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
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	
Critical Roll	1 Anima for a roll of 8-9 2 Anima for a roll of 10-11 3 Anima for a roll of 12+
Stunt/ Roleplay	1 Anima for great stunts and/or roleplay. (Does not dissipate at rest)
Build Power	Gain (Successes)/2 Anima (Or extend cast time by 5 minutes per anima required).

Spend Anima:

- In place of motes: 1 Anima per 1 Mote
- 1 Anima for 2 Dice on an action. Cannot grant more than once per action.
- 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

Describe how you are assisting, then grant +2 dice. (You do not need to roll to assist).

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. A Roll may be required depending on how outlandish it is.

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 + (Ability) – (Project Scale)

The Player describes the problem and solution.

Obstructions	
12+	**Critical Success.** Gain 1 Resource.
10-11	**Success**
7-9	**Alteration.** Describe how the project is changed slightly.
4-6	A **Problem** happens, straining your character.
0-3	**Major Problem**: The project requires some sort of *sacrifice* 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 **1 bonus Action** per Turn.

ORDER
- First Player is highest (Wits + Awareness) roller, or one who fits the narrative best
- Storyteller alternates between teams, choosing a character to act.

HOLDING ACTION
May hold an action for a *specific event.* Waiting uses up an action. 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 the highest Defense, you hit and deal Full Damage:
(Attribute) + (Essence) + (bonus)

If you match or exceed only **one defense**, deal Glancing Damage:
(Attribute)/2 + (glancing bonus)

Environmental Damage	
Light	3
Medium	5
Heavy	7
Oppressive	9

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

Exalts 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.

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

EQUIPMENT

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

WEAPONS

Mundane Weapons			
	Acc.	**Dmg**	**Note**
None	+0	+0	Brawl
(Melee)			
Light	+3	+1(0)	Dex
Med.	+1	+1(1)	
Heavy	+0	+2(1)	Str
Ranged (1 Zone)			
Light	+2	+0(0)	Dex
Med.	+1	+1(0)	
Heavy	+0	+2(0)	Str

Sample Maneuver Effects		
Name	**Difficulty**	**Description**
Weaken Defense	(3 / 5 / 8)	Decrease the target's defense. (-1) for a (3+), (-2) for (5+), or (-3) for (8+). Cannot be stacked. This lasts at least a round.
Break/Bypass Defense	(Varies)	If a weakness exists, as detailed by the Storyteller, it can break or bypass a defense—effectively setting it to 1. Tearing armor off, or trapping a beast in a cage are examples
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.
Distract / Intimidate / Stun	Resolve	You apply a -2 dice disadvantage on another character. If you exceed their Resolve by +3, this becomes a -4 dice Disadvantage.
Recover	(3 / 5)	Remove imposed dice penalties. Purge (-2) or lower for 3, and (-4) and lower for 5.
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 instead target you. You must remain in the same Zone as your charge.
Disarm	Block	Knock a weapon out of a hand, which cannot be reclaimed for a Round.
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.