Exalted Reincarnated

Dragonmystic

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# Preface

**Exalted**, by **Onyx Path Publishing,** is a role-playing game blending together high-action combat, social intrigue, and epic-scale actions from demigod heroes.

The setting is full of rich lore, intricacies, and horrors that inspire and captivate the mind, begging to be explored by a hero of grand scale.

However, the complexity and sheer size of the rules structure makes playing the game a daunting task, even for experienced role-players.

**Exalted Reincarnated** is a fan-made work to rebuild and recreate Exalted from the ground up to better match its rich Lore, Setting, and Style.

## Unofficial

This is Fan-Made material. It is unofficial, and makes no claims of ownership over Onyx Path Publishing materials.

You will need the official *Exalted* books for lore, setting and reference material. *Exalted Reincarnated* makes assumptions based off of Third Edition, but can be played with any of the editions.

## Feedback

This project is constantly evolving and changing. If you find problems or want to simply share suggestions, please do so!

*Have fun!*

*Upon your brow lies the mark of a God: a brand of power that sets you apart from mortals, given in a moment of transcendent glory--regardless of your desire for the power.*

*With it, a vast wealth of supernatural power lies at your fingertips: tasks that you once toiled and struggled against are easily swept aside. Tasks that you deemed impossible suddenly a very real possibility.*

*Yet this land you reside in, this Creation, is filled with dangerous creatures, monsters, Spirits and Gods that is now your responsibility to deal with.*

*It is for you to decide what should be protected, what should be furthered; what is ultimately right and wrong.*

*But you are not alone. There are other Exalts that wander the world, each with their own agenda, ideas, and morality.*

*You are Chosen, you are Exalted*

# Introduction

Exalted is a game where the heroes are demigods, fonts of power. That which mortals toil and test against fall easily against the might of the Exalts, and the Exalts now test their mettle against the monsters and problems of the world: from the chaotic fae beasts which rip at the edges of the world, to the horrid effects of greed and systemic corruption that hides in the hearts of man.

More often than not, they will succeed in what they have set their mind to-yet they must explore the consequences and repercussions of such actions.

To play Exalted, there are a few core setting themes that should be followed:

Actions are Momentous

The Player Character is the right person at the right time to change the world--for better or for worse. This blessing and burden cannot be given to another, and the Gods are restrained in their actions for reasons ranging from arcane laws, to being involved in their own machinations, to being too weak to do anything.

From the small, personal stories to world-shattering changes, the Exalt stands at the center of it.

What is Done Cannot be Undone

Exaltations cannot be rescinded, the dead cannot return to life except in a hollow mockery of what they once were, and the progress of time is constantly moving forward. Exalts must face the consequences of all their actions.

The Heroes are Flawed

Despite all of their powers and might, Exalts are still human and carry with them their flaws--and this does not make them any less of a hero.

## Dice

*Exalted Reincarnated* uses multiple ten-sided dice (d10s). It is suggested to have fifteen dice (real or virtual). The dice will represent digits between 1 and 10. (Some dice will have a 0, treat that as a 10).

As well, having an allotment of various tokens-such as coins or poker chips-can help keep track of values that change within a scene.

## Setting

Creation trembles, poised at the turn of a new age. She strains as the systems and rules which long held her together collapse around her. Her population have become thrown into chaos, a time uncertain: a Time of Tumult.,

The mighty Realm, whose reach expanded even out of the Blessed Isle, has lost her Empress with no heir declared. Now, each Dragonblooded Clan vies to claim the throne for their own, whether it be by politics or by force--ignoring all else that goes on around them.

The Silver Pact, that loose association only tied together by their hatred and resistance to the Realm, find their alliances crumbling. Their stances mutate and shift just as their Lunar leaders do. Deep rivalries and opposing systems clash as they turn their attention from the faltering and collapsing Realm onto each other.

The Great City of Thorns has fallen, another wellspring of Death and her servants bubbling up from the ever-present threat of the Underworld.

The silent and secretive Sidereals, those Seers from their hidden places, watch, attempting to hold together what strands of Fate and Reality they might, bickering on what Is and what Shall Be.

All the while, the minor powers seek to claim their own lands and hold in this uncertain time.

In this time, the Sun has brought his Chosen back, those great heroes, those terrible Mad Emperors.