## Welcome to my FATE conversion of Exalted, a work in progress

This document contains my humble attempt to a modified version of FATE Core to play the epic campaigns of White Wolf's Exalted.

## Skills:

Dawn: Brawl, Fight, Shooting, War\*

Zenith: Deceit, Physique, Rapport, Will

Twilight: Crafts, Investigation, Lore, Occult

Night: Athletics, Burglary, Notice, Stealth

Eclipse: Bureaucracy, Contacts, Empathy, Travel\*

### **Character generation**

Character generation remains mostly unchanged. Concepts remain unchanged. If the character is some kind of Exalted the high concept should reflect this. And in cases of the exalted the trouble aspect should reflect the taint of the great curse. *(see notes for alternative options)* 

If a character is one of the Exalted they treat their caste skills as one higher than their actual rank. Though this cannot raise a skill over the normal skill cap. Basically some free skill points yay.

### Artefacts and manses

A character starts with 3 artifact points that can be used to buy up to three artifacts.

Optionally a player can spend more of his artefact on a single artefact in order to increase its potency or the abilities it has.

<u>Charms and supernatural powers</u> Exalted characters can pick 5 charms at the start of the game. Players are encouraged to make their own charms, in part because I don't want to be burdened with the task of building all the charms myself. More on charm guidelines in the charms & magic chapter later on.

### Essence

Characters with enlightened essence add another stress track to their character sheet marked Anima. This track comes with as many boxes as the characters essence score.

All characters start with an essence score of 1 before stunts.

This essence track comes with it's own set of consequences. How many consequences depends on the type of Exalt or supernatural.

Character type	Consequences	Maximum essence
Celestial exalted	Minor, moderate, Severe	4
Dragon Blooded, demon, terrestrial god	Moderate, Severe	3
God Blooded	Minor, moderate	3
enlightened mortal	Minor	2

There are some creatures, such as celestial gods, second and third circle demons, death lords and the fair folk. Their maximum ratings and consequences are left up to the storyteller.

# Charms and charm creation:

In the classic Exalted system charms are the all and everything of the system. I couldn't find a count online but I suspect that for Exalted 2e there are now well over 200 charms published. Converting all these to FATE would be a pointless exercise. But they can't be omitted either. They're the bread and butter of Exalted power. So rather than trying to translate all these charms in to FATE versions I'll provide a few guidelines in this chapter on how to make your own.

Charm costs:

Using a charm inflicts stress on your charm essence track equal to the charm's essence rating.

So Essence 1 charms inflict one stress, essence 2, inflicts two and so on.

A character can combine all the charms he or she knows adding their cost together in one single attack on the characters stress bar.

### Charm levels and their benefits:

Essence one charms generally provide their benefit for one action or one exchange.

Essence two charms provide bigger benefits or longer lasting benefits, usually one scene.

Essence three charms provide significant benefits including perfect effects such as the Heavenly Guardian defense.

There are also charms that provide a permanent benefit to a character, such as ox-body technique.

Some of the things charms can do for you are:

Immunity -- Some effect or system doesn't apply to you. You needn't worry about zones, or not having equipment, or being surprised. If this is a minor or rare circumstance, sometimes there is an additional minor bonus.

Empower - The actions you take are supernaturally effective. Mortals generally cannot stop you and even other supernaturals will need to make an effort to resist you.

Substitution -- You can lend someone or some group your skill in some situation.

Exception -- You have an option available to you that others do not. You can use Boosts in strange ways, or you can use your skill in an unusual situation. **Example charms:** 

## Tier 1:

Call the blade - At any moment the player may spend essence to call a weapon to his hand in an instant. He does not need to take a supplemental action to ready a weapon when using this charm. This charm can also be used to remove boosts that have left him disarmed by letting his weapon spring back in to his hands on it's own accord. Provided the weapon is within 3 zones of the character.

Dipping Swallow defense - When attacked by multiple characters (or a mob of nameless NPC's) the character can add 1 to all his defend actions for one exchange. Or remove one boost/aspect that hinders him and is related to him being outnumbered.

Hungry Tiger Technique - When used this charm increases the weapon rating of an attack by one.

# Tier 2:

Glorious Solar Saber - The solar draws forth a weapon made of pure sunlight with the weapon rating equal to the lawgiver's essence. The aesthetics of the weapon are left up to the player.

(Authors note: Writing this at the time that I haven't yet figured out the precise stats for all the weapons. At this moment I'm working with the assumption that mundane weapons will be rated Weapon 1, daiklaves and such weapon 2)

One weapon, two blows - The character can make one additional attack during this exchange provided the second attack is made against a different character than the first.

Tier 3:

Heavenly Guardian Defense - One of the most potent tools in the arsenal of the Exalted. The ability to stand in front of the oncoming blaze and just say 'no'. Using this charm will let the Exalted perfectly defend against any single physical attack directed at his person.

# Panoply

From the humble knife to the might Grand Daiklave the panoply of the Exalted is almost as defining to a game as charms are. They define characters in the most visible way, wrapping them in glorious golden armor, letting them wield weapons that blaze with the light of the sun etc. you get the jist.

Weapons have a rating of 1 for small weapons such as knives and 2 for larger weapons like swords and two-handed weapons. Suggested is using the Damage floors and ceilings system found in <u>the system toolkit.</u>

Armor comes in Light and medium varieties providing a damage ceiling of 4 and 3 respectively.

Artifact weapons start with a weapon rating of 2 and one SFX. Every additional artefact point spent in the creation of an artefact weapon can be used to add another SFX or increase it's weapon rating by one.

Artifact armor starts with a rating of three and one SFX. And likewise every additional artefact point spent on the creation of an artifact armor can decrease the armor rating by 1 or add an additional SFX.

Artifact tools, magic crowns are more difficult to turn in to specific stats since their functionality differs so widely. Storytellers and players are encouraged to work together in order to create appropriate artifacts.

Suggestions for creating artefacts are that if they augment a skill, the augmentation should be

### Author Notes:

On perfect attacks:

I think there should be, it's a part of Exalted's theme that the chosen can basically do the impossible.

[22:27:27] Jaap Stoel: It would be one of those 3rd tier charms though. So a PC could pull it off a handful of times in a conflict. But that's gonna take the bulk of his power.

[22:28:37] Jaap Stoel: IE: Essence 3 solar has 3 stress boxes and 3 consequences. First perfect takes his 3rd stress box. 2nd perfects forces the 1st or 2nd box plus a minor consequence, the 3rd and 4th cause moderate and major consequences.

## On building charms:

Charms are separate from stunts and come in 3 tiers. Each tier inflicting more stress on the essence track of the exalt using the charm. Charm usage is declared and stress inflicted before the outcome of the action is decided.

Tier 1 inflicts 1 stress per use, tier 2 inflicts 2 stress and tier 3 inflicts 3 stress.

An exalt (Or other supernatural) has a stress track equal to his essence rating and a number of consequences depending on the nature of his character. Enlightened mortals will have only one consequence, terrestrial exalted 2, celestial exalted 3.

# Note: figure out consequences for other types of supernaturals who don't have anima banners. Demons, Raksha etc.

Anima consequences fade more quickly when compared to regular consequences. They wouldn't last more than a couple of scenes and it's up to storyteller discretion to see how long it will take them to fade.

Of course PC's lying low/hiding until the consequences fade are good grounds to compel!

What can charms do?

Immunity -- Some effect or system doesn't apply to you. You needn't worry about zones, or not having equipment, or being surprised. If this is a minor or rare circumstance, sometimes there is an additional minor bonus.

Irresistible -- You can perform some sort of action, and mortals cannot stop you. Supernatural beings can resist you but you get a Boost against their efforts if their Essence is lower than yours.

Substitution -- You can lend someone or some group your skill in some situation.

Exception -- You have an option available to you that others do not. You can use Boosts in strange ways, or you can use your skill in an unusual situation.

Tier 1 charms usually last for only 1 action when they provide these benefits. Tier 2 charms can provide larger benefits. Allowing more impossible situations, larger bonuses or preventing others from resisting unless they actively use magic/essence to oppose you. Or they can provide the same benefits as tier 1 charms but lasting for an entire scene/conflict. Tier 3 charms let you do the really impossible. Perfect attacks and defenses fall into these categories as well as effects that let you affect multiple people or larger groups at once. As a rough guideline as to how much stress a charm can add to an action ( If such an action inflicts stress ) roughly say that the charm should not add more then it's own rating in stress.

# Combining charms:

All characters are free to combine the charms they have at their disposal, provided they all support the action the character is undertaking. Using a charm that helps with reciting poetry isn't going to do much when you're trying to hack apart an undead war machine (but points for style). However when they do combine charms like this, the cost of these charms is combined into a single hit of stress. So using a tier 1 and a tier 2 charm together in a combo will require you to mark off your 3rd stress box, you can't mark off box 1 and 2. Be prepared to take consequences when you start using powerful combo's.