

# GENERAL

## DICE

Add together (Attribute + Ability) d10s, and roll. The number of Successes must be greater or equal to the difficulty of the task.

7,8,9 is 1 success  
10 is 2 successes.

## ADVANTAGES

Advantage/Disadvantage		
	Dice	Difficulty
Minor	±1	±0
Moderate	±2	±1
Major	±4	±2

## DIFFICULTY

- **Difficulty 1** (Easy)
- **Difficulty 3** (Typical) - [Default]
- **Difficulty 5** (Difficult)
- **Difficulty 7** (Challenging)
- **Difficulty 9** (Impossible)

## STUNTING

These are cool descriptions of your action, that the Storyteller is encouraged to let happen as described. Additionally, they may grant 2 Anima for unique and interesting moments.

## MERITS

Merits confer a background fact of a character—something that is true about them and should be considered as part of the story.

An (Attribute + Merit Rating) roll may be made, such as (Charisma + Wealth) as an attempt to Bribe.

## LIMIT

Each Character has a character flaw, and their breaking point is measured in Limit. Gain Limit by:

- Using the Excellency
- Encountering their detailed flaw trigger.
- Working against their Intimacy.

Break on 10 Limit, or early if encountering a particularly stressful situation. (Roll 1d10. If less than current limit, you break.)

## EXCELLENCY

After a roll is resolved, Gain 1 Limit to activate the Exalt's Excellency. This is different for each Exalt, for example:

Solars: Gain (Ability) Successes.

## ESSENCE

Exalts empower their activities with Motes, which regain after a full night's sleep, or 1 per Hour when resting.

## ANIMA

Gain Anima	
<b>Critical Roll</b>	2 Anima for a roll of 8 Successes or more. If the roll is 12+, gain 4 Anima.
<b>Stunt/Roleplay</b>	2 Anima for great stunts and/or roleplay. (Does not dissipate at rest)
<b>Build Power</b>	1 Anima per 2 Successes. (Or 1 per 5 minutes in narrative scope).

Spend Anima:

- In place of motes: 1 Anima per 1 Mote
- Exalt/Caste Anima Abilities.
- Empowering more powerful Charms and Powers
- Fueling the Strife—their narrative power that expands past the rules.

## REST

Regain 15 Health and all motes over a full night's rest. Accumulated anima dissipates.

**Or:** 2 Health, 1 Motes regained per hour.

## ANIMA BANNER

The Anima Banner is an Aesthetic representation of the Exalt's power.

When using their powers, the Exalted is bathed in their power, the crackling energies surrounding them and forming into a unique expression of their soul—the more power used, the greater and brighter they glow until their individual iconography is showing.

The Exalt may consciously hide their Anima Banner, if needed, though it is still visible on their Spirit.

## STRIFES

By stunting and spending 3 anima, you may perform and invent a narrative power.

- Use a Lesser Charm you do not have.
- Reset limited-use powers.
- Make a narrative change to the world.

## MINOR CHARM

All Exalts can spend 1 mote to Show Off, or perform a minor utility, such as using their anima as a light source.

## SPECIAL ROLLS

### TEAMWORK

By successfully performing an action, may grant +2 dice to another.

Another may help, but +4 dice is the maximum.

### GROUP

When rolling as a group, you may donate extra successes to another character: give up 2 successes to boost an ally by 1 success.

### CONTESTED

Each Character rolls their dice pool, with the greater number of successes winning.

NPC's should just take the average (rounded down) of their dice pool instead of rolling.

## POWER TYPES

- **Simple** – Consumes Action
- **Supplemental** – Does not consume an action, but must be performed on the turn.
- **Reflexive** – Is done in reaction to a specific condition. Does not consume an action.
- **Permanent** – Change to character sheet.

## SPECIAL ACTIONS

### INFLUENCE INTIMACY

Create or suppress an Intimacy or Emotion in a character. This will last at least a Scene. (More at Storyteller discretion)

Influence Emotions grant +/- 1 Resolve—a Moderate modifier.

### PERFORM TASK

Command another character to perform a task for you. Success depends on the ask:

- **Inconvenient:** Normal Roll
- **Serious:** (+2 Resolve) Must Leverage an Emotion or Intimacy to attempt.
- **Life Changing:** (+4 Resolve) Must Leverage an Intimacy.

### RECALL FACT

Either ask the storyteller a question about the world, or introduce a (self-consistent) fact about the world yourself.

### READ INTENTIONS/INTIMACY

When the target *does something*, you can try to read their intentions and/or intimacy. Ask the storyteller a question *about the action*, which they must answer truthfully.

Only the highest-rolling player gets to ask a question.

# DRAMATIC SCENES

## ENCOUNTERS

### GOAL

An encounter *only* starts when there is a defined goal for the scene—otherwise it should remain as a narrative scene.

### KEY ISSUES

On entering an Encounter scene, generate **Key Issues** that must be overcome in order to complete the scene. (2-3 are suggested, 5 is too many.)

Each Key issue takes a certain number of individual actions to complete, in comparison to a Simple Roll. This can be represented as a bar or a wheel to the players.

Key Issue Complexity	
	Actions
Simple	1
Average	3
Difficult	5
Complex	7

### COMPLICATIONS

Complications, or changes to the Scene, may be added to the scene between rounds. Landslides, change in guard movements, etc.

### CONSEQUENCES

There should be changes to the Scene based on character's actions. Just because someone has successfully rolled on their action, doesn't mean there isn't negative consequences! (or vice-versa).

### ANTAGONISTIC GOALS

An antagonist will often have the same, or their own, parallel Key Issues that they are working on. Work on a Key Issue can be **Sabotaged**, to knock back the other's progress.

### ADDING/CHANGING GOALS

This generates a new Key Issue.

### ENCOUNTER END

Encounters end when all Key Issues are claimed, or have become moot.

If a Goal's Key Issues are completely controlled by one side, they will achieve their Goal.

A Goal with split Key Issue control will find they have a *partial* victory—they do not get the full Goal they wanted, but they do not get nothing at all.

## PROJECTS

### RESOURCES

During the game, players gain Resources that can be used to improve Merits or enact World Projects.

A Resource is equivalent to one dot of a Merit, or a Scale of a World Project.

In setting, **1 Resource** is equivalent to:

- A highly-successful Merchant route.
- An entire village's worth of manpower for a month.
- A favor from a very powerful person.

### KEYSTONES

For Merit and Projects of 4-5, a **Keystone** Resource must be *actively* sought out by the players.

Keystones *must* be unique to their project—such as a Commander for an army, or a large amount of Magical Material for an Artifact.

### WORLD PROJECTS

The Scale of a Merit Project is equal to its dots. The base scale of a World Project is as follows:

Projects	
Scale	Project Affects Population/Terrain
1	Village
2	Town
3	City
4	Prefecture
5	Province

### OBSTRUCTION ROLL

When completing a project, a random event will happen, mitigated by Ability skill.

$$1d10 + (\text{Ability}) - (\text{Project Scale})$$

The Player describes the problem and solution.

Obstructions	
12+	<b>Critical Success.</b> Gain 1 Resource.
10-11	<b>Success</b>
6-9	<b>Alteration.</b> Describe how the project is changed slightly.
4-5	A <b>Problem</b> happens, straining your character.
0-3	<b>Major Problem:</b> The project requires some sort of <i>sacrifice</i> or fails.

### PROJECT OPPOSITION

If the project is either **supernatural** in nature, or there is significant **opposition** to the project, it increases the scale of the project:

- (+1) **Unnatural / Significant**
- (+2) **Overtly Supernatural / Overwhelming.**

### REPAIRING/ALTERING

This will **decrease** the project scale, to a minimum of 1, depending on how much repair/alternation needs to be done.

- (-2) **Minor**
- (-1) **Moderate**
- (-0) **Major**

## MAGNITUDES

Group Magnitudes			
	Pop.	Common Name	Military Designations
0	1	Individual	-
1	10	Party/Group	Squad (Fang)
2	50	Crowd	Troop (Scale)
3	100	Hamlet	Company (Talon)
4	500	Village	Battalion (Wing)
5	1,000	Town	Regiment (Dragon)
6	10,000	City	Army (Legion)
7	100,000	Prefecture	-
8	1,000,000	Province	-

Time Magnitudes			
0	Second (Instant)	5	Month
1	Minute (Moment)	6	Season
2	Hour	7	Year
3	Day	8	Decade
4	Week	9	Century

# COMBAT

## COMBAT ACTIONS

Characters may perform a Maneuver and Strike, or two Maneuvers.

There is a hard limit of **3 Actions**

### ORDER

- Storyteller chooses first player, or asks for a roll. (such as Wits + Awareness)
- Call on next person on your team to act, until none are left. Then other side goes.

### HOLDING ACTION

May hold an action for a *specific event*. If it does not happen, the turn is lost.

### MANEUVERS

Maneuvers are any *normal action* taken during the course of combat, such as moving.

Maneuvers cannot deal damage.

### DECISIVE STRIKE

Attack with an appropriate (Attribute + Ability) dice pool, adding (Weapon Acc).

If it matches or exceeds Defense, you hit and deal (Base + Weapon Dmg)

Base damage is the highest of Strength, Dexterity, or Essence.

## EQUIPMENT

Armor		
	Block	Evasion
No Armor	+0	+0
Light	-1	+1
Medium	+1	-1
Heavy	+2	-2

### WEAPONS

Mundane Weapons have 3 points to spend, such as:

- **(X) Accurate:** +X dice
- **(X) Damaging:** +X damage
- **(1) Ranged:** Attack across zone.
- **(3) Long Ranged:** Attack across 2 zones

## ZONES

The combat field is split into distinct zones—which should reflect the battlefield. All characters can attack each other in the same zone.

Ranged attacks can cross zone boundaries, so long as there is a reasonable path between.

Moving between zones is a maneuver (typically dice-less).

## MINOR CHARACTERS

Minor Characters, especially those that cannot alone damage their foes will naturally fall into Groups.

Groups act as a single character, but gain the following bonus based on their Group Magnitude:

- Add 5 Health for every Magnitude Scale increment.
- Add 1 Damage, 1 Accuracy, and +1 Dice on an action for every Magnitude Scale increment

### Environmental Damage

Light	3
Medium	5
Heavy	7
Oppressive	9

## DEFEAT

Characters at **5 Health** will start to want to surrender.

Gain **1 Limit** for being defeated.

## CHEAT DEATH

Characters may cheat death, but must take a *permanent disadvantage* for doing so—such as loss of merit, change in intimacy, or other such dramatic change.

### Sample Maneuver Effects

Name	Difficulty	Description
Knockback / Pull /	Block	Moves the target up to one Zone.
Hold/ Grapple/ Restrain	Evasion	Note the number of Successes rolled. The target must make a roll against that number as a difficulty, or else be unable to move. This lasts until your next action.
Build Power	(None)	Gain 1 Anima Per 2 Success rolled
Keep Pace/ Reactionary Move	Evasion	When the target takes a Move Action, reflexively move one Zone. This does not cost an action. This lasts until your next action.
Distract / Intimidate / Stun	Resolve	You apply a Minor disadvantage on another character. If you exceed their Resolve by +3, this becomes a Moderate Disadvantage.
Recover	(3 / 5)	Reduce all Disadvantages by (1 / 2) levels. (e.g. for 3, remove Minor Disadvantages and turn Moderate into Minor.)
Smash Scenery	Based on Scenery	Change the scenery, such as by collapsing a pillar.
Seek Cover/ Destroy Cover	Based on Scenery	Attempt to find cover, granting yourself Minor/Moderate Defense Advantage. You may also destroy other's cover Advantage.
Defend Other	(None)	Select a character in the same Zone as you. Attacks that target them must exceed your Block or their Defense, whichever is higher. They must remain in the same Zone.
Disarm	Block	Knock a weapon out of a hand, which cannot be reclaimed for a Round.
Expose/target Weakness	(3)	The next attack against an opponent is either their Block or Evasion, instead of their Defense.  You may explicitly choose to gift this to another character to their advantage.