# 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.**
- **Botching** is when either the **Great Curse**, extreme failure, or happenstance causes your character to fail *spectacularly* at their action.

# Stunting

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

May be transferred to other characters in assistance.

# Specialities

+1 Dice when acting in that Speciality.

# Drawback

After rolling, take a Drawback to gain +2 in exchange for a Price, such as:

- Gain Limit
- Wound/Exhaustion
- Scene Turns Sour

# Motes and Anima

**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.

# Strifes

By using a Strife point, a character may:

- Use Exalt/Caste Expression
- Use Caste Expression
- 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
(Action Roll vs. Resolve)

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

### Influence Intimacy
(Action Roll 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 behaviours they are analyzing.

## Encounter Scenes

The task is divided into several 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

[[Being Reworked]]

# 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
- Amass an army
- Create a spy network
- Generate Wealth
- Create/upgrade an artifact
- Raise a manse
- Do Mad Sorcery to gain mutations.

## 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