

Dice Pools

- **Dice Pool:** [Attribute + Ability]d10s
- A Success is a 7 or greater on the die.
 - Each 10 counts as 2 Successes.
- Must roll a total number of Successes greater than or equal to the difficulty of the roll to perform the task.

Botching

- 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 Successes in exchange for a Drawback, such as:

- Gain Limit
- Wound/Exhaustion
- Scene Turns Sour

If acting in your Specialty, may gain +4.

Limit

Gain Limit by:

- Pushing the Roll
- Acting against an Intimacy
- Having an Intimacy (realistically) threatened.

When gaining limit or encountering a limit trigger: roll 1d10. If less than the number of limit gained, enter Limit break.

Strifes

By using a Strife point, a character may:

- Use Exalt/Caste/Power Expression
- Introduce a Fact
- Charm-like effect.

Merits

Merits, in addition to any active effects they may state, represent a guaranteed minimum number of successes on rolls directly related to the merit—often bypassing the need for the roll altogether.

For example, having Followers 3 means that any follower of Resolve 3 or less will always perform an Inconvenient Task if asked.

(Character fact: background history. Know things about an area without having lore.)

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

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:

Combat Start

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

Ambush Round

Characters get a (Wits + Awareness) roll to prevent being ambushed.

- Start with **0 Impulse**.
- Act after others in first round.

Action Types

- **Simple** – Consumes Action
- **Reflexive** – Conditional, does not consume action.
- **Supplemental** – Paired with a Simple Action.
- **Free** – May be performed on turn, but does not consume action.

General Actions

- May Hold Action for 2 Impulse. -- Must hold for a stated condition. (Reflexive)
- **Change Initiative:** 1x Impulse per +1 Initiative. (May drop down any number for free.) (Free Action).
- **Move** (Free Action.)
- **Maneuver** – Generate Impulse.
- **Decisive Strike** – Use Impulse to attack..
- **Use Simple Power**

Situational Defense (Cover)

- **Partial** – Provides +2 DV. This represents significant, but not impenetrable protection from attackers. Such as hiding behind pillars, standing in uneven terrain, or being surrounded by gale winds.
- **Full** – Cannot be attacked while the defense is active. They are standing behind a full wall, across a giant chasm, or have become Immaterial.

Combat Maneuvers

Describe your tactical action, and make a standard Action Roll—gaining the number of successes in **Impulse**.

Stunt Maneuver

When Performing a Maneuver, you may **Stunt** the action. So long as the roll is above the respective defense, the action both gains Impulse and performs the action.

Stunt Maneuvers can do most anything **except** deal direct damage to *Greater* foes.

Decisive Strike

Requires a minimum of 2 Impulse.

- **Accuracy Pool:** (Attribute + Ability + Weapon Mod)
- **Hit:** (Accuracy Roll) >= Target DV.

On a miss, lose 2 Impulse.

On a success:

The character is required to use *all* of their Impulse on a Decisive attack

- **Damage Pool:** (Impulse gathered)
- **Damage Dealt:** (Damage Roll) + Base Damage

Flurry Strike

You may attack multiple targets at once. Use the Highest defense of the targets, and then split the damage dealt across the targets.

Range

There are 4 standard range bands, which measure relative distance between characters. A Move action must be taken to change relative distance.:

- Melee/Close
- Short
- Medium
- Long

To move *away* from **Melee/Close**, a Disengage action must be taken.

Attack Types

- **Melee** attacks may only be naturally made at Melee range.
- **Ranged** attacks may be naturally made at Short, and Medium. They may be made at Melee with (-2) successes.

Movement

Movement is a Free Action, but only one Move action may be taken per turn.

Standard Move

May change 1 relative range band between characters. Other targets are updated as common sense dictates.

Dash

Spend 2 Impulse. May change 2 relative bands between characters. Suffer -1DV for a Round. Cannot be performed two rounds in a row.

Disengage

Spend 2 Impulse, and move away from Melee range of a target. Targets may reflexively roll (Dex + Athletics) vs. your Evasion. If they are successful, they join you at your new position.

Example Stunt Maneuver Effects		
Name	Difficulty	Description
Knockback / Pull / Hold	DV	Moves the target one range band, or force the target to stay in their current location.
Keep Pace	Evasion	When the target takes a Move Action <i>away</i> from you, reflexively move one range band toward them. This does not consume a Move Action.
Distract / Intimidate	Resolve	The target loses 2 Impulse.
Stun	Soak	The target loses 2 dice from their next action.
Smash Scenery	Based on Scenery	Creates Environmental hazards on the field for 3 Rounds.
Seek Cover/ Destroy Cover	Based on Scenery	Attempt to find Cover, or eliminate Cover of a target.
Defend Other	(None)	Protect a character within Short Range for a Round. They may use your DV instead of their own
Disarm	Soak	Knock a weapon out of a hand, which cannot be reclaimed for a Round.

Environmental Effects		
Effect Type	Lesser	Greater
Damaging	Any who end their turn in the area lose 2 Endurance	Any who end their turn in the area or pass through it lose 4 Endurance.
Impassable	Must make a (Dex + Athletics) check vs 3 to get across.	Cannot move across the zone.

Alternate Rules:

Battlemaps and Absolute Positioning

Sometimes a particular battle, or even the Player Group will prefer the tactical feel of minatures on a battlemap. This is perfectly fine, and it is simple enough to convert to Absolute Positioning with the following changes:

- A typical battlemap will use hexagonal spaces (hexes), each representing 5 meters.
- Characters have a **Speed** value: $3 + (\text{Dex} + \text{Athletics})/2$
 - A character can Move **Speed** Hexes (Speed x5 meters)
 - Dash is Speed x2 hexes (Speed x10 meters)
- A character *may* move away from Melee/Close Range without Disengaging, but only at Half Speed.
- A character that successfully contests a disengage action reflexively moves *halfway* towards the new location.
- References to “Range Band” as a generic distance is 5 Hexes (25 meters)

The definition for Specific Range bands are:

- **Melee/Close:** 0-1 hex (0-5 m.)
- **Short:** 2-5 hex (6-25 m.)
- **Medium:** 6-15 hex (26-75 m.)
- **Long:** 16-30 hex (76-150 m.)
- **Extreme:** 31+ hex (151+ m.)