied to the Underworld by great chains forged by Autocthon himself. The tenuous link between the Underworld and Creation is Labyrinth, and in the west the final resting place of mortal souls is Perea, the sunless sea.

The Yoziis and other demons are imprisoned within the body of their greatest prince, Malfaeas under the torturous gaze of the mad green sun, Liger. These demons can be summoned to Creation using one of the various forms of Sorcery, but they start to travel 5 days before they arrive in order to traverse the desert around the shifting city which is Malfaeas. They also have their own Infernal Exalted to exact vengeance on the Gods of Creation but their numbers are few.

The Autocthonians reside in 8 great cities within the living mechanical body of the great, slumbering Primordial, Autocthon.

Sorcery

The three circles of magic are, in order of ascending power, the Terrestrial Circle which can be accessed by any Exalted, the Celestial Circle which can be used by Sidereals, Lunars, Solars and Abyssals, and Solar Circle which is unique to the Solars.

There is also Three Circles of necromancy which is unique to the Abyssal Exalted, Alchemical pattern-weaving which is unique to Alchemical Exalted and Infernal Sorcery used by the servants of the Yozi. Unaided mortals are only able to perform Thaumaturgy, a lesser form of sorcery.

In all these forms, Time is still immutable, Death is still irrevocable, and Celestial objects cannot be meddled with except with the permission of the appropriate deity.

Martial Arts

Martial Arts and related Charms are divided between Celestial and Terrestrial styles. Some are tailored to use certain weapons but others require barehanded fighting and a lot require the user to not wear armour.

Artefacts

By creating a Manse that taps the power of Creation, a Hearthstone may be created from pure Essence. This Hearthstone may be set in an artefact such as armour or a weapon crafted from one of the magical materials and gives the wielder special abilities.

Additionally, the magical materials can be used to construct larger warmachines such as the Warstrider armoured battlesuits.

Solar Exalted

Heroes with an affinity to orichalcum, divinely infused gold. They seek their own agendas, but most seek to right the wrongs of Creation by any means they can. They are Exalted by the Unconquered Sun because of their excellence and their ambition, but they are given little guidance. There are around 150 Solar Exalted souls still in circulation.

Their curse perverts their virtuous nature in to a damaging excess.

Their techniques tend to boost their abilities. Uniquely, they have access to Solar Circle sorcery.

Their anima is a gold light which bleaches things nearby and can form into shapes appropriate to the individual such as an animal, weapon or symbol.

They are the most powerful Exalted, but there is only 150 of them currently in existence.

Factions

Since they have only recently returned to creation each individual or small group is a faction unto themselves with their own agendas.

Castes

The Caste symbol will burn on Exalted's forehead in shining gold light.

Dawn Caste. Soldiers and generals. Called The Forsaken. Their anima infuses them with a terrifying visage, appearing taller and fiercer.

Zenith Caste. Preachers and hermits. Called The Blasphemous. Their anima hinders and hurts creatures of darkness, and burns corpses.

Twilight Caste. Teachers and sorcerers. Called The Unclean. Their anima protects them from damage.

Night Caste. Spies and assassins. Called The Wretched. Their anima can hide them and itself.

Eclipse Caste. Diplomats and couriers. Called The Deceivers. Their anima can sanctify an oath, making those who break it cursed, and also gives them diplomatic immunity.

Abyssal Exalted

Destroyers with an affinity to soulsteel, which is made from spirits. They the souls of Solar Exalted which are Exalted by a Deathlord upon the moment of death, should they choose it. Their unlife means they wish to destroy Creation, either because they hate it or else they think that people are better off not living at all, and instead find enlightenment in the Void.

The are not cursed, but they Resonate with the deathly will of the Neverborn. When they act as if they are among the living they emit an aura of unnaturalness and evil that can even cause the dead to rise and the sky to rain ash.

Their techniques tend to impair and damage their opponent rather than boost their own abilities. Uniquely, they can use true necromancy.

Their anima is a darkness that bleeds through, decaying things nearby and can form into appropriate animals, weapons and symbols.

There are as powerful as Solar Exalted, and more powerful than any other kind, but there are only around 100 Abyssal Exalted.

Factions

Each group is ruled by one of 13 Deathlords, and each seek to further their own plans. The Deathlords themselves answer to the Neverborn.

Castes

The Caste symbol bleeds through the Exalted's forehead in a dark stain.

Dusk Caste. Mighty warriors. Their anima inspires irrational terror.

Midnight Caste. Prophets and heralds of the Neverborn. Their anima helps destroy the living.

Daybreak Caste. Sorcerers and necromancers. Their anima protects them from damage.

Day Caste. Spies and assassins. Their anima can hide itself and the user.

Moonshadow Caste. Envoys who commune with ghosts and offer devils bargains. Their anima seals oaths with a curse if it should be breached.

Lunar Exalted

Barbarians sent wild by their curse, with an affinity to moonsilver, which is divinely infused silver. They try to survive in the harsh land outside civilisation and have a strong connection with Creation. They are Exalted by Lunar for having survived great trials.

Their curse is to be at the whim of their instincts if they do not rigorously control themselves. Moonsilver tattoos can help control this however.

Their techniques are instinctive and animal based, most notably the ability to change into a beast with whom they have drunk Heart Blood from. The animal they feel most affiliation towards is their totem.

Their anima is silver and purple or blue and can take the shape of their totem animal. Lunar Exalted have a Tell, which is a feature of their totem animal that persists in all their forms, and this becomes more prominent when their anima flares.

They are perhaps more powerful than Sidereal Exalted in direct confrontation, but are much less sophisticated. They are less powerful than Solar Exalted, but still more powerful than Terrestrial Exalted. There are around 300 of them in existence at any given time.

Factions

The Silver Way is a rough code of honour which creates the Silver Society and to give Lunars some interdependence and protect the Casteless.

Castes

The Caste mark may be tattooed on the Exalted's forehead and shines ethereally.



No Moon. Survive by intelligence and sorcery. They can use their anima to temporarily increase the amount of sorcery they can use without tiring.



Waxing Moon. Survive by favour of the gods and companionship. They can use their anima to temporarily fill them with calmness and ignore all negative psychological effects.



Full Moon. Survive by physical ability. They can use their anima to temporarily move astonishingly quickly.



Half Moon. Survive by preparation and planning. They can use their anima to temporarily guide their actions along the most successful course.



Waning Moon. Survive by cunning. They can use their anima to temporarily impersonate an animal or person.

Sidereal Exalted

Manipulators with an affinity to starmetal, formed from meteors which are the bodies of dead gods cast down from Yu-Shan. They shape people's destiny to guide Creation. They are chosen to be Exalted at birth and are trained to be the tool of Heaven.

Their curse is to be so certain of their claims that they cannot be argued with. This is especially pronounced when a group of Sidereals attempts to argue amongst themselves. In addition, Sidereals have an Arcane Fate which causes their existence to fade from the memory of mortals, a condition that can be alleviated somewhat if the Sidereal takes on an easily recognisable stereotype called a Resplendent Destiny.

Their techniques channel destiny through astrology and ask favours of the gods on symbolic slips of paper. They also favour the Celestial Martial Arts and Celestial Sorcery.

Their anima is a simple halo or corona of heavenly light of the appropriate colour.

There are maybe a little less powerful than Lunar Exalted but have far more influence. They are more powerful than Terrestrial Exalted, but less powerful than Solar Exalted. They are perhaps a hundred of them.

Factions

Bronze: Terrestrial Exalted should keep Creation, as they keep it stable. Gold: Solar Exalted will lead Creation to another First Age. Other groups are not taken that seriously, but do exist.

Castes

The Caste mark glitters on the Exalted's forehead.



Chosen of Mercury. Yellow Maiden of Journeys. Couriers and spies. Their Sign allows ground-moving allies to move quicker.



Chosen of Venus. Blue Maiden of Serenity. Diplomats and seducers. Their Sign allows allies to sway others easier.



Chosen of Mars. Red Maiden of Battles. Warriors. Their Sign allows allies to resist damage.



Chosen of Jupiter. Green Maiden of Secrets. Leaders, counselors and sorcerers. Their Sign allows allies to resist mental attacks.



Chosen of Saturn. Orange Maiden of Endings. Assassins and censors. Their Sign increases the lethality of allied attacks.

Terrestrial Exalted

Dragon-blooded nobility with an affinity to jade, which is the elemental keystone of creation. They seek to rule the Realm. They are Exalted by virtue of their breeding in one of the Great Houses, to serve and protect the Realm. Being able pass on their Exaltation to their children means the Terrestrial Exalted are by far the most populous Exalted, numbering around 10,000.

Their techniques are efficient and can often affect larger numbers of people, making them effective commanders. They cannot access Celestial Sorcery or Celestial Martial Arts however, only the Terrestrial kind.

Their anima uses the element they are aspected to, and is not pure energy but an actual physical corona of this element. Additionally they can feel the pull from their Element's pole, making navigation easy.

They are the weakest of the Exalted, but still far more powerful than mortals and every single one is well trained.

Factions

There are 11 Great Houses, each with their own methods and elemental aspect. The individual members of each house can vary their aspect though. Each house seeks to become dominant in ruling the Realm, but they will unite against the threat of anathema such as the Solar or Lunar Exalted.

Caste

The 'better bred' a Terrestrial Exalted is, the stronger their aspect manifests itself in their features, such as the colour and texture of their skin, their body heat, hair that moves without wind, etc and also how they move and act. They do not naturally have a caste mark on their forehead however.

Air Aspected. Blue Jade. Scholars, sorcerers and assassins. Their anima allows them to leap great distances and deflect projectiles.

Earth Aspected. White Jade. Craftsmen, monks and generals. Their anima allows them to become immovable and tough.

Fire Aspected. Red Jade. Socialites and soldiers. Their anima will burn anything nearby.

Water Aspected. Black Jade. Martial artists and marines. Their anima allows them to walk on or move through water completely freely.

Wood Aspected. Green Jade. Healers, archers and rangers. Their anima makes them immune to poison and allows them to poison others.

Alchemical Exalted

Makers with mastery of all 5 magical materials. They are Exalted to seek new resources from Creation, namely the magical materials and fresh souls to feed Autocthon. This is the Locust War.

They took no part in the war against the Primordials and so are not cursed, but they suffer from never being human and having human empathy. The less meaningful contact they have with humans the more they embrace the machine side of their nature and forget emotions and empathy.

Their techniques rely on devices and weapons installed on their bodies and they cannot use the Sorcery and Martial Arts found in Creation. Each Alchemical Exalted has a soulgem implanted in their forehead, which is a multifaceted diamond that contains all the souls that have used it.

Their anima sparks with essence and leaves traces of its magical material, it can even take the form of industrial symbols.

They are of unknown strength, but they are potentially stronger than the Solar Exalted if constructed so. Their numbers are currently unknown.

Factions

Caste

Their caste is indicated by the main material that went in to their construction.

Orichalcum. Lightning. Policy makers and priests who favour strength. Their anima increases the lethality of attacks with golden lightning.

Moonsilver. Oil. Assassins and spies who favour cunning. Their anima allows them to exist at a faster rate of time with flowing silver grace.

Jade. Metal. Supervisors and relations officers who favour versatility. Their anima protects them from damage by turning them to living jade.

Star metal. Crystal. Social engineers and intelligence agents who favour wisdom. Their anima guides their actions through short-term prescience.

Soulsteel. Smoke. Warriors who favour stamina. Their anima creates an aura of terror and dread from the souls trapped within them.

Infernal Exalted

Unforgiven with an affinity to the demonic, who wish to redeem themselves and Creation to the service of the original rulers, the Yozi. They are Exalted using the 50 Solar Exalted souls given to the Yozi as payment by the Neverborn. Additionally, people can be enlightened to an Infernal simply by reading the enchanted treatise *The Broken-Winged Crane*.

Their techniques are demonic, primal forces which are fuelled by emotion. Even their weapons are living demons and are filled with the righteous fury of the Yozi.

Though they are not cursed, they are forever in the shadow of their soul's sin against the Primordials. Any action that goes against the will of the Yozi must be paid for with some kind of sacrifice that is important to the Infernal Exalted, or else a Penance of the sin must be inscribed into their flesh with their anima.

Their anima is a primal fire that is painful to behold and ripples along the lines of their Penance. It is filled with the shame and guilt of Creation and the knowledge of righteous judgement.

The original soul used does not reduce in strength, so the strength of an Infernal Exalted is dependant on the Exalted used as their base. Even lower Infernal Exalted can access powers equal to Solar level Sorcery however.

Factions

Most Infernal Exalted simply follow the commands of the Yozi, even if they are obviously contradictory. There are rogues however who seek to interpret the greater truth behind the Yozi's lies and so disobey, but still from love.

Castes

The Caste symbol will burn on Exalted's forehead in infernal fire.



Inquisitors. Those who punish the wicked. Their anima inspires irrational terror.



Ascendant. Those who preach to the sinful. Their anima hinders and hurts the creatures of Creation.



Crusader. Those who teach Truth and hate blasphemy. Their anima protects them from damage.



Penitent. Those who pretend to don the chain of lies in order to free others. Their anima can hide them and itself.



Concordant. Those who command righteous servitude. Their anima can sanctify an oath, making those who break it cursed.

Raksha

Wyldlings made from stuff of chaos who wish to undo Creation and its artificial order. Known in Creation as the Fair Folk, they can create idealised bodies to live in, as well as servants, animals and weapons from aspects of themselves.

Their techniques shape the Wyld, but with enough power the Wyld can be wielded in Creation as well, or a small pocket of the Wyld can be created. Also, glammers are used to deceive and confuse.

When in Creation, they are constantly assailed with the order around them, and have great difficulty following rules.

Not being Exalted, they have no anima, but raw chaos dances around them when they use their power, changing whatever it touches.

They are of variable strength, depending on the form they have managed to take and how strong the Wyld is around them.

Factions

There are many Courts of affiliated households, but the most notorious is the Church of Balor and the Fomorians who are dedicated to the destruction of Creation. However, some others do wish to preserve Creation, or else rule it.

Castes

The Raksha only have a caste insofar as they follow certain ideals. They have no symbols or rigid structures.