

# General

## 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.

## Specialty

If working significantly outside your specialty on a trained ability, suffer (-2) dice penalty. i.e. brawling when you are specialized into swords.

## Stunting

+2 Dice to an action (or +1 to Static Value). May store a single Stunt for later. Stunts are glorious descriptions of actions, or great moments of roleplay.

## Teamwork

By successfully performing an action, may grant +2 Dice/+1 Defense to another, or give (successes) in Peripheral Motes.

## Excellency

Each Exalt has their own Excellency, which may be performed after the roll is resolved. Doing so causes a gain in Limit, and raises the anima banner one step.

## Strifes

By stunting and spending 8m, you may perform and invent a narrative power. Each Exaltation will have guidance on how this is performed, but generally:

- Mimic a charm you do not have.
- Reset limited-use powers.
- Make a narrative change to the world.

## 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.

## Essence

Exalts empower their activities with Motes, which are split into two pools: Personal and Peripheral.

Personal are regained during rest, typically at night. This is the primary source of power.

Exalts may take ritual, extended, or teamwork actions to draw motes from the environment, which is called using Peripheral Motes—One preparatory or recovery action is required per 5m spent.

In managed scenes, such as combat or Encounters, start with 0 Peripheral Motes, and must be gained through “Build Power” actions.

Peripheral Motes are not kept scene to scene.

## Build Power

Gain Peripheral Motes equal to the number of successes rolled, in addition to the effect your action has on the scene.

You cannot keep more than 10 Peripheral Motes. You may transfer excess or gained motes to another. (This is equivalent to Teamwork).

## Anima

For each 5 motes expended on a single action, your Anima glows brighter. Some charms will raise the anima to a certain level.

- Dim – Normal
- Glowing – Subtle glow
- Burning – Showing caste mark
- Totemic – Visible to all in scene.

The Anima returns to normal at the end of a scene—roughly after an hour.

The anima may be intentionally flared and retracted at no cost.

## Social Influence

**Intimacy:** A character trait representing above-average emotions/feelings of a subject. +2/-2 Resolve defense when opposed to action/in agreement.

## Social Actions

### Perform Task

(vs. Resolve)

**Serious and Life-Changing** Tasks require leveraging an Intimacy. This requires an Encounter Scene for any non-Extras.

### 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.

## Projects

During play, you are awarded Project Resources, and Defining Resources, in accordance to player actions. 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

## Challenge Roll

- +5: Describe a Major Success.
- +3: Describe an oddity you turn to your favor.
- +0: Success
- -3: Describe a Problem that must be overcome.
- -5: Make a sacrifice in order to complete the project, or abandon it.

# Combat

## Combat Start

- Storyteller chooses first player, or asks for a roll. (such as Wits + Awareness)
- Call on next person to act on your side.

## 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.

## Build Power

You may spend gathered motes on up to **two Tactical Action** effects.

## Decisive Strike

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

If it matches or exceeds DV, you hit and deal (Essence + Weapon Dmg)

## Range

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

- Close (Melee)
- Short
- Medium
- Long

To move *away* from **Close (Melee)**, 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 also be made at Melee, but with (-2) dice penalty.

## 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.

Tactical Actions (2x Per Action)			
m	Name	Diff.	Description
<b>Movement</b> (Only one Movement Action per turn)			
0	Move	N/A	Move one Range band.
2	Dash	N/A	Move two Range bands.
2	Disengage	N/A	Move away from Melee range of a target. Targets my reflexively roll (Dex + Athletics) vs. your Evasion. If they are successful, they join you at your new position.
<b>Standard</b>			
0	Defend Other	N/A	Use your DV in place of another for a round. Target must remain within Short Range.
--	Distract	Resolve	Instead of gaining Motes, the target loses ½ Peripheral Motes of what you would gain.
1	Keep Pace	Evasion	If target move away from you, you may, for free, move one range band closer.
1	Attack Lesser Foe	DV	Deal (Successes – DV) damage to a lesser foe.
2	Pull/Push	DV	Move the target one Range Band
2	Restrain	DV	Prevent the target from moving.
2	Create Hazard	(Varies)	Create an environmental hazard of difficulty 3.
3	Stun	Soak	The target loses 2 dice from their next action.
3	Disarm	DV	The target is unable to use their weapon on their next action.
<b>Decisive-Only</b>			
(2x)	Powerful Strike	DV	Deal an additional damage per 2m spent.
2	Flurry Strike	N/A	Using the same attack roll, strike another target.
3	Target Defense	N/A	Target either Evasion or Soak on your attack, instead of DV.