

Flint's 3rd Ed Cheat Sheets

Lexicon

- **Ability:** A trait representing learned skills or knowledge. Abilities are added to an *Attribute* to determine your basic *dice pool* for most tasks.
- **Action:** Something a character does that's resolved within the Storyteller system. There are several types of action, described in more detail on page 188-189. Additionally, two particular types of actions are important in combat—*combat actions* and *reflexive actions*.
- **Aggravated Damage:** Produced by certain magical effects that modify *lethal damage*, aggravated damage cannot be healed magically.
- **Attribute:** A trait representing innate capabilities, Physical, Social, or Mental. An Attribute is added to an *Ability* to determine your basic *dice pool* for most tasks.
- **Base Initiative:** The value that a character's Initiative resets to after landing a successful *decisive attack*. This is usually 3 Initiative.
- **Bashing Damage:** Produced by *decisive attacks*. The least severe variety of *Health Track damage* a character can suffer, representing blunt impacts, contusions, and bruising. A character whose *Health Track* is filled with bashing damage is rendered unconscious.
- **Botch:** A failed roll which has failed in some dramatic fashion, due to gaining no successes and displaying one or more results of 1.
- **Combat action:** The action a character takes on her turn in combat—usually an attack. A character can take only a single combat action per round, unless she flurries.
- **Damage:** The result of attacks launched by one character against another. Damage may be applied either to a character's *Initiative* score or to his *Health Track*. The latter comes in three varieties: *bashing*, *lethal*, and *aggravated*.
- **Decisive attack:** A risky, pivotal attack within a combat scene, which may decide the outcome of a fight. Attempts to *damage* an opponent's *Health Track*.
- **Defense:** A *static value* which establishes how difficult it is for others to attack the character, based on the higher of the character's *Evasion* or *Parry*. See page 194.
- **Dice Pool:** The number of dice rolled to determine failure or *success* (and the degree of success) for a character's *action*. Dice pools are usually determined by adding an *Attribute* to an *Ability*, plus any relevant modifiers.
- **Difficulty:** The number of *successes* required on a roll for an action to succeed.
- **Double 10s:** A result of 10 on any rolled die is counted as two *successes*. This rule applies to almost all rolls save for *decisive* damage rolls.
- **Double 9s:** When this rule is in effect, a result of 9 or 10 on any rolled die is counted as two *successes*.
- **Double 8s:** When this rule is in effect, a result of 8, 9, or 10 on any rolled die is counted as two *successes*.
- **Double 7s:** When this rule is in effect, a result of 7, 8, 9, or 10 on any rolled die is counted as two *successes*.
- **Evasion:** A *static value* describing how well a character can dodge attacks. Can be used to determine *Defense*.
- **Flurry:** A rule allowing characters to take two combat actions in a single turn in exchange for suffering certain penalties. See page 195.
- **Gambit:** A special maneuver whose execution is similar to a *decisive attack*, but which is intended to shift the tactical parameters of battle, such as by disarming or unhorsing an opponent.
- **Goal number:** The total number of cumulative successes necessary to complete an extended action.
- **Guile:** A *static value* which establishes how difficult it is for others to read the character's intentions and motives. See page 214.
- **Hardness:** A value establishing a character's incredible toughness, due to magic, mystical armor, or superhuman prowess. Protects against *decisive attacks*.
- **Health Track:** A series of boxes measuring a character's physical well-being. When these are all filled in with *damage*, a character is unconscious, dying, or dead.
- **Initiative:** A trait abstracting combat advantage, and determining the order in which characters take turns during combat. This very important trait changes rapidly during battle. See pages 192-194.
- **Initiative (damage):** Produced by *withering attacks*, Initiative damage causes the character's *Initiative* rating to drop (and usually the attacker's Initiative rating to increase by an equal amount).
- **Initiative Break:** An *Initiative* bonus granted for forcing an enemy into *Initiative Crash*.
- **Initiative Crash:** A state wherein a character is on the ropes and losing a fight, signified by an *Initiative* value of 0 or below.
- **Initiative Shift:** A dramatic reversal of fortune which occurs when a character in *Initiative Crash* Crashes the enemy who Crashed him.
- **Inspire:** A social action which inflames passions, often with unpredictable results.
- **Instill:** A social action which creates or modifies Intimacies.
- **Interval:** The amount of time between rolls in an extended action.
- **Intimacy:** A trait which describes people, places, things, or ideals that are important to a character.
- **Lethal Damage:** Produced by *decisive attacks*. Severe *damage* to a character's *Health Track*, representing edged weapons, arrows, and other attacks which inflict grievous bodily harm. A character whose *Health Track* is filled with lethal damage is either dead or dying.
- **Minimum Damage:** The lowest possible number of damage dice a *withering attack* can roll. *Soak* cannot reduce a *withering attack* below this value. Minimum damage is normally equal to the Overwhelming value of the weapon used to make the attack—see page 580.
- **Onslaught Penalty:** A -1 penalty to a character's *Defense*, lasting until his next turn, which is incurred every time he suffers an attack.
- **Parry:** A *static value* describing how well a character can block or parry attacks. Can be used to determine *Defense*.
- **Persuade:** A social action which convinces characters to do things.
- **Reflexive Action:** An action that takes little to no time or concentration, or which occurs automatically.
- **Resolve:** A *static value* which establishes how difficult it is for others to change the character's mind through argument or emotional appeal. See page 214.
- **Soak:** A value which determines how well-protected the character is from injury, due to toughness and armor. Soak only protects against *withering attacks*.
- **Static value:** A fixed value generated by a character's traits, used as a difficulty rating for hostile individuals attempting to act on the character in certain ways. **Exalted** has static values: *Defense*, *Evasion*, *Guile*, *Parry*, and *Resolve*.
- **Stunt:** An action which is described in a dramatic fashion, granting the player a bonus.
- **Success:** (1) A die which matches or exceeds a roll's *target number*. (2) A roll whose number of successes match or exceed the *difficulty* of the *action*.
- **Target Number:** Abbreviated as TN. The number which a *dice pool's* dice must match or exceed in order to produce *successes*. Virtually all dice pools are rolled against TN 7.
- **Terminus:** The number of rolls allowed during certain extended actions (p. 189).
- **Threshold Successes:** Successes in excess of the minimum number required to succeed at an action. These are relevant to some types of actions, particularly attacks.
- **Withering attack:** An attack or series of attacks which move a combat *scene* toward its conclusion, but which will not end the fight in and of themselves. Attempts to *damage* an opponent's *Initiative*.

Important Time Intervals

- **Chronicle**—A complete game focusing on a continuous series of characters or events. Similar to the full run of a television series or cycle of books.
- **Story**—A discrete portion of narrative that often takes several sessions to play out. Stories generally have an overall goal or framework, such as "Overthrow the satrap," "Find the ancient ruins of Lost Zarlath," or "Escape from the Wyld Hunt after being ambushed and trapped in the city."
- **Session**—A single evening of gaming, generally encompassing several scenes.
- **Scene**—A segment of action and roleplaying that takes place without a cut in time and location, like a scene in a film. A scene takes as few or as many *rounds* as are necessary to resolve events—in-setting, a scene might be as short as a few minutes or as long as a few hours.
- **Round**—A unit of time used to measure combat scenes, considered long enough to take one action. A round normally lasts about three seconds in combat situations, but could potentially represent more time during fights involving large battle groups. The point during a round when you declare your character's action is called your *turn*.
- **Tick**—A unit of time that denotes a single initiative score within a round.
- **Instant**—Not much of a unit of time at all, this refers to a single action even within a single Tick.

Stunts

The Basics

- The action must be cooler than a basic declaration of intent (see below for examples).
- The action cannot be boring, any stunt so long and overwrought that it bores rather than excites isn't a stunt.

Levels & Bonuses

1. A quick descriptive action that includes dramatic flair: +2 Dice or +1 to Static Values
2. A poetic or well worded dramatic description with dramatic & story flair, the high point of a scene: +2 Dice & +1 Success, or +2 to Static Values + Gain 1 WP.
3. Often the High Point of a Story, you must wow everyone at the table with your description: +2 Dice & +2 Successes, or +3 to Static Values + Gain 2 WP.

Ranges

- **Close:** Very close together, enough to touch or reach hand out and touch. This range is required for Melee/Close Combat. Whispering distance.
- **Short:** Outside of the immediate reach of others but within a quick sprint's distance. Comfortable talking distance.
- **Medium:** A fair distance away, this is the absolute reach of mundane thrown weaponry. You can communicate at these distances if you yell.
- **Long:** The limit for mundane archery weapons, and the favorite range of snipers. Communication is possible with signal flags or war drums.
- **Extreme:** At this range even seeing each other becomes a problem as people are mere specs.

Combat Steps

Withering Attack

- Strike Roll: Roll $[Dex+(Ability)+(Weapon\ Accuracy)+(Mods)]$ vs The Target's chosen *Defense (Parry or Evasion)*
 - Parry* $[Dex+(Brawl, Martial\ Arts, or\ Melee)]/2$ (round up), +1 w/ specialty.
 - Evasion* $[Dex+Dodge]/2$ (round up) – Mobility Penalty, +1 w/ specialty.
- Find Raw Damage: $[Strength+(Weapon\ Damage)+(Extra\ Successes\ from\ Step\ 1)]$
- Find Damage Pool: $[Raw\ Damage-(Target's\ Total\ Soak)]$, check vs *Weapon's Min Damage*. Roll the higher of the 2 dice pools
- Reduce target's *Initiative* by damage rolled & increase your own by the same +1.
- If the target has been reduced to 0 or less by this attack, add another 5 to your *Initiative*.

Combat Actions

Attack (Combat Action): See above for combat steps.

Aim (Combat Action): At Short or Close range the Aim action grants a +3 bonus to strike. Required for Medium or longer ranges, no bonus unless a second Aim action is used. Aim cannot be flurried.

Clash Attack (Combat Action): Clash Attacks are a special roll used when two characters attack one another on the same tick. Clash Attacks ignore both characters' Defense. Instead, the two attacks act as an opposed roll (p. 189). The character who accumulates more successes wins, striking his opponent, while the loser's attack is thwarted. If a Clash Attack is **withering**, then it adds the threshold by which the winning fighter beat his opponent's roll to its raw damage. A successful **withering** Clash attack adds 3 additional points of Initiative damage *after* damage is rolled. A successful **decisive** Clash attack adds one additional automatic point of Health Track damage after damage is rolled. Finally, in addition to suffering damage, the loser of the Clash Attack suffers a -2 penalty to his Defense until his next turn.

Countermagic (Combat Action): You may shape sorcery against another sorcerer. This is an Intelligence+Occult roll that must be done within short range of the target caster. You must also be capable of casting spells from the target spell's Circle of Sorcery. When the Sorcerous Motes are reduced to 0, the spell shatters. The resulting backlash prevents the target sorcerer from shaping a spell the next round.

- If you know the Spell:** Each success counters 1 Sorcerous Mote.
- If you do NOT know the spell:** Each 2 successes counters 1 Sorcerous Mote.
- Countermagic cannot be Flurried**

Gambits (Combat Action): These are special forms of *Decisive Attacks* that forgo doing damage to achieve some other ends. Each also has a base difficulty which must be succeeded against by rolling your Initiative. If the Gambit fails you lose a number of initiative equal to the Gambit's difficulty+1. You cannot attempt a Gambit that can potentially put you into a Crash.

- Disarm** (Dif 3): A successful disarm gambit allows the character to knock an opponent's weapon out of his hand, flinging it away to short range. Retrieving a disarmed weapon normally requires moving to the weapon's location and using a draw/ready weapon action to reclaim it.
- Unhorse** (Dif 4): A successful unhorse gambit allows the character to knock an opponent off his mount. An unhorsed character suffers one level of bashing damage and is rendered prone, and the mount usually flees in the confusion.
- Distract** (Dif 3-5): The character leads, threatens, or feints his target into the path of an ally's **decisive** attack. The attacker declares an ally (who is not in Initiative Crash) as the beneficiary of this distraction; that ally gains the Initiative the character loses as a result of successfully executing this gambit. The transferred Initiative *must* be used to attack the gambit's target on the ally's next turn, or it is lost. A character can only benefit from one distraction bonus at a time.
- Grapple** (Dif 2): Grapples are initiated through a grapple gambit. Upon succeeding at the gambit, the grappler makes a **control roll**, which determines how long she can keep the grapple locked on. This is an opposed (Strength + [Brawl or Martial Arts]) roll between the grappler and her target. Should the target win or tie, then the target escapes the grapple on his *next* turn. Should the martial artist win, she gains control of the grapple during her current turn, and for a number of additional rounds equal to the number of successes by which she beat her target. After those turns elapse, the grappled target automatically escapes the grapple. A grapple will also immediately end if the grappler suffers Initiative Crash. Each time the grappler suffers an attack and/or damage from any source, she forfeits one turn of control of the grapple.

While grappling or being grappled, both characters suffer a -2 penalty to their Defense and cannot perform flurries. Victims caught in a grapple cannot take movement actions, and suffer a -1 penalty to all attacks, or a -3 penalty to all attacks using two-handed weapons.

Every Round (Including the First) the Grappler may choose one of the following sub-actions:

- Savage:** The savage action applies **withering** or **decisive** damage to the grappled opponent without chance of failure or opportunity for defense. If the grappler chooses to inflict **withering** damage, she makes an unarmed attack roll against Defense 0 for the purpose of determining extra damage. Again, this attack hits the opponent automatically, even if the character generates 0 successes on the attack roll. With a **decisive** attack, no attack roll is necessary—just roll Initiative, apply damage, and reset to base as usual.
- Restrain/Drag:** This action uses up two rounds of control, and can't be used if the victim wins the control roll. The attacker locks the victim up in an immobilizing hold. This inflicts no damage, but prevents the victim from taking any action at all on his next turn. While restraining her opponent, the character may take a movement action, and in doing so, drag the victim with her.
- Throw/Slam:** The grappler ends the clinch prematurely, slamming the victim into the ground or surface within close range. This inflicts damage like savaging the opponent, with the following difference: the attack's damage dice pool is boosted by 2 dice per turn of control forfeited by ending the clinch prematurely if **withering**, or by 1 die per turn if **decisive**. The opponent is left prone by this maneuver. A throw/slam maneuver can only benefit from a maximum of up to (Strength) turns of control forfeited; any greater number of turns are simply lost with no benefit. **Decisive** slams normally in bashing damage but can inflict lethal damage if the chosen impact point is particularly deadly (such as into a bonfire, or onto a spike).
- Release:** The attacker simply releases the clinched victim without harming her. Release is a reflexive action rather than a combat action, and may be performed at any time.

Decisive Attack

- Strike Roll: Roll $[Dex+(Ability)+(Mods)]$ vs The target's chosen *Defense (Parry or Evasion)*.
 - If your attack fails and is less than 11: Reduce your *Initiative* by 2.
 - If your attack fails and is greater than 10: Reduce your *Initiative* by 3.
- If Successful: Check your *Initiative* vs the target's *Hardness*. If your *Initiative* is greater, roll it as a pool. (NOTE double tens rule does not apply).
- Apply the number of successes vs target's *Health Track* in the type of damage appropriate to the weapon or charm.
- Reset your *Initiative* to your *Base Initiative* (3).

Defend Other (Combat Action): This may be used to defend anyone in close range. You may use your Parry to against the incoming attack. If the attack is successful the Attacker can choose to apply the attack to the protector or the protectee. If the attack is **decisive**, and he chooses the original target then the *damage pool* he rolls against the original target is reduced by the half Defender's *Defense* +1.

Delayed Action (Combat Action?): A character may delay his turn, waiting until a point later than his Initiative to act, if he desires. The delayed action may be deployed on any tick later in the round. This is a way to force Clash Attacks for characters who know powerful Clash-enhancing Charms. Delaying an action drops the character's Initiative by 2.

Disengage (Combat Action): This action *must* be taken when a character at close range with one or more hostile opponents wishes to retreat to short range—the standard reflexive move action cannot be used to do so. Disengaging is an opposed roll of (Dexterity + Dodge) against the (Dexterity + Athletics) of all opponents who wish to contest the disengage action. If the character defeats all of his opponents, then he moves out to short range; furthermore, if one of the opponents he disengaged moves toward him on her next turn, the character immediately and reflexively retreats one further range band away from her, even if this means he would move outside of his turn. Like a rush action, this reflexive movement does not count as a movement action. It occurs only the first time after a disengage action that a disengaged opponent moves toward the character. If the disengage roll fails you cannot move away.
Successful or Not, this action costs you 2 Initiative.

Distortion (Combat Action): Once a spell is cast it cannot be countered, but it can be distorted. You must be within short range of the spell effect and initiated into the Spell's Circle of Sorcery. This is an Extended Intelligence+Occult roll with a difficulty based on the Spell's Circle (1, 3, or 5 respectively). This has a terminus of 5 rolls, the goal and effects of distortion are listed by spell.

Draw/Ready Weapon (Combat Action): If a character wishes to change weapons during battle he must use a draw/ready weapon action to do so. This action reduces a character's Defense by 1 until his next turn. **Characters are assumed to begin combat with a weapon of their choice already drawn or readied, unless they are ambushed** (p. 203). Natural weapons such as fists and claws **never** need to be readied before use, making unarmed fighters very resistant to being blindsided.

Full Defense (Combat Action): Until his next turn, his Defense rises by 2. Using Full Defense causes the character to lose one Initiative point. **This action cannot be placed in a flurry with anything save social influence actions, nor used during Initiative Crash.**

Join Battle (Reflexive): Your Starting Initiative is your 3+Successes on a [Wits+Awareness] roll, this cannot be botched. A few power such as the Dawn Caste anima power can change this formula.

Miscellaneous (Combat Action): The character takes some non-combat action which can be completed in a matter of only a few seconds. The character's Defense is reduced by 1 until his next turn.

Move (Reflexive Action): You may move one range band toward a location.

Rise From Prone (Combat Action): This action is usually automatic, but if an opponent is at close range then the character must roll (Dexterity + Dodge) against difficulty 2 to rise from prone successfully.

Rush (Combat Action): This action may only be directed at an opponent within short range of the character, and it may explicitly be used even after taking a reflexive move action. A rush action is a contested (Dexterity+Athletics) roll between the character and an opponent at short range. If the rushing character is successful, then as soon as his opponent moves a range band, he will immediately and reflexively move one range band toward that opponent, keeping pace. This reflexive movement does not count as a movement action, and so it can occur outside the character's turn, regardless of whether he has already taken a movement action that round.

Shape Sorcery (Combat Action): Declare spell being cast, (Intelligence+Occult) roll—each success generates a sorcerous mote. If you have not generated enough motes you may continue performing Shape Sorcery Actions until the necessary motes are generated. Once the needed motes are generated the spell instantly takes effect.

- Shape Sorcery Cannot Be Flurried!**
- Pausing Casting:** Lose 3 motes per turn until sorcerous actions continue for the same spell.
- Changing the Spell:** Sorcerous motes for the first spell are dispersed and you may start again.
- Willpower Rebate:** If you successfully cast a spell that requires Willpower to be cast you regain 1 willpower. If you fail or are interrupted or change spells, the willpower is lost.
- Casting in Crash:** In Crash you cannot claim the "Willpower Rebate" mentioned above. Additionally all spells require an additional 3 motes to cast.

Take Cover (Combat Action): Taking cover requires a (Dexterity+Dodge) roll—the Storyteller sets the difficulty according to how easy it is to find and reach appropriate cover.

- Light cover** protects a significant portion of the character's body, such as leaning into a doorway or standing behind a waist-high wall. +1 Defense
- Heavy cover** protects the majority of a character's body, leaving at most part of the head and an arm and shoulder exposed—shooting through an arrow slit would provide heavy cover, as would shooting around the edge of an ancient redwood tree. +2 Defense
- Full cover** protects the character's entire body—standing behind a six-foot-high wall or retreating inside of a building are examples of full cover. Ranged attacks impossible.

Withdraw (Combat Action): This action is used to escape from the battlefield completely. It is an extended (Dexterity + Athletics) roll, difficulty 1, goal number 10, interval one round. It may only be attempted if the character is at medium or greater range from all opponents. Using a withdraw action moves the character one range band away from his enemies, and causes the character to lose 10 Initiative per round—this can be done even if it would result in a negative Initiative value. Succeeding at the extended roll causes the character to move an additional range band away from his opponents. If the character succeeds at a withdraw action's extended roll while at extreme range from all opponents, he successfully escapes the battlefield for the rest of the scene, evading all pursuit.

Statues and Conditions

Initiative Crash: A character whose *Initiative* is 0 or below is “Crashed,” utterly on the ropes and losing the fight. These rules apply during this time.

- Crashed characters have *Hardness* 0 regardless of armor or magic, unless the magic specifically states it works under *Initiative Crash*.
- Crashed characters cannot launch *Decisive Attacks*.
- Crashed characters cannot use charms with the *Perilous Keyword*.
- Withering Attacks* can drive your Initiative down deep into the negatives. If a crashed character is deemed by the ST to have no hope of recovery he may declare the character defeated by a *withering attack*.
- Crashed characters that survive 3 rounds of *Initiative Crash*, reset to 3 at the beginning of 4th round.
- If a character enters *Initiative Crash* as a result of his own actions reduce his *Initiative* by another 5.

Initiative Break: When a character forces an opponent into *Initiative Crash* with an attack, he gains what is known as an *Initiative Break* bonus. An *Initiative Break* bonus is a +5 bonus to Initiative. A character cannot gain an *Initiative Break* bonus from an enemy during the round that enemy recovers from *Crash*, or during the round that follows that.

Initiative Shift: While suffering *Initiative Crash*, if you are able to *Crash* the opponent who *Crashed* you, you instantly return to *Base Initiative* (unless this would cause you to lose *Initiative*) and make a *Join Battle* roll, adding the result to your *Initiative*. Your turn is then refreshed: any combat or movement actions you have used that turn are reset, allowing you to act again, immediately; however, should this renewed action be used to attack, you can only attack the character you *Shifted* against.

Mounted: Assuming Standard Mounts

- Aggressive Mounts:** Commanding the mount to attack or use an attack technique uses up its rider’s combat action. This is an attack action, and can be placed in a flurry.
- Attacking Mounts:** Mounts generally don’t have their own Initiative track, though the Storyteller may waive this if it seems appropriate (such as a Fair Folk noble entering battle on the back of a behemoth more dangerous than its rider). Unless a mount has its own Initiative track, all *withering* attacks against it are considered to target its rider. **Decisive** attacks can be used to target mounts with the intent of killing them out from under their riders; in many circumstances, however, the unhorse gambit is a more effective option.
- Combat:** Mounted fighters employing close-range weapons enjoy a +1 bonus to *withering* attacks against non-mounted opponents of human scale, or +2 against battle groups not armed with weapons with the reaching tag. Mounted fighters also enjoy a +1 Defense bonus against attacks from close-range weapons wielded by non-mounted opponents, so long as those weapons lack the reaching tag.
- Movement:** With standard mundane mounts add -1 to +4 to movement related actions.

Prone: A prone character must take a rise from prone combat action (see p. 183) to regain his footing. As long as a character is prone, he suffers a -1 penalty to his Parry, a -2 penalty to his Evasion, a -3 penalty to attacks, and cannot take any movement actions other than to rise from prone. He also automatically fails all attempts to resist dash and disengage actions.

Soak: Soak determines how well-protected the character is from successful *withering* assaults. As such, soak is determined by a character’s *Stamina* rating and the quality and type of his armor.

- Natural: Your *Stamina*
- Armored: See pg. 591 to find your armor
- Total Soak: Add your Natural + Armored soak.

Unexpected Attacks

- Ambush:** An ambush is defined as an attack against a target completely unaware of the attacker’s presence—generally only possible during the first round of a fight, against a target with a lower Initiative value than the attacker. An ambush attack completely ignores the target’s Defense; the target is considered to have Defense 0 against the attack.
- Surprised:** an attack launched from hiding against an opponent who knows he’s in battle and who is actively on the lookout for attacks, even if he isn’t sure exactly where all of his opponents are at the moment. A target faced with a surprise attack suffers a -2 Defense penalty against that attack.

Environmental Hazards (Varies): Hazards have a Damage Value (# & type), Time Interval, & Difficulty. All hazards are decisive attacks that ignore hardness and soak.

- Resisting Dice Pool**
 - Stamina+Resistance: Heat/cold, dehydration, fatigue, poisons, etc...
 - Dexterity+Dodge: Falling Boulders, dart traps, etc...
 - Wits+Survival: Finding shelter, making a fire, etc...
 - Strength+Athletics: Stopping a crushing ceiling, catching a falling stone, etc...

NOTE - IT’S A TRAP! : Traps work identically to Environmental hazards with 2 differences

- Notice:** You have a chance to notice a trap. Roll Perception+Awareness to spot the trap with a difficulty based on the trap’s nature.
- No Interval:** With few exceptions traps don’t generally reset, so there is no interval. If a trap does reset it is treated like a new attack each time.

Falling: You can’t dodge Creation. Falling inflicts damage based on falling heights identical to ranges in combat. Falling damage ignores soak, hardness and inflicts automatic levels of damage in addition to rolled damage dice. These are treated as a decisive attack.

Deprivation: Exalted are mortals and require the normal food, water, respiration, etc...

- Suffocation:** A character will die after Stamina minutes without Air. If the character is exerting himself or didn’t have a good breath to begin with will perish after Stamina x2 ROUNDS.
- Starvation:** A character will suffer a -3 to all actions after Stamina days without food, and die after Stamina Weeks without food.
- Dehydration:** A character will die from dehydration after Stamina days without water.

Poison

- Resisting Poison:** When a poison is inflicted on a victim, he may roll Stamina+Resistance to reduce the duration of the poison. Exalted and supernatural beings can reduce a duration to zero nullifying the poison. Mortals and animals can reduce it by half (rounded up).
- Vector:** This shows in what way the poison must be administered. If the Vector is Wound, then the Poison can only be inflicted in battle by a decisive attack.
- Damage:** Poisons may inflict wounds or initiative damage, either way they ignore Soak and Hardness. Poison inflicts levels of damage not dice or damage the victim’s Initiative.
- Poison Penalties:** The penalties from poison affect all actions taken by the victim.

NOTE - Multiple Doses?: Multiple doses of a venom stack durations only.

NOTE - Combat Poisons: Poisons that have intervals of rounds that will be effective in combat should have Initiative Damage not health levels damage.

Disease: Once you are exposed to a disease you roll Stamina+Resistance vs the Virulence of the disease. You roll the same vs the Morbidity of the disease to get better/worse.

- Virulence:** The difficulty to avoid contracting the disease.
- Morbidity:** The difficulty to avoid becoming worse, and taking greater symptoms.
- Interval:** The duration of time between morbidity rolls.
- Symptoms:** Analogous to Intimacies, the symptoms of a disease are graduated. Failing morbidity rolls moves you up the symptoms stages. Note that not all diseases have Defining Symptoms or Death as possible stages. The general stages are as follows:
 - Minor Symptoms:** Lose 1 Willpower, but no other mechanics penalties, but your character doesn’t feel good...
 - Major Symptoms:** Serious symptoms, it can get really annoying at this stage. The story teller can inflict an automatic botch once per session based on the symptoms.
 - Defining Symptoms:** The disease defines the character’s lifestyle interfering with nearly everything. Storyteller may inflict a botch once per scene based on the symptoms.
 - Death:** Exalted rarely die from a disease but mortals often do. Exalted ignore death from non-magical diseases.

Hazards	Damage	Interval	Difficulty
Acid Bath	3 Lethal	Round	5
Severe Heat/Cold	1 Bashing	Hour	1
Bonfire	4 Lethal	Round	5
Lava	6 Lethal	Round	5
Sandstorm	1 Lethal	Minute	3
Elemental Storm	2 Lethal	Minute	3
The Silent Wind	4 Ag	Round	4

Fall Range	Level of Damage	Dice of Damage
Short:	3 Bashing	5 Bashing
Medium:	4 Lethal	7 Bashing
Long:	5-7 Lethal	8-12 Lethal
Extreme:	7-10 Lethal	10-14 Lethal

Poison	Damage	Interval	Duration	Penalty	Vector
Arrow Frog Venom	3 Initiative	Round	5 Rounds	-2	Wound or Ingestion
Arsenic	2 Lethal	Day	7 Days	0	Ingestion
Curare	1 Initiative	Round	10 Rounds	-2	Wound
Hemlock	2 Lethal	Hour	5 Hours	-4	Ingestion
Snake Venom	2 Initiative	Round	3 Rounds	-3	Wound
Dream Wisp	1 Bashing	5 Minutes	1 Hour	-3	Ingestion
Wood Spider Venom	3 Initiative	Round	2 Rounds	-3	Wound
Yozi Venom	1 Lethal	Minute	10 Minutes	-5	Wound

Common Diseases	Virulence	Morbidity	Interval	Max Symptoms
Influenza	5	2	Week	Major
Consumption	2	2	Week	Death
Cholera	4	3	Day	Death
Hemorrhagic Fever	5	5	Day	Death
Festered Wounds	3	1	Week	Death – Does not Affect Exalted
Leprosy	1	5	Month	Defining
Rabies	2	4	Day	Death
Plague	4	5	3 Days	Death
Syphilis	3	1	Year	Defining
Mystical Diseases	Virulence	Morbidity	Interval	Max Symptoms
Puppeteer’s Plague	4	3	Week	Death

Influence (Social Combat)

Influence Roll: [(Social Attribute)+(Social Ability)+(Mods)] vs **Resolve** or **Guile**

- **Resolve** is used to resist Instill, Inspire, Persuade, Bargain, & Threaten actions.
Resolve = [(Wits+Integrity+Specialty)/2 round up]+Intimacy Mod
- **Guile** is used to defend against the Read Intentions action.
Guile = [(Manipulation+Socialize+Specialty)/2 round up]

NOTE – Purpose of Social Combat (What you can do with it)

- Discover the Intimacies of Others
- Protecting your own Intimacies from discovery.
- Exploiting others' Intimacies after discovery:
 - Instilling others with new Intimacies.
 - Strengthening or Weakening an Intimacy they hold.

Social Combat Actions

Instill: The instill action is used to change the feelings and beliefs of others. When a player takes an instill action, he declares what he wants to make his target feel or believe. The Storyteller may apply penalties to the roll if this belief is particularly implausible or hard to accept, up to a maximum penalty of -5 for truly unbelievable claims. On a successful roll, the target forms an Intimacy towards that belief. **Retry:** Either get a new argument/Intimacy or wait until after current adventure is over.

Inspire: The inspire action is used to incite emotions and passions in others, usually with the Performance Ability. When a player takes an inspire action, he chooses which emotion he is attempting to inspire—anger, sorrow, hope, lust, hatred, delight, or any other. On a successful inspire roll, the target is impassioned according to the emotion evoked—but the *target's player* chooses what form that passion takes. An impassioned character might form a new passion, or act upon an existing Intimacy that aligns with the emotion evoked. **Retry:** Wait until the current scene has ended to Inspire same Intimacy.

Persuade: The persuade action allows you to convince other characters to perform an action or task that you give to them. **The extent of the action you can compel with persuade depends on the Intimacies of your target.** Without an Intimacy to support your influence roll, you can only convince others to take relatively trivial and risk free actions. **Retry:** Either get a new argument/Intimacy or wait until after current adventure is over.

- **Knowing A Minor – Inconvenient Tasks:** With this level of Intimacy, you can persuade people to do things that take longer than a scene to complete, if the amount of time needed is not so long as to disrupt the target's life and so long as the risk to themselves or those they care for isn't so great.
- **Knowing A Major – Serious Tasks:** Characters who have an appropriate Major Intimacy can be convinced to perform even tasks that carry the risk of extreme harm or impediment but certain death or total ruin. Tasks that take extended amounts of time are possible at this level, even if they require a long term commitment such as joining an organization.
- **Knowing A Defining – Life Changing Tasks:** At this level, you could convince them to do almost anything. Only in cases where death or utter ruin are absolutely, unavoidably certain will they balk, and even then the Storyteller might decide they're willing to do it despite all odds.

Bargain: You offer a bribe, gift, or favor that the character you're convincing believes is worth the difficulty or danger of the task you're asking him to perform. The Storyteller should take into account the Intimacies, wealth, and social status of the character in deciding what they will consider sufficient payment. **Retry:** Bigger Offer.

Threaten: When all else fails, pain and intimidation are brutally effective motivators. You can convince people to do things without having to appeal to their Intimacies, only rather than offering something they want, you present them with something they *don't*—usually the threat of bodily harm, although social blackmail, economic ruin, and general intimidation will also do the job. It can also be used as an instill action which gives the target a Tie of fear towards you, or intensifies such an Intimacy he already has.

Read Intentions: allows a character to discern what another character wants to achieve in a scene of interaction. Reading someone's intentions is not an influence roll—instead, it is a (**Perception+Socialize**) roll against the target's **Guile**. **Retry:** Current target cannot be retried until after the current scene is over.

- **Alternate Use:** Can be used in order to determine what Intimacies a character has. Before rolling for the action, the player should generally describe what kind of Intimacy he wants to discern (“Does he love anyone?” “How does he feel about me?” “Is he a devout Immaculate?”). However this is not magic (without a charm) and the ST can limit what you can learn from a given encounter. If you observe the target while he is unaware he suffers a -2 to his **Guile**.

NOTE ON APPEARANCE: If a character's **Appearance** rating is higher than his target's **Resolve**, then he gains a dice bonus on all instill and persuasion attempts against that individual equal to the difference. Thus, a character with **Appearance 5** attempting to use a persuade action on an individual with **Resolve 3** would gain a +2 bonus. This comparison is made before any bonuses to Resolve are factored in. When used against a group assume an average **Resolve** for the group.

Intimacies (Heart of Social Combat)

Intimacies represent a character's relationships, beliefs, ideals, and goals. A character's Intimacies help determine what types of influence will affect him.

Intensity: The strength of an Intimacy is defined by its **intensity**—Minor, Major, or Defining. When a character is targeted by an influence roll that opposes one or more of his Intimacies, add a bonus to his Resolve based on the intensity of the most applicable Intimacy. On the other hand, if one or more of a character's Intimacies *supports* an influence roll applied against him, then he suffers a corresponding penalty to Resolve based on the most applicable Intimacy(ies).

- **Minor:** Notable relationships or beliefs. Generally apply when you are directly around the subject of the Intimacy.
Minor Intimacies apply a +2 Resolve bonus to defend against rolls that oppose them, or a -1 Resolve penalty against rolls that align with them.
- **Major:** A relationship or belief that influences most areas of your life and can alter your behavior even in situations indirectly related to the Intimacy.
Major Intimacies apply a +3 Resolve bonus to defend against rolls that oppose them, or a -2 Resolve penalty against rolls that align with them.
- **Defining:** A relationship or belief that you place above all others and on which you refuse to compromise.
Minor Intimacies apply a +4 Resolve bonus to defend against rolls that oppose them, or a -3 Resolve penalty against rolls that align with them.

Resisting Influence Rolls

Willpower: Even if a character's Resolve is overcome, he may still have an opportunity to deny the influence. If the influence is trying to change how he *feels*, such as by creating, destroying, or changing his Intimacies, he may spend a point of Willpower to:

- Stop a new Intimacy from being created. Although the character is moved, he just can't afford to invest himself in a new person or cause!
- Stop a Major or Defining Intimacy from being weakened. Even though the influence was convincing, the character just has too much invested in the Intimacy to give up now, even if he wants to!
- Reject a successful inspire action—the character uses his force of will to deny his swelling passions.

Decision Points: Refusing successful influence to make the character *do something* is trickier. When a character fails to resist such influence with his Resolve, he enters into a special state called a Decision Point. In the Decision Point, the player must choose an Intimacy and explain how it justifies resisting that specific influence. The Intimacy he chooses must be of equal or greater intensity than the Intimacy which supported the influence roll, and it **can't** be the one that strengthened his Resolve against the roll in the first place—the influence already overcame that particular source of reluctance when it beat his Resolve, after all.

If those requirements are met, and if the Storyteller accepts the player's argument for why one of his Intimacies would make him reject the influence, then the character may spend one Willpower point to resist the influence roll.

Unacceptable Influence: If a request is so antithetical to the nature and personality of its target that it cannot possibly succeed, it is said to be **unacceptable influence**. A character targeted by unacceptable influence may reject it outright without spending Willpower, even if his Resolve would not normally be high enough to defend against it. Unacceptable influence includes:

- Any instill action to strengthen or weaken an Intimacy which doesn't exploit an appropriately strong Intimacy to do so.
- Any persuasion attempt which doesn't exploit an Intimacy strong enough to support the proposed task.
- Any bargain attempt which fails to offer a properly enticing incentive or threaten action which is insufficiently threatening.
- Any influence that would cause a character to kill himself, or to do something that he *knows* would result in his certain death.
- Any influence that would cause a character to completely abandon or end one of his Defining Intimacies is unacceptable.
- Any seduction attempt that violates a character's sexual orientation (as defined by the player the character) is unacceptable.
- Certain Charms allow characters to define special kinds of influence that they may treat as unacceptable.

Social Complications

One Vs Many: Whenever an influence roll targets more than one character, it suffers a -3 penalty. Determine success or failure of important targets within a crowd individually, for a crowd of mooks, assume an average **Resolve**.

Written Social Actions: The Ability used when rolling for a written social action is always Linguistics. (Appearance doesn't apply)

Gestures & Body Language: When a character attempts to communicate through gestures, appearance, and body language alone, the target of such silent influence adds +2 to his Resolve.

Overturning Influence: Changing the mind of someone acting in accordance to a previous social attack grants him +3 Resolve to resist a new attack to make him abandon that course of action.

Social Actions in Combat: Any social action can be made in combat as a **Combat Action**, but any such attempt must be conveyable in the 3 second time span or require multiple actions. You may also flurry Social Actions with your normal Combat Actions with the standard penalties.

Willpower

Willpower Points: A character begins with a number equal to their willpower score. Spending them can be used to use charms, sorcery, resist social effects, etc...

Note – Points can Exceed Score: Your willpower points can exceed your willpower score but **cannot exceed 10**.

Note 2 – When Rolling Willpower: You never roll your willpower points, they are spent as a resource. Whenever you are asked to roll your willpower, you roll your willpower score.

Common Willpower Point Expenditures

- Add 1 Success to a single roll.
- Increase a Static Value (Defense, Guile or Resolve) for a single use of that value.
- Reject certain kinds of social influence.
- Use a charm that requires Willpower.

Regaining Willpower Points

- A good night's rest restores 1 willpower point.
- You may, once per scene, regain 1 willpower point when you undergoing a hardship/sacrifice for a Major or Defining Intimacy.
- Regain 1-3 points of willpower upon achieving a major character or story goal.
- Performing a level 2 stunt grants 1 willpower point (this allows your points to exceed your willpower score).
- Performing a level 3 stunt grants 2 willpower point (this allows your points to exceed your willpower score).
- At the beginning of an adventure your willpower points are reset to your score.
- When you come out of limit break your willpower points are reset to your score.

Projects

- Is the Project Possible?:** Make certain the character has what they need before they even start.
 - Materials:** All projects take materials be it building: a ship (wood, pitch, etc...), a manse (demonse, stone, labor, etc...), an army (people, arms, training grounds, etc...), etc...
 - Skills:** All projects require the understanding to create them: a shipwright, a geomancer, a drill sergeant, etc...
 - Time:** How much time does it take? Does the character have the time to do this?
- Does the Project Succeed?:** Does anything happen that threatens the project? This is largely the dictation of the Storyteller and may give Failure Conditions.
 - Shortages:** Do any of the Materials, Skills or Time conditions above fall into question?
 - Sabotage & Opposition:** Are there opponents to the project? How do they respond?
 - The Unexpected:** Rain, drought, war, death of the architect, etc... Things that happen that wouldn't normally affect you may cause problems for a project but aren't directly related.

Common Dramatic Actions

Feats of Strength (Varies):

- Special - Holding up a Collapse:** An Extended Action, Roll Strength+Atheletics vs dif, Terminus of 5, with no goal number. At each interval roll must achieve successes equal to the difficulty. Failure = damage to Hero of the Feat + possible damage to everyone inside collapse. Botch = total collapse.
- Special - Martial Arts Breaking Tournament:** Roll Strength+Martial Arts vs dif of Target

Note: You must have a strength of 3 to attempt feats of strength.

Min Strength	Successes	Example Feats
3+	1	Lift a man or anvil. Break a pine board.
	2	Tote a bale of cotton. Kick an oak door down.
	3	Lift a mule. Break a sword over your knee.
	4	Lift a warhorse or bend an iron bar.
5+	5	Lift an ox, pull a laden wagon or bend horseshoes into pretzels.
	6	Throw a mule, snap an axe haft or kick an oak door to splinters.
	7	Lift a boulder, throw a warhorse.
	8	Lift a rhino, snap iron manacles, or slowly bash a brick wall.
	9	Throw an ox, twist off a steel lock, kick down an iron door.
7+	10	Lift an elephant, raise a draw bridge, punch through brick.
	11	Lift a locked portcullis, punch through a city gate.
	12	Pull a laden wagon from a sand trap, rip out iron bars out of stone.
	13	Lift a boulder with one hand, tear down the pillars of a temple.
	14	Lift a tyrant lizard, carry an enormous status, open locked gates.
10+	15	Uproot a mighty tree and slowly bash through fortress walls.
	16	Lift a mammoth, hurl an elephant, tear apart a portcullis.
	17	Pull an entire caravan, snap a mighty tree in half.
	18	Uproot mighty tree with one hand, Crack a boulder in two.
	19	Throw a mammoth, slowly push over a stone tower.
	20	Smash through a city wall, Lift a yeddim or pull a herd of yeddim.

Investigation

- Case Scene (15 min):** Roll Perception+Investigation vs general difficulty to investigate the scene or the Conceal Evidence action previously used at this scene.
- Profile (5 min):** Roll Perception+Investigation vs the Target's Guile. Success gives you a basic run down of the character.

Larceny

- Conceal Evidence (15 min):** Roll Intelligence+Larceny, successes = difficulty to Investigate the scene.
- Disguise (5 min):** Roll Intelligence+Larceny, successes = difficulty to recognize the target with Perception+Awareness.
 - Drastic Change:** -2 to disguise rolls to change sex, race or body type, each.
 - Imitating Friends & Love Ones:** -4 to trick anyone that has an intimacy for the character you are disguised as.
- Lockpicking (5 min):** Roll Dexterity+Larceny difficulty = to Lock (Mundane 1-2, Magical 3, First Age 4+)
- Pick Pocket (Instant):** Roll Dexterity+Larceny opposed by the target's Perception+Awareness.

Healing Times

These healing times assume primarily resting and avoiding strenuous activities. If a character pushes himself despite his condition double all these times.

Health Level	Exalted		Mortal	
	Bashing	Lethal/Ag	Bashing	Lethal
-0	1 Hour	1 Day	12 Hours	2 Days
-1	12 Hours	2 Days	1 Day	4 Days
-2	1 Day	3 Days	4 Days	1 Week
-4	2 Days	5 Days	1 Week	1 Month
Incap	Varies	Varies if at all	Varies	Varies if at all

Anima Powers

General Solar Anima Effects: Spend one mote for any of the following.

- Soul Sundial:** Know the exact time of day in Creation.
- Blazing Caste Mark:** Cause your caste mark to appear as a gold mark or growing symbol

Dawn Anima Effects

- Rising Sun Initiative (Anima Iconic):** When your anima is Iconic your Base Initiative is 3+Essence/2(round up).
- Inevitable Dawn (10m):** You may reset all movement and combat charms. Once per day only.
- Terrifying Might:** You add Essence/2 (round up) to all intimidation checks, and you may attempt to intimidate which do not feel fear (Golems, zombies, etc...)

Zenith Anima Effects

- Purification of the Fallen (1m):** Touch a corpse and consume it in solar flame sending the Hun to Lethe and the P'o to oblivion. You also perceive the Strongest Intimacies of the dead. If you choose to take them on. You may touch the target of said intimacy granting them visions appropriate to the intimacy and relationship.
- Divine Judgement (10m):** Once per day you may make a Decisive attack against a Creature of Darkness without resetting your initiative.
- Priest King's Summons (7m):** You may order dematerialized spirits to manifest using Charisma+Presence with Essence in successes.

- Responding to Failure Conditions:** You react to the possibility of failure. This can be done with Merits or personal intervention.
- Result:** Failures only occur if the Players either don't respond to the Failure Condition or don't respond adequately to resolve it. Sometimes even then the project will "succeed" but with complications to the greater story. The following are a few possibilities:
 - Political Unrest:** A common response to a large project can be political unrest either from the envy/fear of your neighbors or from the anger of the oppressed.
 - Loss of Assets:** A common result is a project going over budget or alienating some of those involved. This may cause loss of merits.
 - War:** If the neighboring forces see the project as a provocation they may go to war over it.
 - New Merits:** You may also make friends and coin from your project depending on what it is.

Lore

- Introducing a Fact (???):** Once per scene a character with Lore 3+ (and a relevant backstory), can attempt add a fact to the story that his character knows. If the storyteller deems it appropriate the player rolls Intelligence+Lore vs a difficulty set by the Story Teller based on how likely the information is correct and the character would know it.
- Challenging a Fact (???):** Once per scene a character with Lore 3+ (and a relevant backstory) or Lore 1+ with a specialty, may notice when things are wrong. If the storyteller deems it appropriate the player rolls Intelligence+Lore vs a difficulty set by the Story Teller based on how likely the information is incorrect and the character would know it. The character know something is false or does not ring true but not necessarily what or why.

Medicine

- Diagnosis (5 min):** To determine the origin of the ailment roll Perception+Medicine. To diagnose the ailment based on symptoms and study of the patient roll Intelligence+Medicine. If rushed add +1 or +2 to the difficulty of the roll (one combat action instead of 5 min). **NOTE:** If you make any medical actions without a Diagnosis then you increase the difficulty of all those medical actions by +2 to +4.
- Treating Wounds (5 min):** To bind a wound and stop the bleeding roll Intelligence+Medicine vs dif = to the wound penalty of the person you are trying to help.
- Treating Disease (1 hour / day of disease's interval):** At the end of the treatment roll Intelligence+Medicine vs dif = to the Morbidity of the disease. This can be substituted for the Victim's roll at that next interval roll.
- Treating Poison (5 min):** Roll Intelligence+Medicine, difficulty is based on the lethality and commonness of the poison. Therefore the difficulty = 1 + 1 if lethal + 1 if uncommon +2 if exotic + 2 if being done in combat or other perilous situation.

Sailing

- Gauge Tides/Currents/Winds (1 min):** Roll Intelligence+Sail vs difficulty
- Avoid Obstacles (N/A):** Roll Wits+Sail+Manueverability vs difficulty to avoid.
- Pursuit:** Pursuit is an extended, contested (Wits + Sail + Speed) roll, with the first ship to accumulate 10 more successes than the opponent succeeds in getting away or catching their target.
- Troubled Waters:** Navigating treacherous waters (reefs, shallows, rocks, etc...) or braving a storm is an extended action Wits+Sail roll with a difficulty assigned by the dangers involved and a number or rolls based on the duration of the danger. Each roll must succeed or face the characters with a consequence (blown of course, hull damage, etc...).

Survival

- Tracking/Counter-Tracking (??):** Tracker rolls Perception+Survival (+/- Environmental modifiers) vs Counter Tracker's roll (Wits+Survival)

Essence

Raising Essence: 1 = 0-49, 2 = 50-124, 3 = 125-199, 4 = 200-299, 5 = 300+

Note: Solar Experience does not count towards raising your Essence.

Solar Personal Essence Pool: Essence x 3 + 10

Solar Peripheral Essence Pool: Essence x 7 +26

Note: You cannot spend motes from multiple pools unless one pool doesn't have enough.

Regaining Motes

- In Combat:** Regain 5 Motes at the end of each round.
- Out of Combat:** Regain 5 Motes per hour.

Anima Banner: Each 5 Peripheral Motes raises a level of

- Dim:** Anima is invisible.
- Glowing:** Anima outlining character & Caste Mark appears. *Stealth/Disguise* at -3.
- Burning:** Character blazes with light, *stealth impossible*
- Iconic:** Grand display of power featuring your personal Icon. *Stealth impossible*

Twilight Anima Effects

- Aegis of Twilight (5m/Anima Iconic):** Reflexively gain 5 hardness for one turn. At Iconic anima displays this power activates for free.
- Ride the Dragon (10m,1wp):** For 1 round you burn away into pure essence and then vanish. So long as the Twilight doesn't move or suffer knock down he vanishes. He reappears at Sunset the following day, at a random place of power, within 10 miles.
- Sage's Binding (10m):** You may bind an Elemental or Demon of the First Circle (Essence 1-3 only) as a familiar. Roll Intelligence+Occult vs Target's Resolve. You may summon such bound creatures to you side for 3 motes and banish it for free. You may have up to Essence such bound spirits.

Night Anima Effects

- Subtle Essence (2m):** By paying the extra motes any charm powered by peripheral essence doesn't add to your anima display.
- Unseen Shadow (3m):** Ignore up to 3 or Essence penalties to stealth rolls (whichever is higher)
- Mask of Night (Anima Iconic):** Your anima banner wraps around and suffuses her from hiding figure and visage alike. Your identity is perfectly obscured.

Eclipse Anima Effects

- Oath Binding (10m):** You may bind an oath you have witnessed.
- Heaven's Diplomat:** You have diplomatic immunity when treating with the enemies of Creation. So long has you have legitimate business and observe the rules of hospitality you and your companions are protected.
- Essence Under Heaven:** You may learn the charms of spirits, Fairfolk and other beings so long as the charm has the keyword Eclipse. (8XP)

Sorcerous Workings

These are shapings of the fabric of Creation's Tapestry, compelling the world, its essence or spirits into creating mystical and wondrous effects. This is completed as an extended Sorcerous Shaping roll (Intelligence+Occult). The Difficulty, Terminus and Goal are set by the player's choices. Once a Sorcerous working is completed the player must pay XP to finalize it based on ambition.

XP Cost = $2^{Ambition}$

Ambition: The general power level of the Sorcerous Workings. These are rated 1 to 3 under each Circle of Magic (Terrestrial/Emerald, Celestial/Sapphire & Solar/Adamant). The Ambition dictates the Goal required for the extended Sorcerous Shaping roll.

- **Terrestrial:** Rooted in transforming, enhancing, or weakening pre-existing elements of the natural world, rather than directly invoking supernatural forces. Emerald Circle workings are typically limited either in power or scope. It may be a spectacular result within a single chamber, or a mild blessing over a village.
 - 1 (Goal 5) Create/Bind magical entities to perform mundane chores in service to a person, organization, or structure. Enchant a path to prevent travelers from becoming. Invite an unbound First Circle demon into Creation in a ritual that culminates at midnight. Make permanent but small scale geographical alterations i.e. freshwater spring or flattening a hill. Ward a town or neighborhood-sized region against a particular type of mundane nuisance, i.e. forest fires, crop-eating pests, etc...
 - 2 (Goal 10) Cross two different species of plant or animal to create a hybrid species with the best traits of both. Grant mutations to oneself or a willing subject. Instill a plant, animal, or object with human-level intelligence. Ward a chamber against scrying, teleportation, or intrusion by a particular type of spirit.
 - 3 (Goal 20) Bless a region to enhance its natural properties, causing a field to always deliver a bountiful harvest or a freshwater river to always run clean. Create a completely new but mundane form of life, or breed a specimen of an existing species with a minor supernatural power that augments its traits. Place a curse on a small region in a way that diminishes, warps, or blights its mundane aspects such as flora, fauna, or natural resources, making it all but impossible to make a livelihood off the cursed land. Create a rift between two realms of existence that allows communication, possession, or similar forms of limited interaction, but not actual transportation.
- **Celestial:** Miracles of outright supernatural power, either rewriting the laws of the natural world on a relatively large scale or instilling supernatural power into the mundane world. Scope sufficient to place powerful blessings or curses upon an entire village or a particular neighborhood or feature of a city, and their power is either an overt manifestation of supernatural magic, or a dramatic and drastic change to the properties of the natural world
 - 1 (Goal 25) Create a bond between two characters allowing them to communicate at any distance. Bestow a useful but limited supernatural blessing. Create persistent illusions that haunt a structure or town-sized region. Invite an unbound Second Circle demon into Creation in a ritual that culminates on the night of the new moon. Transform a chamber so that its interior emulates the environment of any natural terrain within Creation. Ward a chamber or structure against all intruders with magical traps or barriers.
 - 2 (Goal 30) Alter the weather of a town-sized region over a long duration, extending the harvest season by a month every year or making every winter exceptionally harsh. Enchant fortifications against mundane assault or give resilience to supernatural powers. Grant a power to one's self or to a willing subject, i.e. a burning gaze, a hypnotic tongue, or cursed blood that turns into scorpions when shed. Make alterations to the nature of a willing supernatural being, such as imbuing a fire elemental with the aspect of earth to turn it into a being of molten magma, or reshaping a demon to express a different facet of its oversoul and altering its Charms to match. Spread mutations throughout the mundane flora and fauna of an entire ecosystem.
 - 3 (Goal 35) Create a loyal minion with supernatural powers comparable to a Second Circle demon or notable god. Enchant the architecture of an entire structure to grant it limited mobility, the capacity to rearrange its internal structure, intelligence comparable to a human, or similar powers. Open a permanent portal between two different realms of existence, such as a small shadowland or a faerie ring that leads travelers into the deep Wyld.
- **Solar:** Rewrite the laws of reality, or write new ones into being. Their scale can be huge, encompassing entire cities at the low end of Ambition 1 or the whole of the cosmos at its upper, high-unattainable end. Its power can bend time, space, or the boundaries of worlds to the sorcerer's will, and manipulate the fine workings of Essence down to the level of changing a being's very soul. As long as the Storyteller feels that something should be possible through a sorcerous working, it can be attained through workings of the Adamant Circle.
 - 1 (Goal 40) Completely transform the terrain of a region to raise lush tropical paradises out of deserts, curse forests to wither away into scrubland, dry up seas, and so on. Enchant a village or small city sized region to emulate the nature of another realm of existence, possibly acting as a point of meeting between the two worlds. Purify a hundred miles of shadowland or Wyld zone. Extract the soul of a willing mortal from his body and transfer it into a new vessel, such as an automaton, manse, or similar form. Restore someone's body to the prime of its youth. Ward an entire city against invasion with supernatural traps, barriers, or concealment.
 - 2 (Goal 50) Alter major metaphysical properties of a city-sized region: make it capable of moving across Creation, cause it to rise up and float in the sky, alter the nature of space within it so that it's bigger on the inside of its borders than the outside, meddle with the flow of time within it, make it invisible or intangible to those who do not meet certain conditions. Enchant a city-sized region or a group to change the nature of the afterlife for those who die within it, such as designating particulars of how they reincarnate or transforming the souls of the dead into elementals. Lay a potent curse on a city, region, or group of people that can only be broken when specific circumstances are met. Utterly transform the nature of a supernatural being—remaking a demon as a god, or turning an elemental into a specter composed of the corpse-elements of the Underworld, or similar.
 - 3 (Goal 75) Make subtle alterations to the metaphysics of the entire cosmos. Create a supernatural being of a singular nature and considerable power. Cast a city-sized region into a different realm of existence, or outside of time and space altogether, with set conditions for when it returns or how it can be accessed.

Finesse: The extent to which a sorcerer controls how its effects manifest and what form they take, rated on a scale of 1, 3, or 5 and set by the player. This is the difficulty of the Sorcerous Shaping roll.

1 – **Storyteller Runs Wild:** You may have come up with what happens but the HOW is left completely up to the Storyteller. He should not try to screw with you on this but how it manifests is up to him.

3 – **Rough Description:** You give a rough idea of how it manifests but the storyteller fills in the gaps and details.

5 – **Total Control:** You have to come up with everything, and can control every aspect of its manifestation (within limits).

Means: The resources that a sorcerer has available to put to use beyond the baseline of her own sorcerous power. Means take many forms, but the same benefit—adding to the working's terminus. Multiple Means stack their benefit, and it is intended that more ambitious workings will require the extra rolls from these to succeed. **A sorcerous working with no Means has a terminus of 5 rolls.**

- **Complementary Abilities:** A sorcerer who's mastered an Ability that naturally lends itself to the sorcerous working may claim that as one of her Means, adding one to the Terminus.
- **Complementary Spells:** A sorcerer may claim one of her known spells as a Means if its function is related to the working she is trying to perform, adding one to the Terminus.
- **Cooperation:** The assistance of another sorcerer initiated into the Circle of the working adds one to the Terminus.
- **Extra Time:** A sorcerer willing to invest months or even years of preparation, research, and diligent practice may claim that extra time as one of her Means. Extending the interval from one week to one month adds one to the Terminus. Extending the interval to one cycle (three months) adds 2 to the Terminus. Extending the interval to one year adds 3 to the Terminus.
- **Exotic Components:** Esoteric or rare materials may be consumed in the process of a working to count as a Means, adding one to the Terminus.
- **Sorcerous Infrastructure:** Esoteric laboratories or ritual chambers stocked with esoteric texts, occult reagents, and other tools add one to the Terminus.

Beyond the Bounds

Unlike spells, which demand initiation into the proper circle before they can be learned, it is possible for a sorcerer to perform a working of a Circle that she has yet to master. Working beyond the boundaries is difficult, dangerous, and always requires extraordinary effort on the part of the sorcerer. The sorcerer's player must describe the extraordinary efforts of her character and the great lengths to which she goes as she describes the enactment of the sorcerous working—it's not something that can be done routinely, easily, or safely. Going beyond the boundaries of one's sorcerous initiation has the following consequences:

- **The base difficulty** of the (Intelligence + Occult) roll at each interval is increased by 2 for each Circle beyond the sorcerer's own initiation. For example, a Terrestrial Circle sorcerer attempting a Solar Circle working would make rolls at a difficulty equal to (4 + Finesse), rather than (Finesse). Because of this, most sorcerers deliberately choose a low Finesse for such workings.
- **Each failed interval roll** on a working counts as one botch to complicate the final outcome of that working. Actually botching a roll completely ruins the effort, in addition to adding disastrous consequences to that failure.
- **A Terrestrial Circle sorcerer cannot attempt Solar Circle workings of Ambition 3.**
- **Default interval of such workings is increased from one week to three months**, if reaching one Circle above the sorcerer's capacity, or one year if reaching two levels above the sorcerer's mastery. The requirement to gain additional means by dedicating extra time and effort to the working rises to one year, three years, or five years (for those reaching one Circle above their mastery), or three years, five years, or ten years (for Terrestrial Circle sorcerers attempting Solar Circle workings).
- **Experience costs** are increased by four points per Circle the sorcerer has not mastered.

Crafting Rules

Projects: All crafting is divided into projects of varying difficulties. To complete greater and greater projects you must earn crafting experience from lesser projects to spend on them. Crafting XP cannot be used on anything other than completing greater and greater projects and adding additional Crafting Slots (see below).

- **Basic Projects:** The simplest tasks a craftsman can undertake. Generally mundane items of lesser to average quality and take little time. This requires a single roll. Completing them gives you Silver XP (SXP) see table below.
- **Major Projects:** Significant endeavors within your craft. Crafting good to superior quality mundane items and are a significant burden on time and resources. This requires a single roll. Completing Major projects requires the expenditure of SXP and gives you Gold XP (GXP) see the table below.
- **Superior Projects:** This describes the creation of either Artifacts or of large scale constructions like a warship, manse, dam, city wall, palaces, etc... This requires an Extended Roll, difficulty 5, terminus 6, and goal # dependent on the Artifact Level (2=30, 3=50, 4=75 & 5=100). Completing Superior projects uses 10 GXP and grants White XP (WXP) See table below.
 - Note - Mortals:** This is the highest level achievable by mortals but they cannot make artifacts without special abilities or powers, like sorcery or thaumaturgy.
 - Note 2 - Botches & Failures:** When working on an Artifact a botch on any roll results immediately ruins the item all Craft XP and materials are wasted. Failure one a give roll does little but waste a roll. Failure to achieve the Goal by the last roll ruins the project and materials.
 - Note 3 - Making Artifacts & Manses:** Making Artifacts requires Craft(Artifacts), Making Manses requires Craft(Geomancy).
- **Legendary Projects:** Legendary works include the greatest artifices known to the First or Second Ages. An Artifact Ship or Legendary Manse. This requires an Extended Roll, difficulty 5, terminus 6, and goal of 200.
 - Note - Legendary Skill Requirements:** To attempt the creation of a legendary artifact requires Lore 5, Occult 5, Craft (Artifact) 5 [or Craft(Geomancy) for an Manse], Relevant other Craft 5.
 - Note - First Age Wonder Requirements:** A character must be capable of the Legendary Requirements + have Craft(First Age Artifice) and be Initiated into at least Terrestrial Circle Sorcery.

Basic Objectives - Gaining Crafting XP: What kind of Crafting XP you receive from a project is dictated by the level of project as stated above, but how many or if it grants any XP is based on the following conditions:

- Finishing the project caused a character to gain or strengthen an intimacy toward you.
 - Finishing the project produces a very clear in-game non-trivial gain for your character.
 - Finishing the project upholds, furthers or protects one of your intimacies.
- NOTE - Bonus Craft XP:** At the *End of the Story* a Crafter gains 3 SXP for each Craft ranked 3+, & 5 SXP for each rank 5+ Craft, that was used to complete a project during the story. Additionally the Crafter gains 5 GXP for each artifact created during the Story.

Projects Slots: Crafters can only keep so many balls in the air at one time.

- **Basic Project Slots:** As many as you want. These projects are considered to take so little time that you don't need slots for them.
- **Major Project Slots:** You start with 3 slots. If all of your slots are full you may pay 5 SXP to buy a temporary spot for a new project.
- **Superior Project Slots:** To create a Superior slot requires using a number of GXP equal to the artifact rating and uses a similar number of Major Slots to create it. If you lack enough open Major Slots you can temporarily create more as above.
- **Legendary Project Slots:** To create a legendary slot you must pay 5 WXP. This does not affect your other Project Slots at all.

Project	Time Required	Slots Needed	CXP Cost	CXP Completion Reward
Basic	Minutes to Hours	0	0	2 SXP per crafting objective triggered. With exceptional success, +1 SXP for each basic objective triggered.
Major	Hours to Days	1	10 SXP	2 GXP and 1 SXP per basic objective triggered. With exceptional success, +1 GXP for each basic objective triggered.
Superior/Mundane	Ask Storyteller	2	2 GXP	3 WXP (There is no max number of rolls to complete the project so it can't grant bonus GXP)
Superior/Artifact	Varies*	1 per Dot	10 GXP	Based on the dot level (2=3 WXP, 3=5 WXP, 4=7 WXP & 5=9WXP). Each unused interval grants double the dot rating in GXP
Legendary	Decade	0 (5 WXP)	10 WXP	10 WXP + Roll double your craft dice pool. Each success is a GXP, each fail is a SXP.

First Age Wonder

* - 2 dot: 6 weeks, 3 dot: 3 Months, 4 dot: 1 Year, 5 dot: 2 years

Labor Time: The longer work times given assume the character is dedicating a reasonable portion of her efforts each day to advancing her project, while still leaving time to attend to affairs of court, study sorcery, pursue the goals of her Circle, or otherwise participate in the game the Storyteller is running. If the character must completely put aside a project for extended periods of time, the Storyteller should adjust the amount of time required before the character can attempt to complete her project accordingly.

Repair Rules

Repair works largely the same as creation—repairing a simple tool is a basic project, while re-forging a broken sword is a major project. Repairing artifacts, similarly, requires a superior or legendary project, although depending on how badly damaged the item is, the Storyteller may opt to set the goal number lower than if the character were forging the artifact anew. The Storyteller may also significantly reduce the minimum time spent working on repairs, again based on the severity of the damage. Unlike standard superior or legendary projects, artifact repairs have no terminus.

Repairing damage to structures such as manses or ships requires a series of major projects, as the character repairs damaged rooms or elements of the vessel one by one. Such repairs generally require hours or days of work. When dealing with ships, a single major project is sufficient to restore one lost hull point (p. 244).

Repairing Rewards: Repairing items generally requires a smaller investment of time and materials than making them anew, and as such, offers smaller rewards.

- A basic repair project awards 2 SXP per basic objective triggered.
- A major repair project grants 1 GXP per basic objective triggered.
- Repairing a broken artifact with a superior repair project awards (Artifact's rating - 1) WXP.
- Repairing a broken N/A artifact with a legendary repair project grants no crafting experience points—the reward for such endeavor is restoring the Essence and power of a lost wonder of the ages.

Repairing First Age Wonders

- **First Age Wonder Skill Requirements:** To attempt the creation of a legendary artifact requires Lore 5, Occult 5, Craft (Artifact) 5 [or Craft(Geomancy) for an Manse], Relevant other Craft 5+ have Craft(First Age Artifice) and be Initiated into at least Terrestrial Circle Sorcery.
- **Sorcerous Working:** Repair must be preceded by a successful Sorcerous Working with the focus on the repair and of the appropriate scope and ambition to complete the repair. Artifacts 2-3 are Terrestrial Sorcerous Workings, while 4-5 require Celestial Sorcerous Workings and N/A level Artifacts require a Solar Circle Sorcerous Working and multiple Celestial Sorcerous Workings.

Mundane Armor

• Category: The general statistics for an armor are based on 3 categories. Light, Medium and Heavy. Additional modifications to weapons come from armor tags.

- Soak: Amount of Withering damaged removed from an attacker's pool Light: +3, Medium +5, & Heavy +7
- Mobility Penalty: Penalty to Evasion and Athletics pools. Light: -0, Medium -1, & Heavy -2
- Hardness: Amount of Decisive damage the armor allows you to ignore. Light: 0, Medium 0, & Heavy 0

Note: Exceptional Armor have no special bonus unless made from special materials.

Armor	Category	Cost	Tags
Breastplate	Light	2	None
Buff Jacket	Light	1	None
Chain Shirt	Light	2	Concealable
Haulberk	Medium	3	None
Lamellar	Medium	3	None
Rein. Breatplate	Medium	3	None
Rein. Buff Jacket	Medium	2	Silent
Articulated Plate	Heavy	5	None
Plate and Chain	Heavy	4	None

Armor Tags

Buoyant: This armor is made from something that doesn't interfere with swimming.

Concealable: This armor can be worn under clothing.

Silent: This armor gives no penalties to stealth.

Artifact Armor

• Category: The general statistics for an armor are based on 3 categories. Light, Medium and Heavy. Additional modifications to weapons come from armor tags.

- Soak: Amount of Withering damaged removed from an attacker's pool Light: +5, Medium +8, & Heavy +11
- Mobility Penalty: Penalty to Evasion and Athletics pools. Light: -0, Medium -1, & Heavy -2
- Hardness: Amount of Decisive damage the armor allows you to ignore. Light: 4, Medium 7, & Heavy 10
- Attunement: Number of motes need to attune. Light: 4, Medium 5, & Heavy 6

Without a commitment the armor is bulky, rigid, and immobile adding a -5 Mobility Penalty

Armor	Category	Tags	Artifact Armor Tags
Breastplate	Light	None	Not-Armor: Doesn't count as armor for the purposes of
Silken	Light	Silent, Not-Armor	Martial Arts that do not allow armor.
Chain Shirt	Light	Concealable	
Lamellar	Medium	None	
Rein. Buff Jacket	Medium	Silent	
Rein. Breatplate	Heavy	None	
Articulated Plate	Heavy	None	

Mundane Weaponry

- Category: The general statistics for a weapon are based on 3 categories. Light, Medium and Heavy. Additional modifications to weapons come from weapon tags.
- Accuracy: Bonus to Withering Attack rolls Light +4, Medium +2, & Heavy +0 **Note:** Archery and Thrown weapons have range based accuracy bonuses.
- Damage: Bonus to Withering Damage rolls. Light +7, Medium +9, & Heavy +11
- Defense: Bonus to Parry. Light +0, Medium +1, & Heavy -1 **Note:** Archery and Thrown weapons have no defense bonuses.
- Overwhelming: Minimum Damage pool All Mundane = 1
- Thrown Weapon Accuracy Bonuses by Range: Close+4, Short+3, Medium +2, Long -1, Extreme -3
- Archery Weapon Accuracy Bonuses by Range: Close-2, Short+4, Medium +2, Long+0, Extreme -2

Note: Exceptional Weapons have no special bonus unless made from special materials.

Note: Heavy Weapons require a strength 3 to wield properly.

Note: Dual Wielding – When dual wielding you may simply choose which weapons to use. If you have identical 2 weapons you gain +2 to Clash Attacks.

Weapon	Category	Cost	Tags
Cestus	Light	1	Bashing, Brawl, Smashing, Worn
Club	Light	N/A	Bashing, Melee, Smashing, Thrown (Short), Improvised
Khatar	Light	2	Lethal, Brawl, Piercing
Knife	Light	N/A	Lethal, Melee, Thrown (Short)
Sai	Light	2	Lethal, Melee, Disarming
Short Sword	Light	1	Lethal, Melee, Balanced
Tiger Claws	Light	1	Lethal, Brawl, Worn
Unarmed	Light	N/A	Bashing, Brawl, Grappling
Whip	Light	1	Bashing, Melee, Disarming, Flexible, Grappling, Reach
War Fan	Light	2	Lethal, Martial Arts, Disarming
Axe/Hatchet	Medium	1	Lethal, Melee, Thrown (Short), Chopping
Chopping Sword	Medium	2	Lethal, Melee, Chopping
Fighting Chain	Medium	1	Bashing, Martial Arts, Disarming, Flexible, Grappling, Reach
Hook Sword	Medium	3	Lethal, Martial Arts, Disarming
Javelin	Medium	1	Lethal, Melee, Thrown (Medium)
Mace/Hammer	Medium	1	Bashing, Melee, Smashing
7-Section-Staff	Medium	2	Bashing, Martial Arts, Disarming, Flexible
Shield	Medium	1	Bashing, Melee, Shield
Short Spear	Medium	1	Lethal, Melee, Thrown (Short), Piercing
Slashing Sword	Medium	2	Lethal, Melee, Piercing, Reaching
Spear	Medium	1	Lethal, Melee, Piercing, Reach
Straight Sword	Medium	2	Lethal, Melee, Balanced
Staff	Medium	N/A	Bashing, Melee, Reach
Great Sword	Heavy	2	Lethal, Melee, Balanced, Reach, 2H
Great Axe/Scythe	Heavy	3	Lethal, Melee, Chopping, Reach, 2H
Lance	Heavy	1	Lethal, Melee, Piercing, Reach, 2H
Poleaxe/Halberd	Heavy	2	Lethal, Melee, Chopping, Reach, 2H
Sledge/Tetsubo	Heavy	2	Bashing, Melee, Reach, Smashing, 2H
Chakram	Light	1	Lethal, Thrown (Med), Cutting, Mounted
Dart	Light	1	Lethal, Thrown (Med), Concealable, Mounted, Poisonable
Needle	Light	1	Subtle, Thrown (Short), Concealable, Poisonable
Shuriken	Light	1	Lethal, Thrown (Short), Concealable, Mounted, Poisonable
Sling	Light	1	Bashing, Thrown (Med), Concealable, Special
Staff Sling	Medium	1	Bashing, Thrown (Med), Special
War Boomerang	Medium	1	Lethal, Thrown (Med), Cutting, Mounted, Special
Hand Crossbow	Light	2	Lethal, Archery (Medium), Crossbow, Mounted, 1H, Piercing, Slow
Concealing Xbow	Light	3	Archery (Medium), Crossbow, Mounted, 1H, Piercing, Slow, Concealable
Self Bow	Light	1	Lethal, Archery (Long), Mounted
Composite Bow	Medium	3	Lethal, Archery (Long), Mounted
Crossbow	Medium	3	Lethal, Archery (Long), Mounted, Piercing, Powerful, Slow
Flame Piece	Medium	2	Lethal, Archery (Short), Flame, Mounted, 1H, Slow
Longbow	Medium	2	Lethal, Archery (Long)
Firewand	Heavy	3	Lethal, Archery (Long), Flame, Slow

Weapon Tags

Balanced: +1 Overwhelming
Bashing: Inflicts Bashing Damage.
Brawl: Uses the Brawl ability
Chopping: Costs 1 Defense & 1 Initiative, +3 withering damage, reduce Hardness of Target by 2.
Disarming: -1 difficulty & cost of Disarming gambits.
Flexible: Weapon ignores target's Full Defense action bonus.
Improvised: Usable with Melee or Brawl, -1 Initiative/attack
Grappling: Can be used to make grappling gambits.
Lethal: Inflicts lethal damage
Martial Arts: Requires a Martial Arts ability that uses it.
Melee: Uses the Melee Ability
Natural: Part of the users body, cannot be disarmed.
Piercing: Costs 1 Defense & Initiative, but reduces a target's soak by 4.
Reach: Negate the bonuses of mounted opponents.
Shield: Full Defense action becomes able to be part of a flurry, but not with an attack. Shield weapons have 2 less damage than normal.
Smashing: -1 Defense & -2 Initiative, to knock back your target 1 range band or prone.
Thrown: Uses the Thrown ability. Also lists the max range.
2H: Uses both hands. +2 to Clash attacks.
Worn: Can be removed but account as natural when worn.

Concealable: Can be easily concealed (dif 1 Larceny roll).
Cutting: Weapon has a bladed edge that can cut thin objects.
Mounted: Can be used from mounted position.
Poisonable: Designed to be used with Poison. Pg 232.
Special: An unusual property.
Subtle: Weapon inflicts 0 damage, it can poison however.

Archery: Uses the Archery ability. Also lists the max range. Archery weapons require 2H unless they have 1H Tag
Crossbow: Do not add Strength instead add +4 for withering.
Flame: Shoots a narrow blast of fire. Do not add strength instead add +4 to withering damage. Accuracy is +0.
1H: A ranged weapon that can be used in one hand.
Powerful: At close range it inflicts damage as per Heavy.
Slow: This weapon takes a combat action to reload.

Artifact Weaponry

- Category: The general statistics for a weapon are based on 3 categories. Light, Medium and Heavy. Additional modifications to weapons come from weapon tags.
 - Accuracy: Bonus to Withering Attack rolls Light +5, Medium +3, & Heavy +1 **Note:** Archery and Thrown weapons have range based accuracy bonuses.
 - Damage: Bonus to Withering Damage rolls. Light +10, Medium +12, & Heavy +14
 - Defense: Bonus to Parry. Light +0, Medium +1, & Heavy +0 **Note:** Archery and Thrown weapons have no defense bonuses.
 - Overwhelming: Minimum Damage pool Light 3, Medium 4, & Heavy 5
 - Attunement: Number of motes need to attune. Basic Artifact Weapons all require 5 motes to Attunement.
- NOTE – Unattuned Weapons:** An unattuned weapon is at -5 to Accuracy & Defense, and costs 2 Initiative per attack.
- Artifact Thrown Weapon Accuracy Bonuses by Range: Close+5, Short+4, Medium +3, Long +0, Extreme -2
 - Artifact Archery Weapon Accuracy Bonuses by Range: Close-1, Short+5, Medium +3, Long+1, Extreme -1

Weapon	Category	Tags
Direlash	Light	Lethal, Melee, Disarming, Grappling, Flexible, Reach
Razor Claws	Light	Lethal, Brawl, Concealable, Worn
Short Daiklave	Light	Lethal, Melee, Balanced
Slayer Khatar	Light	Lethal, Brawl, Piercing, Worn
Smashfist	Light	Bashing, Brawl, Smashing, Worn
Daiklave	Medium	Lethal, Melee, Balanced
Dire Chain	Medium	Bashing, Martial Arts, Disarming, Flexible, Grappling, Reach
Goremaul	Medium	Bashing, Melee, Smashing
Grim Cleaver	Medium	Lethal, Melee, Chopping
Longfang	Medium	Lethal, Melee, Thrown (Short), Piercing
Dancer's Daiklave	Medium	Lethal, Melee, Piercing, HB
Divine Bulwark	Medium	Bashing, Melee, Shield, Smashing, HB
Reaper Daiklave	Medium	Lethal, Melee, Balanced
Reaver Daiklave	Medium	Lethal, Melee, Chopping
Serpent-Sting Staff	Medium	Bashing, Martial Arts, Disarming, Flexible, Reach
Wrackstaff	Medium	Bashing, Melee, Reach, Shield
Direlance	Heavy	Lethal, Melee, Piercing, Reach, 2H (when on foot)
Grand Daiklave	Heavy	Lethal, Melee, Balanced, Reach, 2H
Grand Goremaul	Heavy	Bashing, Melee, Smashing, Reach, 2H
Grand Grimcleaver	Heavy	Lethal, Melee, Chopping, Reach, 2H
Grimscythe	Heavy	Lethal, Melee, Piercing, Reach, 2H
Infinite Chakram	Light	Lethal, Thrown (Medium), Cutting, Always Returning
Sling of Surprise	Light	Lethal, Thrown (Long), Hidden
Glorious Staff Sling	Medium	Lethal, Thrown (Medium)
Skycutter	Medium	Lethal, Thrown (Long), Cutting, Always Returning
Guardian's Discus	Medium	Bashing, Melee/Thrown (Short), Shield, Always Returning, HB
Grand Skycutter	Heavy	Lethal, Thrown (Long), Cutting, Always Returning, Slow, HB
Short Power Bow	Light	Lethal, Archery (Long), Mounted
Powerbow	Medium	Lethal, Archery (Long)
Siege Crossbow	Medium	Lethal, Archery (Long), Crossbow, Piercing, Powerful, Slow
Dragon Sigh Wand	Heavy	Lethal, Archery (Short), Flame, Slow

Artifact Weapon Tags

Always Returning: Even when it strikes its target it still returns. It must be caught and held to stop this or the wielder must botch his attack roll.
Hidden: +3 Bonus to Stealth rolls to conceal this artifact.
Melee/Thrown (range): This weapon can be used as a ranged weapon when thrown using the thrown ability, or as a melee weapon when using it in hand using the melee ability.
HB: Homebrewed weapon from my gaming table.

Battle Groups

Battle groups are collections of similar, and generally lesser, foes that are treated as a single unit for the purposes of speeding up combat. These groups operate as normal combatants with a few alterations and a few different statistics to represent them.

Battle Group Statistics

- **Size:** Denotes the rough number of men in the group.
- **Might:** A measure of the mystical power of the group. Grants a bonus to certain rolls.
- **Magnitude:** The number of “health levels” of the group per size. It is determined by adding the average number of health levels of the group’s members + its size.
Note: A Battle Group with the “Perfect Moral” tag, gains +3 Magnitude.
- **Drill:** The average traits of the members of the group. Grants a bonus to certain rolls
Poor: No to minimal training in working together or fighting in general. Conscripts.
Average: Trained to fight together, and well drilled in their weapons. Average soldiers.
Elite: Drilled extensively together in group movements and maneuvers. Superior soldiers.

Rank	Size of Men	Might Example	Might Bonus	Drill	Drill Bonuses
0	1-2	Mortals	None	Poor	-2 to Order & Rally Actions. +1 to Rout roll difficulties
1	6-12	Beastfolk, Wyld Mutants	+1 Accuracy, Damage & Defense	Average	+1 Defense
2	20+	Lesser Spirits and Fairfolk	+2 Accuracy/Damage & +1 Defense	Elite	+2 to all Command Rolls. +2 Defense
3	100+	Dragonblooded, Greater Spirits	+3 Accuracy/Damage & +2 Defense		
4	500+				
5	1000+				

Battle Group Rules: The following is how the standard rules apply to a battle group.

- **Attacking A Battle Group:** You can only make *withering* attacks against a battle group. However you do not inflict initiative damage against a battle group, instead the final damage pool is rolled as damage against the Battle Group’s Magnitude. You gain only 1 initiative from successfully attacking Battle Groups.
- **Battle Group Attacks:** Battle groups only make withering attacks against you, inflicting initiative damage as per normal. However once you slip below 0 any additional attacks will inflict wounds instead of initiative damage.
NOTE: Battle groups never use the Double 10s rule on damage.
- **Area Attacks:** Battle Groups can make a melee attack all enemies within or adjacent to them. The battle group rolls a single attack and applies it to all targets. The Battle Group’s size will determine how big of an area this may cover. When making a ranged attack the Battle Group chooses a primary target and then an area radiating out from that target is also hit. Again one roll for everyone in the target area.
- **Inert Initiative:** The Battle Group’s Initiative never changes, any initiative it takes from others just disappears.
- **No Health Penalties:** Simple as that.
- **Routing:** When a Battle Group loses all its Magnitude (health) it reduces a Size level and checks for route. Roll a group Willpower vs dif 1 +1 for each size this unit has already lost +1 if Allied units have been routed +1 if Allied Heroes/Commanders have been defeated +1 if route check was caused by impressive magical powers.
- **Don’t Care about Disengaging:** They do not suffer any penalty from disengaging without using the special action unless it is from a Battle Group of one size level less than it, or more.
- **Are considered Rough Terrain for Individual Enemies:** Additionally all individuals wading through end a hostile Battle Group loses 1 Initiative each round.

Command Styles

These are the different ways that different leadership styles are emulated. Leaders may make leadership actions for the Battle Group.

Appearance: Used to lead at the front by example. The Hero that charges forward in front of his host, leading the vanguard and inspiring his men with action!

Charisma: Used to direct soldiers at the front with speeches and force of personality. The Commander within the battle group that raises his men’s spirits and urges them on with his commands.

Intelligence: Used by rear line commanders not active in the battle themselves. The Strategist commanding multiple battle groups with ease of clear thought, but disengaged from the battle.

Command Actions

- **Rally Ally:** This action can be taken after an allied battle group suffers a rout. Roll [Charisma or Appearance + War] against the difficulty of the other unit’s failed rout check. If successful the Target unit regains the routed Size loss.
- **Rally Unit:** This action can be taken after the Battle Group suffers Magnitude damage. Roll [Charisma or Appearance + War] dif 1. Each 2 successes restores a lost Magnitude.

Strategic Warfare

1. Each Commander for each side decides on a desired Stratagem.
2. Each Commander tallies up any advantages they may have that would provide modifiers for them.
3. Each Commander makes an opposed Intelligence+War(Strategic Maneuver) roll. The higher roll wins over the other and the battle plays out according to the winner’s stratagem.
4. Battle unfolds as per normal from here.

Stratagems

Stratagems are maneuvers that can give your Battle Group the upper hand when facing opponents. Each has a **Threshold**. You must beat the other Commander’s opposed Stratagem roll by that much to make your Stratagem effective.

Back to the Sea (1): The enemy is forced into terrain that makes escape or retreat impossible. The enemy force cannot take withdraw actions; Size loss indicates massive deaths or surrenders rather than soldiers fleeing the battlefield, so that later regrouping and recovery becomes vastly more difficult if not impossible. Slaughter actions are vastly more effective than normal. Rally for numbers actions require three successes per point of Magnitude restored.

Strategic Placement (1): The enemy is forced to fight somewhere advantageous by dint of its nature enhancing your own—often used by Fair Folk to force opponents to pursue them into the Wyld, or Abyssal Exalted to force confrontations in shadowlands. This stratagem offers no mechanical advantage in and of itself—it’s up to the general to have a battle strategy in mind to exploit the ground she’s chosen.

Demoralize (2): The enemy is demoralized before the battle begins. Perhaps their supply lines have been ravaged and they must fight hungry; perhaps vengeful ghosts have been sent to haunt their camps. In any event, the enemy takes a -1 penalty on all rout checks and all command actions.

Fortifications (2): The enemy has no choice but to confront you on a battlefield prepared in advance by you. This may be an entrenched camp on a hill surrounded by palisades of stakes, or it may mean street-to-street fighting in a city where the victorious force has prepared avenues of swift movement with which the enemy is unfamiliar. In any event, the opposing force begins the fight at long range, and treats the entire battlefield as difficult terrain, whereas the victorious force treats the battlefield as normal terrain.

Ambush (3): The enemy is tricked into a trap, joining battle when it is least expected! All attacks launched by your forces during the first round of combat are considered ambush attacks. All attacks launched by your forces in the following 3 rounds are considered surprise attacks.

Pincer Attack (3): The victorious general arrays her forces to attack her opponent on several fronts simultaneously. The enemy force is considered to suffer a -1 onslaught penalty throughout the entirety of the battle.

Naval Combat

The key to naval combat is **Momentum (M)**, a pool of points gained from the **positioning** naval stratagem. Momentum is required to attempt all other stratagems, and so the goal of naval combat is to accumulate Momentum faster than one’s enemies, then expend it to damage their ship or board them.

Note: Changing your target vessel zeros out your **Momentum**.

1. Each Captain chooses a ship to engage.
2. Choose a Naval Stratagem, pay the **momentum** cost.
3. Roll the Chosen Naval Stratagem against the opposing Captain’s Naval Stratagem (varies by stratagem)

Naval Stratagems & Boarding Actions

Positioning (Wits+Sail+Maneuverability, Cost: 0): Maneuver into a favorable position. Each success over the opposing captain becomes 1 Momentum.

Broadside (Wits+Sail+Maneuverability, Cost: 5M): You move into an attack position and fire ship-to-ship weapons inflicting 1 Hull damage on the target vessel. +1 if using Anti-Ship Sorcery or First Age weapons.

Escape (Wits+Sail+Speed, Cost: 12M): Make a run for it! Success on this stratagem requires a new Pursuit to begin (see Dramatic Actions under Sail)

RAM! (Wits+Sail+Maneuverability, Cost: 7M): You ram your vessel into your target. This causes 1 Hull damage +1 for every 3 successes beyond your opponent’s roll. Performing this maneuver without a ramprow inflicts the same damage on your own vessel as well.

Concealment (Wits+Sail+Maneuverability, Cost: 2M): You steer into a fog bank, detour around a sand bar, slide up a tributary or into a mangrove swamp. Obviously such things need to be present or you must have the ability to generate them for this stratagem to be used. If successful this add +3 to your next Naval Stratagem roll.

Boarding Action (Wits+Sail+Maneuverability, Cost: 8M): You hook & lash your vessel to the target’s and a normal combat begins! (**Join Battle** anyone?)

Seize the Initiative (Wits+Sail+Maneuverability, Cost: 10M): Your crew surges over the rails and pounds the opposition! Enemies have a -2 Defense for the first round.

Shock and Board (Wits+Sail+Maneuverability, Cost: 12M): Your vessel slams into the other as you board her. The enemy crew and heroes start combat prone unless they roll Dexterity+(Athletics or Sail) with a difficulty equal to your Sail+(Naval Stratagem Successes).

Drowning Tide (Wits+Sail+Maneuverability, Cost: 15M): Combined benefits of Shock-and-Board with Seize the Initiative

Ship Traits

- **Speed:** Speed is added to rolls where getting from one place to another in a hurry is important, as well as to attempts to pursue another ship or to evade pursuit. Cruising speed of the vessel in mph is double its speed and can be pushed higher depending on the type of locomotion the vessel uses.
- **Maneuverability:** Vital in combat maneuvering, or to steer through treacherous shallows. Under these circumstances, Maneuverability adds to a character’s Sail rolls.
- **Hull:** The health track of the ship. As a ship loses Hull points, it confers penalties to all Sail rolls to control it. With no Hull points left, a ship is dead in the water but necessarily sinking.
- **Crew:** The crew’s skill is vital to the operation of a vessel. A captain may add +2 bonus to all Sail rolls if the *average* Sail score of her crew is 4+. If the crew has an average of Sail 1 or below, the captain takes a -1 penalty to all Sail rolls.