

Dice Pools

- #Successes = [Att+Ability] xd10 > 7
 - 10's are double.
- #Successes >= Difficulty of Action
- On a failure, may choose to Botch, gaining a Strife Point in exchange for a Drawback.

Stunting

+2 Dice to an action (or +1 to Static Value).

May Assist others by Stunting.

Push the Roll

After rolling gain +2 dice/+1 Static Value in exchange for a Drawback, such as:

- Gain Limit
- Wound/Exhaustion
- Scene Turns Sour

If acting in your Specialty, may gain +4 dice/+2 Defense value.

Motes and Anima

Personal is emptied first, then Peripheral.

Personal Motes do not cause Anima Flare, but only fully regain after a full night's rest.

Peripheral Motes automatically refill at the beginning of each scene.

As the Peripheral Mote pool is depleted, you will raise your anima to the following:

- (1-5) Glowing
- (6-10) Burning
- (11+) Totemic

It takes 15 minutes to go down each level.

The Peripheral Pool size can be affected by locations:

Locations	
Mote Pool	Underworld (Example)
-5	Shadowlands
-10	Underworld
-15	The Labyrinth
-20	Void

Strifes

By using a Strife point, a character may:

- Use Exalt/Caste/Power Expression
- Introduce a Fact
- Turn the Scene in their Favor

General Social Influence

Intimacy: A character trait representing above-average emotions/feelings of a subject. +2 Resolve defense.

Defining Intimacies cannot be influenced.

Social Actions

Perform Task

(vs. Resolve)

- **Serious** Tasks require leveraging an Intimacy.
- **Life-Changing** tasks require leveraging a Defining Intimacy.

Influence Intimacy

(vs. Resolve)

Use an existing Intimacy to suppress a different Intimacy, or create a new one. May also target raw emotions for more unpredictable results.

Read Intentions

(Insight Roll vs. Guile)

May ask a question about the character's actions. The Storyteller must answer truthfully. For every (+2) threshold success, may ask another.

Discover Intimacy

(Insight Roll vs. Guile)

Must state a set of actions or behaviors they are analyzing.

Encounter Scenes

The task is divided into 2-4 Key Issues that must be individually addressed with a certain amount of *Influence Points* backing the character.

- 5—Simple Issue
- 10—Moderate Issue
- 15—Complex Issue

Gather Influence

Perform an Action Roll against a Key Issue, and gain that many Successes as Influence.

Sabotage Influence

Perform a Gather Influence roll, but remove an enemies number of Successes in Influence.

Control Key Issue

An Issue is controlled by a side once they have met the Influence requirement, and have kept the most Influence over the Issue for a full Round.

The Encounter ends once all Key Issues are controlled. (Regardless of if it is by one party or another.)

Projects

During play, you are awarded Project Resources, and Defining Resources, in accordance to player actions. While similar to XP, it represents material, social, and strategic resources they gather in their travels.

Depending on the ability used, you may do such actions as:

- Build a village
- Create a spy network
- Generate Wealth
- Create/upgrade an artifact

Scale

The **Scale** of a Project increases the Resources required for it, as well as the number of **Challenge Rolls** that can create problems during your project.

Challenge Roll: 1d10

- 10: Critical Success
- 7-9: Success
- 4-6: Oddity Develops
- 2-3: Minor Problem
- 1: Major Problem

Combat

Combat Start

- Turn order: 1d10 + (Initiative)
- Start with (Initiative) Impulse

Ambush Round

If character