

WUSHU FOR EXALTED

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This document is intended to allow a reader to run a game set in White Wolf's EXALTED setting but powered by Daniel Bayn's exceptional independent action rpg WUSHU. To get any kind of real use out of this document, you should have a copy of at least the EXALTED main rule book (and any of the expansion 'fatsplat' books you wish to use) and the WUSHU rpg which is available on Dan's website:

<http://www.bayn.org/games/wushu.html>

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INTRODUCTION

For those already familiar with the EXALTED setting, don't worry. Nothing of any major import changes in this conversion. EXALTED's style and themes remain the same. For those already familiar with WUSHU, none of the system's core mechanics change in this conversion. There are some adaptations and tweaks, but essentially it powers along driven by the same astoundingly evocative game engine Dan has put together.

The core of WUSHU is a system by which players are directly rewarded for describing dramatic and interesting actions for their characters by the most valuable coin in any rpg— character effectiveness. The more

exciting details a player can add (and in EXALTED, the more over—the—top details) the more dice he has to throw when resolving a character's success or failure. It was this which struck me as perfect for a game set in the EXALTED milieu.

The normal constraints on this detailing remain—the players and GM must agree on the tone of the game, and any player who states details outside this tone— or unfortunately boring— will have them vetoed by the GM and the other players. Anyone at the table can veto anyone's details on these grounds. Beyond this, it's a free for all.

Most actions are resolved as described in WUSHU— combat, stunts, and simple tasks. For combat procedure and information on how to run it, see WUSHU. If this conversion alters these rules at all, it will be indicated below.

This conversion covers Solar, Dragon— Blooded, and Lunar exalted.

TERMINOLOGY

For the most part, the terms used herein are derived from the EXALTED game, but one particular naming convention needs mentioning here. WUSHU uses Yang and Yin dice to indicate active and forceful actions and their opposing defensive and flexible actions. In this conversion these dice are renamed to Scarlet dice which are used for action (such as attack) and Ebon dice which are used for counter—action (such as defense).

BASICS

Characters are described in a sort of EXALTED shorthand. They have Attributes, Abilities, Backgrounds, a Virtue, and a Flaw. They don't

have Charms. In this conversion, the magical powers provided by Charms are represented by a single generic advantage unique to each type of Exalted, and by the ability players have to add details. The use of a charm maps directly to the statement of a detail, and the benefit it provides is represented simply by the extra die it provides. However, unlike character in a most WUSHU implementations, the number of details a character can describe is limited by his Essence score. See below for more details.

ATTRIBUTES

Character's base capabilities are described by three attributes. These are the base Trait score used when resolving actions. Rolled dice equal to or less than the relevant Attribute are considered successes. The three Attributes are as follows:

Physical. This covers all raw physical actions, from martial arts to athletics to feats of strength.

Social. The second attribute deals with the social sphere— attractiveness, persuasion, and charm.

Mental. The last attribute is keyed to all mental activities, awareness, speed of thought, memory, and intelligence.

ABILITIES

A character's abilities represent areas of special expertise. These map to the listed Abilities right off an EXALTED character sheet, and cover the same range of tasks. Taken once, an Ability add 1 to the base Attribute for a given task. However, it is possible to Master an ability. This grants a level of understanding beyond any normal proficiency. Mastering an Ability requires singular focus. See Creating a

Character below for details on this.

BACKGROUNDS

Backgrounds are side—advantages a character can draw on during play. These map to normal EXALTED backgrounds. Their effectiveness is based on a related Attribute.

NATURE

Choose one of the Natures described in EXALTED. This indicates an Exalt's core personality or soul and is one of the two ways he has of regaining Essence. Once per day, when a character acts in accordance with their Nature (ie. Whatever would restore a point of Willpower in EXALTED) they may regain a single point of Essence.

VIRTUE

Select one from among the 4 virtues as described in EXALTED. This indicates a special strength of character, and can grant special advantage when invoked. See Virtues in Play below.

FLAW

Describe your flaw. This is related to your Virtue, and indicates the effect of the Great Curse on your character. When your suffer Limit Break, your Flaw activates and any related check you make is done against an automatic trait value of 1 regardless of your normal Attributes and Abilities. See Limit Break below.

ESSENCE

This maps directly to Chi in WUSHU, and to Essence, Willpower, and to a certain extent, Health Levels in EXALTED. It is an indication of your vitality, strength of spirit, inherent magical nature, and ability to bend reality to your will. Characters with higher Essence are more primal, powerful, and vigorous.

The most potent special abilities a character possesses must be activated with a point of Essence. Each type of Exalted has a different Essence score, and beyond measuring power and longevity, Essence also indicates the maximum number of extra dice you can generate through descriptions.

EXALTED TYPE	ESSENCE
Mortal	1
God Blood	2
Dragon Blood	3
Sidereal	5
Lunar	5
Abyssal	6
Solar	6

So, for example, a Solar exalt can describe up to 6 extra details, thus gaining 6 dice to add to the 1 base die you always get for just doing anything. Some or all of these details can be totally magical or over the top, and the cooler the better.

CHARM

This is a general special ability unique to each type of EXALTED which generalizes their signature charm mechanics. Of course, charms are also generalized into the stunts you can describe for a character during an action scene. This special ability is intended to provide some distinction between the types of Exalt, and some extra mojo in an emergency.

BONUS POINTS

These points are spent at the end of character creation to customize a character. Bonus Points buy different numbers of dots depending on

the trait they are improving.

TRAIT	COST
Attributes	6
Abilities	1 (2 for Mastery)
Backgrounds	1

CREATING A SOLAR EXALTED CHARACTER

Solars are the most fundamentally powerful of the Exalted, and benefit from their superior Essence in addition to their diverse skills. Create a Solar character as follows.

1) Come up with the usual stuff— concept, name, background and so on. Describe your character's personality, style of dress, and typical gear.

2) Assign Attributes. Each Attribute begins at 1, and you may add a total of 4 points where desired, taking no single Attribute over 3.

3) Pick Caste. Your character's Caste will determine several things about your character. You automatically get all of your Caste's Abilities, and each caste has its own special power derived from the unique aspects of its Anima.

DAWN

Abilities: Archery, Brawl, Martial Arts, Melee, Thrown

Anima Power: Spend a point of Essence, and for the remainder of the scene you seem terrifying and unstoppable powerful. Mortals will quake before you, and even other Exalted will catch their breath in awe. Half of any group of mooks in the vicinity automatically flee or surrender, effectively halving their threat rating, while nemeses who wishes to stand against you must dedicate their first success (either scarlet or ebon) to overcoming their fear of you before they can act. This effect only works on foes who's Essence is less than or equal to your current Essence score.

ZENITH

Abilities: Endurance, Performance, Presence,

Resistance, Survival

Anima Power: Spend a point of Essence, and fill yourself with the majesty of the Unconquered Sun. For the remainder of the scene, you can incinerate the fallen so their bodies remain unpossessed, and their souls go on to their reward. Further, you inflict double harm against Undead, Demons, and Deathlords (and their minions). For example, if you roll 3 uncountered Scarlet successes in combat against a Deathnight, your foe would instead lose 6 Essence instead of only 3. Further, while so invested with the Sun's power you have an effect identical to that of the Dawn caste but only against creatures of darkness.

TWILIGHT

Abilities: Craft, Investigation, Lore, Medicine, Occult

Anima Power: Spend a point of Essence, and for the remainder of the Scene your Ebon successes counter twice as many Scarlet successes if they represent physically damaging attacks.

NIGHT

Abilities: Athletics, Awareness, Dodge, Larceny, Stealth

Anima Power: Spend a point of Essence, and for the remainder of the scene any attempt to locate you with magical or mundane means suffers a -1 penalty to the relevant score. Further, your anima doesn't flare up like that of other Exalted. This power completely suppresses minor Anima flares, and reduces major ones to minor scope.

ECLIPSE

Abilities: Bureaucracy, Linguistics, Ride, Sail, Socialize

Anima Power: Spend a point of Essence, and for the remainder of the Scene no Spirit or Fae

creature will attack you so long as you obey the tenets of the ancient pacts which bind you both. This protection extends to any others you give your countenance to, and can include your entire circle. Further, any oath sworn in your presence may be sanctified to become an unbreakable pact. This second ability causes anyone so foresworn to gain a weakness (see Wushu) that comes into play any time they are in violation of that oath. This ability costs no Essence. Finally, Eclipse caste Solars can spend 3 Essence and make use of any of the special charms possessed by other orders of Exalt, such as the Dragon–Blooded reflexive charm or the Lunar attribute–adding charm.

4) Pick Abilities. Choose 5 additional Abilities from any caste list. You may choose to master an ability by dedicating 3 ability picks to it. To master a Caste ability requires 2 Ability picks.

5) Pick Backgrounds. Choose 5 backgrounds. You may take the same background more than once for additional advantage. Taken once, a Background is useful and dependable. Taken twice it is exceptional and extensive.

ALLIES

You know 1 significant person willing to aid you directly for each point of Social you have. Taken twice, this is increased to 3 per point of Social.

ARTIFACT

You have an artifact which grants 1 additional free die in any action it is used for, in addition to any other interesting special abilities you and the GM can agree on. These extra dice don't count towards the normal Essence limit on extra dice. Taken twice, the Artifact is singular, granting two dice and some major special effects.

BACKING

You have a position of power in a regional organization. Taken twice, it indicates your place is in a global organization.

CONTACTS

How many people you know. Taken once, you know people in a certain quarter of a region's society. Taken twice, you either know people in a global sector or have contacts in three regional sectors.

FAMILIAR

You are spiritually bound to a special creature. It is created like a character, and has 3 extra points to assign to Attributes, 5 Abilities (which you may make up to reflect the creature's natural abilities), and an Essence of 2. Taken twice, the creature has 4 extra Attribute points, 8 Abilities, and an Essence of 3.

FOLLOWERS

You have a band of loyal servants, either lots of fairly minor characters, or a few fairly potent characters. Regardless of their actual number, they are treated as Mooks. You have mooks with a total threat level equal to three times your best Attribute score. You can divide these points into groups and give them simple assignments, or send them in force. Taken twice, you have either nine times your best Attribute score in threat levels of mooks who do a single hit per turn or five times your best attribute score in elite Mooks who do two hits per turn. If killed or wiped out, it takes at least a session for you to recruit new mooks.

INFLUENCE

You have pull in a regional social circle. With this background taken twice, you influence in a global group or extends over an entire region.

MANSE

You are attuned to a manse. You recover an additional point of Essence each day. Taken twice, and the manse is exceptionally potent, allowing you to recover 2 points.

MENTOR

You have a relationship with a more powerful character who can teach and advise you. Your mentor reduces the Experience cost to improve by 1 point per expenditure if you can train with him. Further, a mentor can provide advice and aid in some situations. For two picks, your mentor is a power in the world, and can provide some serious aid when called upon. Such a mentor reduces the Experience costs by 2 per expenditure.

RESOURCES

You have a comfortable income and fairly large pool of liquid assets. You own some property and live well. For two picks, you have a vast pool of wealth, and can buy nearly anything, and have a large staff and holdings.

SORCERY

You have received magical training. This is the only Background you can take a third time, and the third dot is bought at double cost (in either Background or Bonus points). Each rank allows mastery over a circle of sorcery. With Sorcery taken 3 times, you can use mighty Solar Circle sorcery. See Sorcery below for more details.

6) Choose your Nature. This is how your character perceives Creation and is one of the two ways you can regain Essence (see #9).

7) Pick a Virtue. Select the one which suits your character. Whenever you are in a situation to which your Virtue applies, you receive a bonus die to your rolls. You must state a detail which

draws upon your Virtue, but it allows you to exceed your normal Essence imposed limits on extra dice.

8) Pick a Flaw. Describe a flaw for your character which relates to your Virtue. Whenever you roll a Virtue die and it comes up 6 you get a point of Limit. When you have 5 points of Limit, you suffer a Limit Break and you act upon your Flaw for the remainder of the scene. Any action counter to your Flaw is rolled against a trait score of only 1.

9) Your Essence is 6. As a Solar you have the most powerful Essence in the game. You can state up to 6 details on any action, rolling as many as 7 dice. Only the Abyssal exalted–your dark mirror– can throw this much mojo around. Solars recover 1 point of essence per day if they can rest and recover their energies. They also receive a bonus point at their Caste's time of day– the boon of the Unconquered Sun.

10) Charm. All solar exalted can spend 1 point of essence to double their dice pool for a single round. This doubling is done before the dice are rolled. When pressed, a single solar can potentially lay waste to half a dozen lesser exalted in a single round.

11) Spend Bonus Points. You receive 7 points to spend on increasing attributes, abilities and backgrounds.

LUNAR EXALTED

1) Come up with the usual stuff— concept, name, background and so on. Describe your character's personality, style of dress, and typical gear.

2) Pick your Caste. This will impact your later choices, so it comes first.

FULL MOON

Cast Attribute: Physical.

Anima Power: Spend a point of Essence to magnify your physical actions dramatically for an entire scene. Double your rolled successes on any action dealing with running, jumping, climbing, or feats of raw strength. This doesn't magnify your ability in combat.

CHANGING MOON

Cast Attribute: Social

Anima Power: Spend a point of Essence to shape your anima into a perfect illusion for the entire scene. This glamour is a visually perfect image of something or someone you have seen, but it doesn't alter your voice or scent.

NO MOON

Cast Attribute: Mental

Anima Power: When you spend Essence to reduce the difficulty of a spell (see Sorcery below), you subtract 3 from the difficulty for every point you spend rather than 2.

3) Assign Attributes. Your Cast attribute begins at 2, the other two begin at 1. Assign 3 additional points where desired, rating none higher than 3 or lower than 1.

4) Select Abilities. You have Survival as well as 9 other Ability picks. For 2 picks you can select an Ability a second time, mastering it.

You can pick abilities from the entire EXALTED list.

5) Select 5 backgrounds. You can select from those listed for Solar exalted, although you are limited to two ranks in Sorcery. Additionally you have access to the following special Backgrounds.

CULT

You are worshiped as a divine figure by a cult. The size of the cult will depend on your best Attribute score, assuming the cult's doctrines are based on the things you yourself embody. Treat it as a group of Mooks with a Threat level equal to twice that Attribute. For two picks, your cult is large and growing (it has a Threat level equal to four times your best attribute score) and if you preside over a gathering of your cult, you regain a point of Essence.

HEART'S BLOOD

You have already tasted the heart's blood of many shapes. You know 3 times your Mental attribute score in forms— human or animal. With this background taken twice, you know 6 times your Mental Attribute score in forms.

RENOWN

Your standing within Lunar society is covered by this Background. With this taken once, you known and your deeds spoken of, and you are well respected. With this taken twice, you are famous, and your legend is sung to newborn lunar Exalts as a model for them to emulate.

6) Choose your character's Nature. This archetype represents your self-perception and is essential for regaining Essence.

7) Pick a Virtue. See Creating a Solar Character above.

8) Pick your Virtue Flaw. Instead of gaining Limit when taking an action fueled by a Virtue, a Lunar gains Limit when acting directly counter to his virtue.

9) Essence is 5. As the chosen of the Moon, your power is second only to that of the Exalted of the Sun. Lunars can state up to 5 extra details for a total of 6 dice. Lunars recover a point of Essence every night with the chance to rest and recover. They also recover a bonus point of Essence when their caste is highlighted by the moon's path. Full Moon receive their point when the moon first rises, Changing Moon when Luna is halfway across the sky, and No Moon when the moon has just set. The time of moonrise and set vary seasonally.

10) Charm. Lunars can call upon their power to dramatically boost their natural abilities. For the cost of 1 essence, a lunar can add 2 to an Attribute for 1 round. If this increases their Attribute + Ability total to 6 or beyond, every die in the relevant pool becomes an automatic success.

11) Bonus Points. All Lunar characters receive 7 bonus points with which to personalize their character.

12) Shapeshifting. All lunars can change their shape. Lunars have 3 natural forms. Their human form, their spirit totem animal form, and their terrible beastman form. Changing between your natural form can be done with a detail, and this grants the normal die bonus in combat. Changing into a heart blood form requires a full round action.

Describe these forms, and then stat out the Beastman form as follows:

All Lunars receive a +1 bonus to their Physical Attribute when they adopt this form, as well as three of the following types of Gifts. Any one type of Gift may be taken multiple times.

OFFENSIVE

Such gifts grant 1 free Scarlet die in combat above and beyond any from details. They include things such as fangs, talons, rasping tentacles and so on.

DEFENSIVE

This type of gift grants 1 free Ebon die in combat above and beyond any from details. They include tough hide, scales, talons, or super-fast regeneration.

MOVEMENT

You have a new form of movement— flight, wall-crawling, tunneling, swimming etc. You also have any special adaptations needed to overcome any environmental hazards when using that movement (you can breath water when swimming, for example).

UTILITY

These gifts grant bonus dice when performing related tasks. Skin which changes color would aid in Stealth tasks for example.

13) Pick your Tell. This is a feature which doesn't change regardless of your shape.

DRAGON–BLOODED

Create a Dragon–Blooded character as follows:

1) Come up with the basics— name, background, appearance, typical gear, and for Dragon–Blooded dynastic characters, pick your Family from those described in the Dragon–Blooded book, keeping in mind how this will affect your Aspect for the third step.

2) Assign Attributes. Physical, Social, and Mental all begin at 1, and you have 3 points to distribute where you wish. You can raise no single attribute higher than 3.

3) Determine Aspect. Your choice of Family in step 1 will determine your elemental aspect. Note your Aspect's favored abilities, and the special Anima Power you may invoke due to your aspect's elemental affinity.

AIR

Aspect Abilities: Linguistics, Lore, Occult, Stealth, Thrown

Dynastic House: Ledaal & Tepet

Anima Power: Spend a point of Essence, and for the rest of the scene become light and airy. Jump triple the normal distance and run three times as fast. Immune to damage from falls— will float gently to the ground.

EARTH

Aspect Abilities: Awareness, Craft, Endurance, Martial Arts, and Resistance

Dynastic House: Mnemon & Ragara

Anima Power: Spend a point of essence to become as resilient and hard as Earth. Gain 1 free Ebon success each round for defense for the remainder of the scene.

FIRE

Aspect Abilities: Athletics, Dodge, Melee,

Presence, and Socialize.

Dynastic House: Cathak & Sesus

Anima Power: Spend a point of essence to wreath yourself in deadly flames. You are immune to fire and heat yourself, and gain 1 free Scarlet success each round for the remainder of the scene.

WATER

Aspect Abilities: Brawl, Bureaucracy, Investigation, Larceny, and Sail.

Dynastic House: Peleps & Iselsi

Anima Power: Spend a point of essence, and for the remainder of the day you can move as easily through water as through air. Triple your movement speed in water. You can breathe water as easily as air, and are immune to its pressure and can see through its darkness.

WOOD

Aspect Abilities: Archery, Medicine, Performance, Ride, and Survival

Dynastic House: Cynis & V'Neef

Anima Power: Spend a point of essence to become supple and flexible like a fresh sapling. Add either 1 free ebon die or 1 free scarlet die to any physical action for the remainder of the scene. Note that these are dice, not successes as with Earth and Fire aspect characters.

4) Select Abilities. You automatically receive your Aspect abilities for free, and may select 3 additional abilities from the complete list. If you wish, you may dedicate 3 ability picks (or 2 if the ability is derived from your Aspect) to master an ability. You receive a +2 bonus from such an ability rather than the normal +1. In this conversion there is no difference between Dynast and outcast Dragon–Blooded— this is handled through character back story and role playing.

5) Select Backgrounds. You may select 5 backgrounds from the normal list, but should

note that Dragon–Blooded backgrounds automatically begin at the 2 pick level for other Exalted types. For example, if you select once Allies you have 5 per point of Social rather than 1 as other types of Exalt and mortals would. There is no benefit from taking a Background twice. Dragon–Blooded have great side resources to call upon. Dragon–Blooded have some unique background unavailable to other Exalts, and like all Dragon–Blooded backgrounds this can only be taken once.

BREEDING

How well bred (or inbred) you are can boost your inherent power. This background adds 1 to your Essence.

CONNECTIONS

This works just like Contacts and Influence but only within Dynastic society.

COMMAND

You command a military force composed of dangerous and well trained mortals. The actual number of troops is up to you, but their combined Threat Level is equal to six times your best attribute and they do 2 hits per round. This can be divided up as you see fit into smaller groups with lower threat levels. If killed, you must recruit new soldiers which will require at least a full session. While Command provides more Mooks than Followers, the character must answer to a higher authority within the chain of command for their use.

HENCHMAN

You have one or more Nemesis rank NPC's who serve you. You have a total of (10 + Social) Attribute points and (15 + Mental) Abilities to describe your Henchmen, but all will be normal mortals with an Essence of 1, a maximum Attribute score of 2 and may only possess 1 mastered Ability. All must have

at least 4 dots of Attributes and 6 dots of Abilities.

REPUTATION

You are known in Dragon–Blooded society with a provenance based on your highest attribute, and you are known for associated things. For example, a character with a Physical of 3 would be known for his awesome battle prowess and might, while one with Social of 3 would be known for being well connected and socially adept.

6) Select your Nature.

7) Pick a Virtue

8) Describe your Flaw

9) Set Essence to 3. You are much more powerful than any Mortal, but the least of the Exalted. You can state up to 3 details on your actions, and roll up to 4 dice. Dragon–Blooded recover 1 essence per day if they can rest and recover. They can recover a bonus point if they spend at least an hour immersed in their Aspected element to the exclusion of the others— dry saunas, gardens, soaking pools, caverns, and windy towers figure into Dragon–Blooded architecture for just this reason.

10) Charm. Dragon–Blooded aren't the most powerful Exalted, but their magics are fast and efficient. Spend a point of essence, and for the rest of the scene you don't distinguish Scarlet dice from Ebon dice, rather you roll them all then use the successes as you need to, relying on your reflexive magics to help you deal with more broadly powerful foes.

11) Bonus Points. Dragon–Blooded characters receive 5 bonus points with which to customize their character.

SPECIAL RULES

ANIMA BANNER

When the Exalted exert their magical nature, they can create intense displays of mystical FX. These are classes in this conversion into either Minor or Major displays. They differ as follows:

Minor: Displays of this magnitude last for a round only but are clearly visible to all who witness it, and recognizable as a supernatural manifestation. Minor displays don't leave any lasting results, but can easily serve to reveal a character who needs stealth or to remain unidentified as one of the Chosen.

TOTAL DICE	ANIMA BANNER DISPLAY
1	None
2	None
3	Dragon-Blooded minor
4	Dragon-Blooded major
5	Lunar and Sidereal minor
6	Lunar and Sidereal major, Solar and Abyssal minor
7	Solar and Abyssal major.

Major: Major displays are huge and unmistakable, and last for the entire scene. They always leave some residual trace of their mani-

festation a knowledgeable observer can pick out later— a circle of split paving stone, a path of unnaturally lush vegetation, claw marks on the walls, or a patch of scorched earth.

Exalts can cause their animas to flare by generating too many extra dice when attempting actions. The number of dice it takes to cause a Major and Minor display for each exalted type is shown in the table on this page.

LUNAR SHAPESHIFTING

A lunar can shapechange all or part of its body at will— and plays are encouraged to make use of this power in combat to gain extra dice with creative shapeshifting.

Further, lunars can assume the form of any creature whose heart blood they have tasted with the following limits: Minimum Size is based on the Mental score. Maximum Size is based on the Physical score.

Major Anima Flare will lock a Lunar into one of their base forms for the duration of the scene, and they can't wholly alter their form while so locked— see Anima Flare above. They can still use their shapeshifting talent to give them advantage in combat however (via the creative use of details).

MENTAL SCORE	MIN SIZE
1	Dog sized
2	Cat sized
3	Mouse sized

PHYSICAL SCORE	MAX SIZE
1	Bear Sized
2	Elephant sized
3	Tyrant Lizard sized

SORCERY

Rather than present a list of spells, this conversion breaks Sorcery down into a collection of generic Elements which, when combined with the details needed to generate dice to cast them, allow you to create and use colorful and weird Exalted-style magic. The procedure for creating and casting spells is the same regardless of the circle of magic being used. The only difference is the scope and power possible with the magic. This freeform system isn't meant to represent a

sorcerer's ability to work magic at his whim, but rather to indicate the broad body of occult lore at his disposal. The rules laid out in EXALTED regarding what a given circle of Sorcery can and can't do apply here as well. Here are the steps for creating and casting a spell.

1) Come up with a cool concept for the spell and give it a cool name.

2) Describe the spell with the following Elements

POWER

Power represents the raw potency of the spell. Each level of power equates to a die when the spell's effect needs to be rolled. If adding dice to an existing pool, this is the number of dice to be added. Likewise, if removing dice from a pool, this is how many dice are removed. This is also how difficult the spell is to break. If the spell summons Mook servants, then Power x 2 acts as their Threat Level. For

summoned Nemeses, the Power determines their Essence.

FINESSE

Finesse represents how efficiently and elegantly the spell accomplishes its effects. This serves as the trait score the spell's Power is rolled against. In the case of supplementing or reducing existing pools, this must equal the Attribute + Ability pool so affected. If the Finesse is insufficient to match the pool affected, reduce the power by one die for each dot of difference as the effect of the spell will be weaker against higher pools. If Mooks are being created, this acts as the number of hits they get in each round. When creating a Nemesis servant, it will have one to three of the Attributes, each bought with Effect and with a level determined by Finesse. The level of all these Attributes must be paid for separately.

EFFECTS

An Effect is essentially something the spell does. A Spell which transforms you into a bladed statue would add to both your Scarlet dice and Ebon dice for an Effect level of 2. Spells which summon Nemesis servants use Effect to determine the number of Attributes and Abilities the thing has.

RANGE

The distance away from the caster than the spell's effect will manifest is determined by this element. The accuracy with which a spell seeks and effects its target will be determined by its Power and Finesse.

0 Touch only

1 Near

2 Within Sight

3 Beyond Sight, local

4 Beyond Sight, regional

5 Anywhere

SCOPE

The area encompassed by the spell is covered by this Element. The higher this Element, the greater the Scope. Scope limits the number of creatures that can be affected or created. When summoning Mooks, the Threat Level cannot exceed the number of targets bought through Scope.

- 0 Personal only
- 1 Room/5 Targets
- 2 House/10 Targets
- 3 Block/100 targets
- 4 Town/1,000 targets
- 5 City/10,000 targets

DURATION

The length of time the spell will last is determined by this Element.

- 0 Instant
- 1 Rounds
- 2 Scene
- 3 Session
- 4 Story
- 5 Forever

3) Determine the Circle of the spell. Each Circle of spells is on an entirely different order than the previous one, both in terms of power and difficulty in casting. With Terrestrial Circle Sorcery you can have a maximum of 2 in any Element. With Celestial this limit is increased to 3. Finally with Solar Circle sorcery, the limit is 5. Only those Exalted who possess both the natural ability to access higher sorceries and the requisite level of the Occult ability may cast spells of a given Circle. It requires a few minutes to cast Terrestrial spells, at least half and hour for Terrestrial spells, and upwards on an Hour for most Solar spells.

4) Total the levels on all the Elements and divide by 2, rounding up. This is the spell's difficulty.

5) Casting. Describe the magical ritual used to cast the spell. As always, the more colorful the details, the more dice you will have to roll. Roll the dice generated during the ritual against your Mental + Occult. Each point of Difficulty for the spell represents a success you need to cast it. If you estimate you will be unable to roll enough successes to cast the spell, you may expend Essence to lower the difficulty before rolling to cast the spell. Each point of Essence you spend will lower the difficulty by 2 (to a minimum of 1).

Example: Sirius Kingmaker has prepared himself to cast a singularly powerful Solar Circle spell which will conjure a terrible demonic horde to ravage the lands of a ruler foolish enough to break his pact with the Exalted political manipulator. The spell works like so:

VENGEANCE OF A THOUSAND LOCUST-DEMONS

Description: summons a horde of lesser demons to lay waste to a region. It attacks crops with a dice pool of 4 and rolls against a trait value of 3. The horde of demons act as Threat 4 mooks, attacking anyone in the area of effect.

Power: 4

Finesse: 3

Effects: 2 (Summons mook demons, attacks and blights crops)

Range: 2 (sight)

Scope: 5 (city)

Duration: 2 (scene)

Total of Elements: 18

Difficulty: 9

Sirius elects to expend a great deal of essence—3 points—to reduce the difficulty to 3. With his ritual, he generates 7 dice. He needs to

roll at least 3 dice under his Mental + Occult of 5 to cast this terrible spell.

SORCERY IN COMBAT

When used in combat, Sorcery is treated like any other action; describe it with colorful details, then roll the dice this generates against your Mental + Occult score instead of one of your combat abilities. These brief and simple spells don't work as described above, rather they simply give sorcerers a means of colorfully doing battle.

Example: Sirius Kingmaker is fleeing the region he ravaged with his previous spell. His energies are severely depleted, and he needs to find a place to rest and recover. However, his actions attracted the attention of a party of young Dragon-Blooded nobles on a hunting expedition. The Dynasts decide a fleeing anathema would make better prey than forest cats or blood wolves, so they set to the chase. Sirius realizes they are faster, so lies in ambush, chanting battle spells (+1). He conjures a swarm of tiny demonic crystal shards to sting and distract his enemies (+1), then incants the Seven Names of Undying Typhon (+1) raising his hands in the positions of Force and Summoning (+1), and calling forth a cloud of carnivorous albino butterflies which latch onto his foes and gorge on flesh and blood (+1) finally flushing crimson red and transforming to cherry blossoms to fall off, eventually leaving polished-clean flower-strewn skeletons (+1). He rolls 7 dice against his enemies this round.

TASK RESOLUTION

COMBAT SITUATIONS

Combat actions are resolved exactly as described in WUSHU except that the target number is decided by whichever Attribute + Ability total is most relevant to the description given. Sometimes, different abilities are involved (for example a character may be dodging and attacking in the same round), in which case scarlet and ebon dice may be rolled against different Attribute + Ability Totals.

For example, Invincible Hammer King is fighting Wistful Shadows of Neglect, the deathknight shadow of his First Age Lover.

IHK: With a mighty roar (+1), Hammer King whirls his weapon overhead (+1), creating a maelstrom of golden light that flashes towards his enemy (+1).

WSN: Expression unchanged(+1), Shadows of Neglect continues to sprint forward (+1), snakes of crackling golden light trailing his footsteps as his opponents attack dissipates ineffectually (+1). As he reaches Hammer King, his daiklave whips from his sheath in a deadly arc of ebon shadow (+1).

IHK: ...which King blocks with a deafening clang of metal (+1), as radiant orichalcum clashes against soulsteel (+1).

Invincible Hammer King's details net him 5 dice and chooses to roll 4 scarlet dice and 1 ebon dice. He chooses to roll both pools against his Physical + Melee total of 5 (although he could conceivably have used Thrown or maybe Occult for the energy bolt). In total he gets 4 scarlet successes and 1 ebon success.

Wistful Shadows of Neglect gets 4 dice. He rolls 2 scarlet and 2 ebon dice. He rolls the ebon dice against his Physical + Resistance total of 4 and his scarlet dice against a Physical + Melee of 5. His dice come up 2 scarlet successes and 1 ebon success.

At the end of this round, Invincible Hammer King has lost 1 essence while Wistful Shadows of Neglect has lost 3.

Why did WSN not roll against Physical + Melee for both as it gave a higher total? Just like stunting, you can't use the same description to earn dice twice in the same scene. WSN's player has left himself more options for describing his melee attacks by defending himself in a different way at the beginning of the combat.

NON-COMBAT

Stunting out of combat is very much a feature of EXALTED and so WUSHU's scab rolls are not encouraged. Instead, players should describe their actions just as they would in combat, and roll against the best total that the description includes. There are two types of non-combat situation which are likely to occur: situational and opposed. These relate directly to combat actions against mooks and nemesis in terms of mechanics.

SITUATIONAL

A situation will always have a danger and a difficulty. Danger represents how many ebon successes the character needs to roll each round to avoid losing essence (equivalent to Mooks' 'hits'). The difficulty is the number of scarlet successes which must be accrued to 'defeat' the situation (again, just like reducing a Mook groups threat level to zero).

A situation may also have a time limit. This represents the need to perform an action quickly. Failure to achieve enough successes to beat the difficulty within however many rounds the time limit allows will trigger some extra condition, making the situation worse. Typical conditions include the danger increasing, automatically losing 1 essence each round, Mooks or Nemesis arriving,

the difficulty resetting or the situation automatically ending.

Example. In order to reach an enemy camp, the characters must cross an open area covered by archers. The GM determines that this situation has a difficulty of 3 and a danger of 2. Using whatever Attribute + Abilities best fit their descriptions the player must roll at least 2 ebon successes each round to avoid losing essence (equal to the difference) and will have reached the far side of the area when they have totalled 3 successes on their scarlet dice.

SOME MORE EXAMPLES

Persuade a merchant to let you travel aboard his vessel. Difficulty 3, danger 1.

Spot an ambush. Difficulty 3 (or whatever ambusher rolled on their scarlet dice to set it), danger 1, time limit 1. The condition is -2 dice on first round of combat.

Deciphering a first age book. Difficulty 20, danger 1

Sneaking over a wall while the guard's patrol route causes their back to be turned. Difficulty 4, danger 2, time limit 2. Condition: character is spotted & guard attacks.

Remember Essence represents willpower and essence as well as health so losing Essence can just as easily represent having used several charms and depleted your pools, or used several points of temporary willpower to aid success, as receiving injuries. In this way, dividing dice between scarlet and ebon pools is representative of how much risk a character is taking while performing an action.

OPPOSED

Alternately, some non-combat actions are opposed situations, where a Nemesis must be defeated in a non-lethal way such as being persuaded to a plan of action or beaten in a race. In this case the situation is run exactly like in combat, however either participant may withdraw at the beginning of a round to

avoid losing any more essence.

CREDITS

The vast majority of this conversion was written by Benjamin Baugh with copious helpful input and encouragement from the regulars at rpg.net.

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