Exalted Reincarnated

Dragonmystic

Upon your brow lies the mark of a God: a brand of power that sets you apart from mortals, given in a moment of transcendent glory–regardless of your desire for the power.

With it, a vast wealth of supernatural power lies at your fingertips: tasks that you once toiled and struggled against are easily swept aside. Tasks that you deemed impossible suddenly a very real possibility.

Yet this land you reside in, this Creation, is filled with dangerous creatures, monsters, Spirits and Gods that is now your responsibility to deal with.

It is for you to decide what should be protected, what should be furthered; what is ultimately right and wrong.

But you are not alone. There are other Exalts that wander the world, each with their own agenda, ideas, and morality.

You are Chosen. You are Exalted.

Introduction

Exalted is a game where the heroes are demigods, fonts of power. That which mortals toil and test against fall easily against the might of the Exalts, and the Exalts now test their mettle against the monsters and problems of the world: from the chaotic fae beasts which rip at the edges of the world, to the horrid effects of greed and systemic corruption that hides in the hearts of man.

More often than not, they will succeed in what they have set their mind to-yet they must explore the consequences and repercussions of such actions.

To play Exalted, there are a few core setting themes that should be followed:

Actions are Momentous

The Player Character is the right person at the right time to change the world--for better or for worse. This blessing and burden cannot be given to another, and the Gods are restrained in their actions for reasons ranging from arcane laws, to being involved in their own machinations, to being too weak to do anything.

From the small, personal stories to world-shattering changes, the Exalt stands at the center of it.

What is Done Cannot be Undone

Exaltations cannot be rescinded, the dead cannot return to life except in a hollow mockery of what they once were, and the progress of time is constantly moving forward. Exalts must face the consequences of all their actions.

The Heroes are Flawed

Despite all of their powers and might, Exalts are still human and carry with them their flaws--and this does not make them any less of a hero.

Dice

Exalted Reincarnated uses multiple ten-sided dice (d10s). It is suggested to have fifteen dice (real or virtual). The dice will represent digits between 1 and 10. (Some dice will have a 0, treat that as a 10).

As well, having an allotment of various tokens-such as coins or poker chips-can help keep track of values that change within a scene.

Setting

Creation trembles, poised at the turn of a new age. She strains as the systems and rules which long held her together collapse around her. Her population have become thrown into chaos, a time uncertain: a Time of Tumult.,

The mighty Realm, whose reach expanded even out of the Blessed Isle, has lost her Empress with no heir declared. Now, each Dragonblooded Clan vies to claim the throne for their own, whether it be by politics or by force--ignoring all else that goes on around them.

The Silver Pact, that loose association only tied together by their hatred and resistance to the Realm, find their alliances crumbling. Their stances mutate and shift just as their Lunar leaders do. Deep rivalries and opposing systems clash as they turn their attention from the faltering and collapsing Realm onto each other.

The Great City of Thorns has fallen, another wellspring of Death and her servants bubbling up from the ever-present threat of the Underworld.

The silent and secretive Sidereals, those Seers from their hidden places, watch, attempting to hold together what strands of Fate and Reality they might, bickering on what Is and what Shall Be.

All the while, the minor powers seek to claim their own lands and hold in this uncertain time.

In this time, the Sun has brought his Chosen back, those great heroes, those terrible Mad Emperors.

Preface

Exalted, by **Onyx Path Publishing,** is a role-playing game blending together high-action combat, social intrigue, and epic-scale actions from demigod heroes.

The setting is full of rich lore, intricacies, and horrors that inspire and captivate the mind, begging to be explored by a hero of grand scale.

However, the complexity and sheer size of the rules structure makes playing the game a daunting task, even for experienced role-players.

Exalted Reincarnated is a fan-made work to rebuild and recreate Exalted from the ground up to better match its rich Lore, Setting, and Style.

Unofficial

This is Fan-Made material. It is unofficial, and makes no claims of ownership over Onyx Path Publishing materials.

You will need the official *Exalted* books for lore, setting and reference material. *Exalted Reincarnated* makes assumptions based off of Third Edition, but can be played with any of the editions.

Feedback

This project is constantly evolving and changing. If you find problems or want to simply share suggestions, please do so!

Have fun!

Character Creation

Aspects of the character are measured in **Dot Ratings**, the higher number representing greater proficiency.

A **Power** is a general term to refer to Charms, Martial Arts Techniques, Martial Arts Form, Spells, and Evocations.

Experience Costs		
	Standard	**Favored**
Attribute Rating	4	--
Ability Rating	3	2
Lesser Power	5	4
Greater Power (Requires Essence 3)	10	8

Steps

1. Choose your **Exaltation** and a **Caste/Aspect**, noting down any special abilities granted. Your Exaltation will influence everything about your character, ranging from what Charms can be chosen, Strife Expression, and Great Curse.

2. Choose your character's *Great Curse*, the character flaw which your Exalt struggles with day in and day out. Often, your character's flaw will flare up, causing them to Botch their rolls, fail their actions, or otherwise veer them off of their intended course.

   The Great Curse is often influenced by their Exaltation-- Solars tend to have a flaw of Ego, Lunars by their loss of identity, and Sidereals by their complicated relationship with Fate, for example.

3. Choose Three *Intimacies*, which represent your devotions or relations to ideas, people, or history.

4. **Distribute 26 dots to Attributes**. No single Attribute may be lower than 1, nor higher than 5.

   Suggested Method:
   Set all Attributes to 1.
   Assign each category (Mental, Social, Mental) to be your character's Primary, Secondary, or Tertiary set. Then add:

   i. **9 Dots** to Primary.
   ii. **5 Dots** to Secondary.
   iii. **3 Dots** to Tertiary.

5. **Abilities**

   ○ Mark **5** Abilities as **Favored**, gaining 1 **free dot** each.

   ○ Mark the (+1) Favored Ability granted from the Exaltation/Caste, gaining its 1 **free dot** as well.

   ○ Use **9 dots** to increase Favored Abilities, with no single Ability being higher than **5**.

   ○ **6 dots** in *non-Favored* Abilities, with no single Ability raised higher than **3** during this phase.

   ○ Choose 3 **Specialities,** each in a seperate Favored Ability.

6. Choose a *Martial Arts Style*. Martial Arts dictates how your character interacts during combat, ranging from animal styles to esoteric and strange supernatural styles.

7. Gain 15 **Resources**, which may immediately be spent on Merits. During character creation, Obstruction rolls are ignored.

8. Gain **3 Lesser Powers,** each in an Ability that is **Favored.**

9. Spend **30 xp** as desired.

Summary
Before spending xp, double check that your character has the following minimums:
   26 Attribute Points
   14 Favored Ability Points
        (+1 from Exaltation/Caste)
   6 Non-Favored Ability Points
   3 Lesser Powers (Favored)
   1 Martial Arts Form
   15 Project Resources
   3 Specialities

10. Specify any relevant **Equipment** the character carries, such as *Armor and Weapons.*

    Unlike other systems, Exalted does not require an extensive list of what equipment or tools the Exalt has on their person---so long as it is reasonable for them to have an item, they are considered to be carrying it.

11. **General Static Values**
    Record the following calculated static values

    ○ **Personal Motes**
    10 + (Essence)

    ○ **Peripheral Motes**
    15 + (Essence) x2

    ○ **Guile**
    (Composure + Deception)/2

- ◦ **Resolve**
  (Will + Integrity)/2

12. **Combat Static Values**
    Assign the static values used (most commonly) during a Combat Scene.

    - ◦ **Endurance**
      5+Athletics+Physique + (Stamina) x2 +(Essence) x3

    - ◦ **Defense Value (DV)**
      Greater of Evasion or Soak

    - ◦ **Evasion**
      (Dexterity + Athletics)/2 + (Evasion Mod)

    - ◦ **Soak**
      Stamina + Physique)/2 + (Soak Mod)

    - ◦ **Accuracy**
      (Weapon Att. + Weapon Ability)/2 + (Weapon Mod)

      The Attribute and Ability used depends on the current weapon. This is described in more detail in *Weapons*.

      Note: Remember that Unarmed grants +2 Accuracy.

    - ◦ **Base Damage**
      (Weapon Mod) + Essence

    - ◦ **Initiative**
      (Cunning + Awareness)/2

Advancement

Essence increases automatically depending on how much xp has accumulated after Character Creation:

- Essence 2:   25 xp
- Essence 3:   50 xp
- Essence 4:   100 xp
- Essence 5:   200 xp

Remember that each Essence Rank provides:

- +3 Endurance
- +1 Base Damage

Player Characters in the same group should be kept at the same amount of experience points, so that no single character gets significantly ahead or behind others.

For each session, each player should be given **Five XP** and **Two RES**, in addition to any Extra XP or RES they may have earned.

Extra XP
The Storyteller may grant extra xp (+2 each) for roleplay. All player characters receive this bonus--while one character may initiate it, it is a shared and cooperative experience to bring that about.

- Reaching a milestone in a player character's personal story.
- Suffering a defeat, or otherwise being impeded in their journeys.
- A character falling to their Great Curse, which changes the course of the story in a non-insignificant manner.

Gaining Resources
Resources should be sought out and rewarded, based on the Player's actions in the story—it represents riches to favors to manpower gathered.

Each individual **Keystone** *must* be intentionally sought out by the player, and requires anywhere from a Scene to a full Story to acquire.

Each source of Resource should be added together when combined. For example, by having access to the wealth and income of an entire city (20) for a Season (50) would result in 70 RES.

Resources			
	Manpower	**Wealth**	**Time**
1	Hamlet	-	Day
5	Village	Merchant	Week
10	Town	Caravan	Month
20	City	City Income	Season
50	Prefecture	Trading Network	Year
75	Province	Nation	Decade

General System

Action Rolls

When a character encounters a situation where their success is uncertain, the Storyteller should call for an Action Roll to determine the outcome.

The Storyteller will ask for a combination of an Attribute and Ability that is appropriate for the situation, and then determine an appropriate Difficulty for the roll.

The Player will then roll a number of Ten-Sided Dice (d10's) equal to the combined rating of the selected Attribute and Ability--this combined number is called the Dice Pool.

This will be referred to as [Att+Abi] xd10's.

> **Only roll if the Result is unknown**
>
> If the outcome of an action is already known beforehand (either as a failure or a success), there is no need for a roll--simply declare what happens and continue on with the story.

Successes

After rolling their Dice Pool, the player needs to count the number of dice that are showing digits equal or greater than the Target Number of 7. Examine the results of six rolled dice:

<p align="center">1, 4, 4, 7, 8 , 8</p>

The values of 7, 8, and 8 are greater than or equal to (7), so they are each counted as a success, meaning this particular roll would result in 4Successes.

Double 10's

A die that shows 10 is counted as two successes, rather than one. If the roll had instead been:

<p align="center">1, 4, 4, 7, 8, 10</p>

7 and 8 would be counted once, and 10 counted twice, making 4 successes on the roll.

Difficulty

Before a roll is performed, the Storyteller should determine the **Difficulty** of the roll--the number of successes that the roll must match or exceed for the action to be considered a success.

- **Difficulty 1 (Easy)**- This task is expected to be passed by a skilled mortal, but there is still a reasonable risk of failing.

- **Difficulty 3 (Typical)**- This task is challenging to a mere mortal, but a hero is expected to pass it. Picking a lock, calming an irate guardsman, or basic first aid would fall under this category.

- **Difficulty 5 (Difficult)**- Tasks which are daunting fall in this category--climbing a sheer cliff in winds, charming a staunch Dynast with sweet words, or avoiding the bite of a venomous beast.

- **Difficulty 7 (Challenging)**- Tasks which should be near-impossible for any mortal. Such as noticing things in pitch darkness, or landing on a precise spot hundreds of feet below.

- **Difficulty 9 (Impossible)**- Tasks a mortal could not possibly do, no matter the circumstances. Running straight up a building, leaping across a chasm unassisted, or keeping a patient alive without a heart for hours at a time with their bare hands.

Threshold Successes

Some rolls are not as much concerned with *whether* the character succeeds, but *by how much*. This is simply the difference between the total Number of Successes rolled, and the Difficulty.

If a Player rolled Four (4) Successes on a Difficulty One (1) task, they would then have Three (3) Threshold Successes.

Contested Actions

Certain actions are contested between abilities of two or more characters, rather than a simple difficulty.

In this case, all characters simply roll their appropriate Dice Pool, and compare who got the highest number of Successes.

Taking the Average

The Storyteller should take the average number of successes for non-player characters as ½ their Dice pool, which is their [Att + Ability +/- Modifiers]

> *There are two characters in the scene: a guard and a thief. The guard is keeping watch, and the thief is attempting to sneak past them. The dice pool for the player-controlled thief would be Dexterity + Stealth.*
>
> *Since this is a NPC, and there are no dice-affecting powers active, the storyteller simply takes the average: (Cunning + Awareness)/2. Should the thief match or surpass that number, they successfully sneak past. Should they not, the guard discovers them.*

Drawbacks

Exalts can push themselves past their mortal limits and achieve the impossible--but it often comes at a price.

Ater the Player rolls and all effects finalized, the Player may choose to **Take a Drawback**. In exchange, they gain **+2 successes** to a roll, or **+1 Defense**. Only one drawback may be taken per action.

Note: Drawbacks cannot be taken for Luck Rolls, Limit Break, Join Battle or anything else that uses a 1d10 as its roll.

A Drawback can be any sort of action that the Storyteller deems to be a proper **Price to Pay** for succeeding (or exceeding) their roll.

The following are a list of Examples, but should not be treated as exhaustive or exclusive:

Gain Limit
Immediately Limit Break at 10.

The character gains 1 point of ***Limit***, representing the spiritual stress required to do the task.

Wound/Exhaustion
Cannot take more than (-5) total Wounds/Exhaustions at a time.

The strain from pushing beyond their natural constraints causes the character to become injured or exhausted.

For the remainder of the scene, and then until the character can take an uninterrupted, restful night's sleep, the character suffers (-1) dice to any roll made with the Attribute Category (Physical, Social, or Mental) they used on this roll.

The Scene Turns Sour
This Drawback may only be taken once per scene.

After this action, the scene becomes negative, if not mildly hostile, towards the character. Perhaps they offended a vital character with their action, or they accidentally gave a secret up to the Antagonist that they can use.

Botching

If a character fails their action, they may choose to *worsen* their failure dramatically, as represented by taking a Drawback. In exchange, they will gain a ***Strife Point***.

If at all possible, the Player should try to include their **Great Curse** as reasoning for this Botch. Perhaps a prideful character could not help but reveal a secret in their boasting; a compassionate one unable to hide their disgust at conditions of the city when talking to an official.

Advantages and Disadvantages

The difficulty of an action can be modified by various conditions, whether it be environmental, helpful, or antagonistic. Advantages and Disadvantages are collectively called **Modifiers**.

Advantages grant characters extra dice to roll with on their action, whereas Disadvantages increase the difficulty of the roll.

For clarity, Advantages are written as (+X) dice, whereas Disadvantages are written as (-X)--as they can also be interpreted as losing successes from a roll.

Any **Modifier** should be something significant to the scene--something that would perturb even an Exalt. A light rain, while thematic, would not count as a disadvantage. Only when the levels of pummeling rain (-1), or even a raging Typhoon (-4)

> ### Natural Modifiers and Difficulty
>
> Difficulty is a measure of "Base difficulty + all Disadvantages". This can often be forgotten when choosing a Difficulty for a task, or when countering specific modifiers.
>
> If a player removes the "visual impairment" modifier from a Difficulty 7 task, it is up to the Storyteller to decide how much of the Difficulty for the task was a result of "visual impairment", and how much is simply the base difficulty of the task.

Stunting

The setting of *Exalted* encourages wild, ambitious, and perhaps dangerous actions of the characters. When a player describes their character doing a "cool" action, the Storyteller should reward them.

When a player performs a stunt, they get **+2 Dice** for their action.

But the true power is that-should they succeed on the roll-what the player describes is what actually happens in the setting. What is impossible becomes temporarily possible. A list of example Stunts is provided with each Ability, as inspiration.

There are limits to Stunting. A Player cannot dictate the actions or emotions of characters, for example, and the Storyteller reserves the right to reject or alter the stated effects of the stunt as needed.

The guiding philosophy of stunts is the "Rule of Cool." If the stated action is "cool" and enhances an existing action, it should both be allowed and encouraged.

Assisting
A player may assist another character, granting them +2 dice. The receiving character may only accept one Assist per roll.

The Receiving Player may both accept an Assist, as well as stunt their own action.

Assisting is considered a Primary Action.

Essence

Essence is the fundamental energy that flows through the world, all creatures, and mortals. Exalts are able to guide their own Essence flows to create powerful effects upon the world, called Charms.

A character's Essence Rating is a measure of how in tune the character is with the flows of energy through and surrounding them. Much like an Attribute, it has a Rating ranging between One and Five. (Mortals have a Rating of Zero.)

The Rating of Essence cannot be directly trained. Instead, it only increases in rating as the character gains xp.

Motes

Essence expenditure is measured in *Motes*. When activating a Power that requires motes of Essence the exalt will drain from their mote pools: **Personal** and/or **Peripheral.**

Personal Motes are intrinsic to the character. Expenditure of these motes are subtle and do not agitate their anima banner. They regain only after a full night's rest

Peripheral Motes are the character's ability to manipulate the world immediately surrounding them, channelling it to their will. Using these motes will **expose their anima banner**.

Peripheral Mote pools are automatically refilled at the start of each Scene.

Antagonistic Locations

There are certain locations that are either devoid of Essence, such as the **Underworld**, or are filled with antagonistic Essence that cannot be easily drawn inward, like **The Wyld**.

In these locations, all characters will suffer a Penalty to their Peripheral Mote pool, lowering their capacity.. For example, the penalty suffered by Underworld would be as follows, as the characters descends deeper away from Creation:

- Shadowlands: -5
- Underworld: -10
- The Labyrinth: -15
- The Void: -20

Anima Banner

Exalts are brimming with energy, their souls suffused with the crackling energy.

Whenever a character **uses Peripheral Motes**, this energy crackles to life, and their very soul starts to show to the world in the form of the **Anima Banner**--a display of light that starts as a soft glow and eventually escalates to a towering bonfire of personal iconography and symbols deeply personal to the character.

As the Peripheral Pool is depleted, the Anima banner will automatically and reflexively ignite.

- **(0m) Dim**   The natural state of the anima. It is invisible to all natural senses, but may be seen by those that can peek into the Spirit Realm.
- **(1-5m) Glowing**   A thin outline of the anima appears around the character, with the respective Caste Mark appearing on their brow. Characters may still disguise and hide their anima through mundane means, such as clothes.
- **(6-10m) Burning**   Essence burns and sheds from the Exalts body, much like the burning of a fire. Hiding the anima at this level is impossible through mundane means.
- **(11m+) Bonfire** A grand display of solidified Essence wraps around the body, shining its personal iconography to all of those in the scene.

Anima Flare takes 15 minutes to naturally abate and decrease in rating, so long that no action inflames them again. Often, this means that the Burning and Bonfire Levels will be active for an entire scene.

Exalts may choose to intentionally increase their anima to any desired level by committing One Mote (as a Reflexive Action.). This effect immediately dissipates after releasing the mote to its natural state, and does not need time to abate.

Splitting Motes

When taking an action, a Player may split their motes between their Personal and Peripheral motes in order to avoid their Anima banner flare.

For example, activating a 10m charm can avoid a Burning Bonfire anima level by paying 5m from the Personal Mote pool, and 5m from the Peripheral Mote pool. Doing so would only activate the Glowing Anima level.

The Great Curse

Exaltation is a great and wondrous blessing from the Gods, but with it comes a great and terrible Curse. Perhaps, as the ancient and lost stories speak, the slain Enemies of the Gods lay this Curse upon their servants as a last, spiteful word in their dying breath. Or perhaps it is simply inalienable nature of man, exemplified and given root in power.

Regardless of its source, every Exalt carries with them the Great Curse, an aggrandized character flaw that can interrupt and sabotage a character's well meaning in spite of their better nature.

Each individual Exaltation book details their Great Curse, but it is important to know that these are all *suggestions*. So long as a character has a flaw that affects their decision, it is an acceptable Great Curse.

For Example:

- **Solars** suffer by their own Ego. They are those that tirelessly seek greatness and perfection, and may find others or even themselves not up to the standards they desire.
- **Lunars** suffer from being trapped between worlds and are conflicted by the unknown. Are they man or beast? A part of society or apart from it? Their form is constantly shifting, so who are they really?

- **Abyssals** have a portion of their self consumed by the void: something that is lost and that can never be reclaimed. It may be their name and relations; their lost vitality; a loss of emotion and feeling.

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Limit

The stress and wear of an Exalt's life will build and press upon them, eventually driving them to a breaking point. This is represented by **Limit Points**.

Ranging from 0-10, **Limit Points** represent how strained the Exalt is--how much wear and tear their psyche and soul is under.

A character gains limit by:

- Choosing it as a Drawback.

- Acting against one of their Intimacies, or other deeply-held beliefs. (One Limit per scene).

  This can range from directly suppressing Intimacies in order to proceed with the "greater good", to being tricked and swindled into taking action against your Intimacies, such as through Social Influence.

  Ultimately, the decision of whether or not the Character has "acted against their Intimacy" is a personal one, and should be at sole discretion of the Player.

If the character reaches **10 Limit**, or if they fail on their **Limit Trigger**, the character will enter into a **Limit Break.**

At the end of a Limit Break, reset to 0 Limit.

The Calming Effect of Time

Typically, Limit *only* resets after a Limit Break. However, long spans of rest, meditation, and peace may ease the Exalt down from their stressed life.

So long as the time breaks are particularly restful, the Exalt may lose 1 Limit per week.

Limit Triggers

When detailing out their Great Curse, the Player will also need to decide what sort of events will **inflame** their Great Curse. This is called the **Limit Trigger.**

A compassionate character might balk whenever they see a wanton, senseless act of cruelty upon another--such as a slave being whipped. Another might be the sense of failure and dejection when a plan spirals out of control.

When this event occurs (and the character has at least 2 Limit,) the Player must roll a 1d10. If the die roll matches or exceeds their current Limit, the Character is able to control their emotions for the remainder of the scene. (They do not have to roll multiple times in a scene).

However, if the roll is **under** the current Limit, the Character enters a **Limit Break.**

Limit Break

When a character **Limit Breaks,** they lose all perspective on anything that does not align with their **Great Curse** and will make active and considered effort to fulfill it, damn the consequences.

A character Limit Breaking does not lose their faculties, nor do they forget their Intimacies--but those are simply *secondary* to their Great Curse. Often they will use convoluted and strange reasoning to justify their actions.

A Limit Break lasts for an entire scene. Only performing a grave offense against their own deeply-held Intimacies would be enough to snap the character out of their actions.

At the end of a Limit Break, reset Limit to 0.

Ticking Time Bomb

There will be occasions when a character enters Limit Break, but turning it into a Limit Break Scene just doesn't fit--it occurred during a lighthearted scene, or when the Exalt is in the middle of nowhere on their own, or the scene was just wrapping up...

If this occurs, with both the Storyteller and Player in agreement, the Character can postpone the Limit Break to a more appropriate scene--just don't wait *too* long.

Strifes

The world of Creation will push even the mighty Exalted to the brink, and in those moments of desperation, forcing them to delve into reserves they did not know they had. This moment is called a **Strife**.

Players are restricted to keeping no more than **5 Strife Points** at a time. If Strife is gained above this limit, it must immediately be spent in the Scene or be lost.

Using Strife
Strife Expression
Each Exalt and their Caste, has a unique **Expression** that can boost their Dice rolls.

For example, Solars may double a favored dice, while Sidereals manipulate what the Target Number of a roll will be.

Each Exalt's particular Strife Expression is detailed in their respective book.

Turn the Scene
In addition to their Exalt and Caste Strife Expressions, all players may use a strife point to **Turn the Scene** (typically in their Favor.)

There is no roll required: the Player describes the actions their character does, and it simply happens.

So long as a character *should* be able to do something, and it is *cool* for them to do so, it *does.* In this way, Turning the Scene can be thought of as a more powerful Stunt.

There are a few guiding restrictions to keep in mind, similar to a Stunt:

- Other character's actions cannot be dictated: only those under control of the Player's.

- The Action cannot *directly* solve the scene; it can only assist and guide it.

- The Action should flow naturally from the character--a Solar cannot suddenly shapeshift, for example.

Example 1

The Archer turns from the Dragonblood threatening her and focusing her essence into a point on their arrow. With a sharp hiss of air, she lets it loose into the nearest mountain, watching as the arrow explodes in an impressive show of Anima. The mountain rumbles as the snow dislodges, causing the newly-fallen snow to groan, rumble, and then start cascading into a deadly avalanche which rushes into the passage, sealing it and cutting off the dynasts reinforcements.

"I'm going to use my archery to cause an avalanche". This example accomplishes two dramatic things: it changes the environment, but ultimately it is about stopping the Antagonist's time constraint on their battle. It assists the Player and their scene, but does not solve the pressing issue--the fight with the Dragonblooded.

Example 2

The Sorcerer looks apprehensive at his map. The desert has become inhospitable to their travels, and the rations for their mortal followers slim--if a solution isn't found, they will arrive exhausted, or be forced to take a detour through the Guild's controlled areas. His brown furrows, then suddenly shoots up: "Turn the caravan west, I see a Dragonline I can tap for water!"

"He's going to use Sorcery to pull up water from the ground." In this situation, the problem being addressed is exhaustion or avoiding a bad decision--preventing a negative.

Example 3

The Crafter analyzes the complex door in front of them, which is blocking their way, the code shifting and twisting before their eyes. "I can simply craft a new key to the puzzle. Hold on for a moment."

"The door is locked? I can just open it with crafting." Is **bad** because the main objective of this scene is to get past the door blocking their path. In a different scene where the door was not the main obstacle, this *might* be acceptable. Instead, an alteration can be suggested:

The Crafter analyzes the shifting patterns of the door, then with a swift kick, lodges one of the panels shut, stopping the patterns from constantly moving. "There, that should be easier to read now."

"The puzzle glyphs are moving? I'm going to jam them down so it lowers the difficulty."

Gaining Strife

Strife may be gained through two ways: **Botches** and **Scene Complications**.

Botches are Player-driven choices to drive their character's failure into a *magnificent* failure--a low so that they may later rise to even greater heights.

Rejecting Strife

Players, by accepting the Strife, are giving up their ability to change the course of the event.

They have the option of refusing to take the Strife Point, defying the Storyteller's influence. (This must be an all-or-nothing decision between all Players receiving the Strife--all must reject, or else all must accept.)

If this happens, the Storyteller must let the Player Characters challenge the event in a fair manner.

The Storyteller should also take care not to *abuse* the Complication mechanic to the point where it becomes unfun--if they find that Players are constantly rejecting Strife, or grumbling and accepting, make sure to talk with the Players to see if the direction of the game is what everyone agrees with.

Complications

A **Complication** is a tool for the Storyteller to inject danger, twists, and story momentum into the Story--*without Player Characters being able to meaningfully react.* (The Characters will almost certainly react, but the outcome is a forgone conclusion.)

In other words, while Players can spend Strife to Turn the Scene in their *favor*, Storytellers can give Strife to Turn the Scene *against* the Players--not simply describe challenges or consequences of actions.

The Storyteller gifts a Strife Point to all Players who are affected by this event--and this single Strife Point guarantees the *outcome* of the event in the Scene, no matter how many attempts are made.

Examples:

- An Antagonist group escapes after their defeat in a fight, slipping the bonds or escaping pursuit.

- The Caves the Party is in start rumbling, warning of an imminent collapse in but two short Rounds.

- A source of information shoots down interrogation techniques, refusing to divulge important details.

The main source of Strife is gained by players choosing to **Botch** their rolls.

Another source is being gifted a point by the Storyteller in exchange for letting certain events unfold as described--in spite of Player actions. For example, after a combat scene with a recurring antagonist, the Storyteller would grant a Strife point to allow the antagonist to escape without a (successful) pursuit, so

they can lick their wounds and try again.

Elsewhere and Equipment

The mechanisms of reality are flawed. Items, particularly those not paid attention to, have a tendency to reappear and move to alternate locations. Mortals will often attribute this forgetfulness, or not recognize the incongruity at all, when in reality it is the tireless motions of the Loom taking shortcuts.

Exalts, long ago, learned how to quietly and easily exploit this--simply though sleight of hand, they can store their physical items in places and not feel the weight nor brunt of the equipment. It is not unusual for an Exalt to suddenly pull out a large daiklaive from little more than a handbag's opening.

Sidereals have labeled this flaw as "Elsewhere," since the items are neither here nor there, but somewhere "else.." It is certainly a problem that needs to be fixed...eventually.

Elsewhere is not all-powerful. The Exalt must reasonably be able to carry the items in the first place, and it must not be something that has a particularly close and important tie to reality. For example: living creatures or anything with sapience. As well, while time does not affect items inside of Elsewhere, it will rapidly catch up once pulled out.

Items stored in Elsewhere of a dead Exalt will eventually reassert themselves into reality--often by finding themselves in nearby containers that may not have existed until needed for this precise purpose.

Storyteller Timelines

Rather than count the exact minutes and hours of effects, Exalted rely on a more cinematic approach. A charm's duration may be declared as a *Scene*, for example.

- **Round** How long it takes for all characters to each perform a set of Actions, typically in Combat or an Encounter.
- **Scene** Long enough to set out and accomplish a single, dedicated task. Combat from start to finish would be a scene, as would characters searching for clues in an old abandoned monastery. This typically spans minutes to hours.
- **Session** A single sitting of when Players begin and end roleplaying, spanning an entire night.
- **Story** Several sessions that form a full narrative arch: from establishing a threat to reaching the resolution.
- **Chronicle** A complete game, encompassing all the stories relevant to a set of characters.

Magnitudes

Exalted is styled in more of a cinematic, broad-sweeping style game rather than a precise simulation wargame. Instead of detailing out every person, time frame, or area, it will instead deal with measures of *magnitude*.

Some Powers will declare an increase (or decrease) in a *magnitude*. Those magnitude definitions are as follows:

Group Magnitudes			
Scale	Population	Name	Military Designation
0	1	Individual	-
1	10	Party/Group	Squad
2	50	Crowd	Troop
3	100	Hamlet	Company
4	500	Village	Battalion
5	1,000	Town	Regiment
6	10,000	City	Army
7	100,000	Prefecture	-
8	1,000,000	Province	-

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

Attributes

Attributes are a character's raw, innate skills. They represent the capacity and limitations of the body, mind, and soul. Attributes may be trained and expanded on, but often take quite a bit of time and effort to do so.

Each Attribute is categorized as either **Force, Finesse**, or **Resilience.** These characterizations represent how the Attribute is typically used in the style of play.

All Attributes start at Rating One, and may reach up to Rating Five. There is nothing, save death, that can decrease a character's Attribute below One.

Physical

Strength
Force

Strength represents both the raw muscular strength a character contains, as well as the intuition and practice to use it effectively. It is used to calculate **Base Damage,** the **Attack Roll** of Heavy Weapons, as well as feats of strength such as lifting, breaking, and climbing.

Dexterity
Finesse

Dexterity is the fine control, reflexes, and agility a character has over their own body. It is used to calculate the **Attack Roll** of Light Weapons, as well as **Evasion**, and can help with various tasks such as balance, dancing, and lockpicking.

Stamina
Resilience

Stamina is how characters sustain physical activity over a period of time. Everything from running a marathon to holding still against forces. It is used to calculate **Endurance** value.

Social

Charisma
Force

Charisma is a measure of how a character can outwardly express themselves to others through *active* communication. It is used for actions such as **Influence Intimacy** and **Perform Task**.

Insight
Finesse

Insight is a measure of how a character can understand others by observing their actions, words, and expressions. A character with high Insight would be able to correctly guess and understand another's motivation to predict their next actions. It is used for actions such as **Read Intentions** and **Discover Intimacy.**

Composure
Resilience

Composure is a measure of how a character communicates through *passive* communication. This controls how a person uses their body language, and how they can hide their true intentions through masks of reaction or non-reaction. It is used to calculate **Guile.**

Mental

Intelligence
Force

Intelligence is a measure of how a character can think logically, organize thoughts, absorb information, and connect together disparate pieces of information.

Cunning
Finesse

Cunning is a measure of intuition, common sense, and fast-thinking.

Will
Resilience

Will is the mental fortitude of a character, their ability to endure hard times, and power through and complete their own ideas and thoughts. It is used to calculate **Resolve.**

Abilities

Abilities are skills that have been honed, trained, and developed through education and experience. Abilities may range from Zero (0) to Five (5).

There are two types of abilities: **Natural, and Supernatural.** Natural Abilities are those that any mortal (and thus Exalt) has the capacity to learn, improve, and perform upon. Characters may always roll with a **Natural Ability,** even if they have Rating Zero (0) in it.

Supernatural Abilities are those that only may be accessed by dealing with the supernatural aspects of the world. Sorcery, Necromancy, Shapeshifting, and control of Fire are all examples.

Specialities

Abilities are broad fields of human accomplishment and skill. For an Exalt, the variance in competence across these subsets of the Ability is generally so small it does not affect the dice roll.

However, there are a small number of smaller skills that the Exalt *excels* at. These are called *Specialities*.

When Rolling in an Ability Speciality, roll with an additional dice (+1).

Specialities do **not** affect Static Values.

Natural Abilities

Archery
Mastery of ranged weapons that propel projectiles. The bow and arrow is the dominant form, but other examples range from the mechanical crossbow, to slings, to even the exotic flampiece that shoots streamers of fire.

Combat: Archery attacks are Ranged.

Sample Specialites
- Bow
- Crossbow
- Flamepiece
- Slings

> **Ammunition**
> *Exalted* does not require the Player to keep track of their character's ammunition. It is simply assumed that the character has crafted or procured enough ammunition to perform their actions.

Athletics
Athletics is a measure of *physical motion.* It is useful for all ranges of activity, both prolonged marathons and quick sprints.

Athletics is used to calculate the Static Values **Evasion** and **Endurance.**

Sample Specialites
- Running
- Climbing
- Swimming

Awareness
Awareness is a measure of alertness and impromptu understanding of events through any and all of the senses. Characters with high Awareness are in tune-consciously or subconsciously-of everything that happens around them.

Sample Specialites
Specialities in Awareness are location dependent, reflecting what sort of background the character grew up in. Those born out in the wilderness would find themselves overwhelmed by the large crowds in a city, for example.

- Wilderness
- Cities
- Political Gatherings

Brawl
Mastery of form that uses the body itself as a natural weapon. Punches, kicks, grapples, and leg sweeps are but a fraction of the endless ways generations have devised ways of harming each other.

Brawl is *generally* performed Unarmed, but weapons that strengthen or reinforce the natural body form--such as brass knuckles, tiger claws, or even spike-tipped boots--are still part of the Brawling Ability.

Combat: Brawl attacks are Close Range.

Sample Specialites
- Punching
- Kicking
- Grappling/Restraints

Craft
Craft is used to produce, analyze, and repair physical constructs and moving parts. A crafter knows how to take even raw discard material and turn it into a wondrous, complicated machine intended for a variety of mechanical purposes, from fending off attacks to plowing a field.

Sample Specialites
- Carpentry
- Jerry-Rigging
- Blacksmithing
- Stoneworking
- Clothworking

Deception
Deception is the art of lying, trickery, and manipulation. Its masters are adept at getting people to do what they want without them even realizing an outside influence is even there. Deception is used to calculate **Guile.**

Sample Specialites

- Forgery
- Sleight of Hand
- Conceal evidence

Integrity

Integrity is a measure of how tightly a character can keep to their convictions, goals, and objectives. It is used to calculate the Static Value of **Resolve**.

Uniquely, Integrity does *not* have specialties. Rather, this is handled through the **Intimacy** system.

Leadership

Leadership covers the skills necessary to manage, inspire, and otherwise command large groups of people to act as one unified whole.

Sample Specialites

- Oratory
- Organization
- Tactics

Lore

Lore is both the breadth and depth of understanding in the world, ranging from geographic knowledge to religion and philosophy.

While Lore is the most broad application of knowledge, it is **not exclusive.** All Abilities can attempt an (Int+Ability) roll to know about their particular subject. Recognizing a famous swordsman, for example, could both be an (Int + Melee) and (Int + Lore) roll.

Sample Specialites

- Geography
- History
- Cryptography

The Non-Omniscient Scholar

Having a high Lore does not confer *absolute truths* upon a character-rather it represents being well-versed in what is known--and often as much as what is unknown.

It is a fact that the Immaculate Order claims that Solars and Lunars are Anathema. It is a fact that many other societies claim. High lore will allow knowledge that these two facts exist, but not which one of them are right.

Storytellers should keep a character's background (and speciality) in mind when revealing information to players-- phrasing information through such natural biases.

Medicine

Medicine is the diagnosis and healing of the mind, body, and soul. Those with high Medicine have an intense knowledge of the bone and muscle structure, herbal remedies, as well as precise chakras.

Sample Specialites

- Alchemy
- Chi
- Surgery
- Medicinal Plants

Melee

Mastery of close range combat that uses a weapon as their primary method of felling their foe.

Over the millennia of human history, there have been countless styles and forms of weapons made. Specialities therefore are *representative* of how the weapon is used: A spear could be used as a Sword, Staff, or Spear, for example.

Combat: Melee attacks are Close Range.

Sample Specialites

- Swords
- Clubs
- Staff

Navigation

Navigation is the ability to traverse terrains--from land, to sea, to jungle--and come out unscathed and on time. A trained Navigator will know their hand at reigns, the stern of a ship, how to survive in a city's underworld, as well as be able to tell you which wild fruit is poisonous or edible.

Sample Specialites

- Ocean
- Wilderness
- Urban
- Tracking

Performance

Performance is the measure of not only how well a character is in the technical nature of singing, dancing, or other such artistic expression, but the ability to convey meaning and thoughts through those actions. A skilled performer not only knows how to entertain their crowd, but also knows how to incite that crowd into a frenzied riot should they desire.

Sample Specialites

- Dance
- Singing
- Acting
- Poetry/Linguistics

Persuasion

Persuasive characters know how to talk and charm people with their bright personality, ultimately with a goal in mind. It is used to both extract as well as impart information and tasks.

Sample Specialites

- Charm
- Beguilement
- Fast-Talking

Physique

Physique is the measure of fortitude and wellbeing, strength and hardiness: the ability to shrug off attacks, poisons, and any debilitations of the body. As well, it is used for tests of endurance, and for feats of Strength. Physique is used to

calculate **Soak**, as well as **Endurance**.

Sample Specialites
- Lifting
- Crushing
- Resistance (poisons/toxins)

Politics

Politics is the maneuvering and manipulation of groups of ideological-similar people. M A character skilled in Politics will be able to manipulate peoples according to their will.

Specialities in Politics focus on either the *type* of politics at work (Bureaucracy, Small-town), or specific political parties. Generally speaking, the larger and more powerful a Political Party, the more necessary the specialization needs to be tailor-made for them.

Sample Specialites
- Bureaucracy
- Guild
- Specific Political Party
- Undercity

Stealth

Stealth is the ability to avoid detection-through any sense. They know how to carry their body, which ways shadows cast, as well as creating disguises and blending into crowds.

Sample Specialites
- Disguise
- Crowds
- Hiding
- Pickpocketing
- Shadowing

Thrown

Thrown focuses on Ranged Combat where the entire (or vast majority) of the weapon is hurled at the opponent, rather than projectiles.

Combat: Thrown attacks are Ranged.

Sample Specialites
- Javelin (Spear, Atlatl, dart)

- Bladed (knives, shuriken, kunai, dart, axes)
- Simple (Sling, blowgun, boomerang)
- Chakram

Supernatural Abilities

Supernatural Abilities are those that are beyond the reach of even the most talented mortal. No amount of training or skill can induct a mortal into an Supernatural Ability-only by special circumstances will the domain of the Gods be opened to them-such as Exaltation. Even then, it is often a limited selection.

For example, those chosen to be a Dragon-Blooded are opened up to the Elemental Abilities of Fire, Water, Air, Earth, and Wood, but are restricted from the Lunar's Shapeshifting Ability.

A minimum of Rating One is required to perform any Supernatural Ability, and it cannot be learned without a specific Merit or Exaltation.

Since Supernatural Abilities are so closely tied with an Exaltation, Gods, or Creature of Power, they will be detailed in their respective books.

Sorcery

Sorcery is the manipulation and

[[Hey it's sorcery!]]

Necromancy

[[and I'm Necromancy!]]

Creating New Abilities

The provided Abilities are not considered comprehensive or exclusive list-simply a selection that is expected to be most useful in the *Exalted* setting. New Abilities may be made as needed or desired. For example, a modern setting would ask for the abilities *Firearms* and *Drive.*

Abilities do not need to be exclusive from each other, nor do their descending Charms. It is perfectly acceptable to have two abilities that overlap.

Example: Drive

[[An example on how to create a *Broad* Ability]]

Social Influence

Intimacies

All characters have various ideals, desires, and loved ones. An Intimacy is a representation of their core being, who the person is--for better or for worse.

An *Intimacy* is a step above a person's natural likes and dislikes--it is some aspect that defines them in some way.

Intimacies should be specific and close to your character's definition and goals:

- "Hatred of the Realm's Slavery Trade"
- "Trust that inner enlightenment will bring about external good"

Intimacies are both a boon and a bane to characters--they have a resistance to any social influence that runs contrary to that Intimacy (+2 Resolve).

However, those same Intimacies may be used to pull the character into increasingly difficult tasks. (+2 Dice).

> ### Assumed Intimacies
> There are common intimacies to all mortal kinds that don't need to be explicitly written down, such as the Desire for Safety and Health, and the Fear of Death.
>
> The list of Intimacies written for a character should only be written down if they are notable in their strength.

Unacceptable Influence

There are certain actions and requests that a character will refuse to do, regardless of how convincing, persuasive, or manipulative an Exalt is, **they will not do it.**

Unacceptable Influence protects those actions that the character considered antithetical to their very nature, such as betraying loyal causes, violating self preservation, or harming those dearly loved.

Players, as they know their characters much better than the Storyteller, reserve the sole right to declare if Influence is *Unacceptable*--though they should justify it to the rest of the group.

Defining Intimacy

Some characters have an Intimacy so central to their character, that it is considered their **Defining Intimacy**.

Characters cannot be made to work *against* their Defining Intimacy--it is Unacceptable Influence.

However, they are much more susceptible to its influence. Any valid attempt to leverage the **Defining Intimacy** will have a bonus to do their task. (+4 Dice)

A character may have only **1** Defining Intimacy. Most characters do not have a Defining Intimacy at all.

Changing Intimacies

At the completion of every **Story,** both the Players and the Storyteller should reevaluate their respective characters and readjust Intimacies as appropriate to reflect what has happened in the Story.

> ### Respect Your Group
> Throughout history people have committed horrific acts against each other--acts which still continue to this day. You may desire to show it as a proper challenge to overcome, to the levels that a character will sink to--even so called heroes. That said:
>
> **No Person should ever feel uncomfortable at the table.**
>
> At the end of the day, this is a game that you and your friends are playing in modern times, surrounded by modern schools of morality.
>
> Any Player (including the Storyteller) should be allowed to raise their concerns about scenes, direction of story, or other such aspects of the game, and their concern should be respected without question. Move the theme aside and don't bring it up again.
>
> A good tool to *minimize* these concerns is to have a "Session 0", where all Players discuss what themes they expect out of a game, and what to avoid. However, this should not be seen as a substitute for listening to your Players at the moment. Often, they will not know what bothered them until it comes up.

Social Actions

Social actions are dependent on how they are approached. Using an inappropriate action for a desired outcome will not work (no roll required) or at least have severe penalties applied.

For example, no matter how well you roll, you cannot threaten someone into gaining a positive intimacy towards you.

While the **Social Category** Attributes are the majority fit for Social Actions, they are not exclusive.

For example, Intimidation may be done with (Strength + Physique), or bamboozlement with (Cunning + Deception). Finding creative interpretations of the character's strengths is perfectly valid!

Groups

Social actions against groups of people, rather than individuals, suffer from the lack of intimacy--in addition to the natural logistical issues.

Characters in groups of magnitude of "Crowd" or larger gain Resolve according to their **Scale**. i.e. Crowd gains +2, Village +4, and City +6.

A City is the largest Magnitude that a Social Action may naturally address--and that in itself requires logistics such as a scaled tower, or distributed writings.

Perform Task

(Roll) vs. Resolve

The character attempts to get another to perform a task, and are categorized into three tiers:

- **Inconvenient task**
  There is at most mild danger, opposition, or time devoted to this task. At most the task will take a few hours--maybe a day.

- **Serious Task**
  (+1 Resolve)
  Must leverage an Intimacy to attempt.

  There may be lasting repercussions to performing the task, ranging from physical to social. The task may take days to weeks to complete.

- **Life-Changing Task**
  (+2 Resolve)
  Must leverage a Defining Intimacy to attempt.

  Their lives may be permanently altered by the task, running even the risk of death. Even embarking on the task will have serious consequences.

Influence Intimacy

(Roll) vs. Resolve

The character leverages an *existing* Intimacy to either suppress a different Intimacy, install a New Intimacy, or raise an existing Intimacy into a Defining Intimacy.

Intimacy changes made this way are temporary, eventually fading away after a day without reinforcement.

This action cannot decrease a permanent **Defining Intimacy**.

Emotion
Instead of a particular Intimacy, the character may choose to suppress or enflame an *emotion*. This may have unpredictable effects

This may be useful when targeting a disparate crowd, or if specific intimacies are not known.

Players on the Defensive

The Player Characters are the main characters of the story, not NPCs.

When on the defensive from Social Actions, the Player still controls how the character acts in response to the roll, not the Storyteller. This is especially relevant for the "Perform Task" Action--the Player is free to interpret how and when they perform this task.

Read Intentions

(Insight + Ability) vs. Guile
Reading Intentions is a **Reflexive** Action.

When a character desires to understand another, they may attempt to read the Intentions based on their actions.

On a successful roll against the target's Guile, the Player may ask a question to the Storyteller about the target, ranging from: "Who are they," "What are they here (in the scene) for?" "Where are they going?" "Do they intend me harm?"

The Storyteller is obligated to respond *truthfully* to the chosen question, though it may be cryptic.

Only one Read Intentions maneuver (per target) may be made due to the target's actions. All Players may attempt the roll, but only the highest-roll gets to ask the questions.

Probe Intimacy

(Roll) vs. Guile

Intimacies, emotions, and other aspects of a character may be pressed by the Player, forcing it to be revealed.

The Player, through their action, will state what behaviors they are trying to induce or analyze with their action. If successful, the Storyteller will need to tell them the closest relevant Intimacy there is to the action --or the decided lack of one.

This may be used in an Encounter to probe for the nature of a Key Issue.

Encounters

From the intricate dance of ballroom politics, to battlefield war bands, to the high-drama of a courtroom, an Exalt's life will be filled with scenes of great importance where the fate of the world hinges on well-spoken speeches or careful deliberation.

Goal

An Encounter starts with a **Goal** for the scene: what the Players intend the outcome of the scene to be. If there is no clearly defined goal, or that goal is unreachable, an Encounter should not start.

On the southern shores of the Inland Sea party decides that they will need a full caravan to traverse the Burning Sands.. There is a local Trade-Prince whom they think they can convince to finance and supply them this caravan.

Key Issues

Once the stated Goal of the Encounter has been established, the Storyteller should come up with 2-4 **Key Issues** that will need to be overcome to accomplish this goal, and how much **Influence** is required to overcome the Key Issues.

Key Issues range the gamut from personal ideology to political entanglements to logistics. So long as it is something that prevents the party from moving forward, and is (relatively) self-contained, it may be a valid Key Issue.

Once the Storyteller has come up with the Key Issues, they will need to tell the Players the *number* of Issues at play. The *nature* of the Issue may be revealed at their discretion.

Influence Requirement
- Simple   5 Influence
- Average   10 Influence
- Complicated   15 Influence

The Storyteller decides there are 3 Key Issues preventing the Trade-Prince from funding the caravan:

1. Needing a return on investment. (Simple). Understandably, the Trade-Prince will need to be convinced it is worth his while to dedicate so many resources to this goal. This Key Issue can be easily guessed, so is revealed on Encounter start.

2. Antagonistic Sycophants (Simple). The Trade-Prince has surrounded himself with sycophants, who deeply despise any perceived change to their position. The Party must silence their influence.

3. Fear of the Immaculate Order (Average) (Hidden). Through the party's past actions, the Trade-Prince has secretly caught on that they are Anathema. He does not personally care, but he will need a way to make sure that the Immaculate Order will not find out about this deal--or at least be convinced of this fact.

Gathering Influence

There are a thousand ways to approach the scene and its Key Issues: starting rumors, researching tactics, beguiling tricks, intimidation.

Taking any action to tackle a Key Issue directly is called a **Gather Influence** action.

A Gathering Influence action operates just as any normal action-- first the Storyteller must decide if the Action *is possible* in the given context, and then assigns the Difficulty of the roll.

If the roll is not appropriate, the Storyteller should inform the Player before they take up the action.)

What is different is that all Threshold Successes of the roll become converted into Influence--in addition to the normal outcome of the action. These Influence Points are then applied against the *specific* Key Issue being addressed.

$$\text{Influence} = \text{Successes} - \text{Difficulty}$$

The Socialite of the group, a Solar Eclipse, moves to address the "Antagonist Sycophants" Key Issue by suppressing the Intimacy the Trade-Prince has of them. He performs a "Influence Intimacy" Social Action, rolling 5 Success against the Prince's 3 Resolve. He gains 2 Influence Points against the Key Issue, as well as successfully lowering the Prince's Intimacy.

Once enough Influence has been gathered against a Key Issue, it is considered *resolved*, and the Players are one step closer to their Goal.

Overflow Influence is allowed, and can help secure the safety of a contested Key Issue.

Examples
- Impassioned speech
- Delving into research
- Sweet-Talking
- Intimidation of Sycophants

Not Everything is a Gathering Influence Action

There are plenty of actions that are helpful, useful, and actionable in the scene--but they aren't Gathering Influence Actions. For example: Discovering Intimacies.

The general rule of thumb for rulings is "Does this directly, singularly address the Key Issue." If not, it is not a Gathering Influence Action.

Exhausting Supply

The Storyteller may choose to "exhaust" a source of influence, meaning that further Gathering Influence Rolls cannot be done on this source. After all, there is only so much you can intimidate bystanders to do in one Scene.

This limitation should be clearly expressed to the Players so that they may take this factor into account--either by changing their approach, or finding new sources of Influence for the scene.

Hidden Key Issues

The Storyteller should try to give hints and paths toward discovering the nature of Hidden Issues.

Players, in turn, may use an action similar to "Probe Intimacy" to divine the nature of the Hidden Issue, with the same rules and effects--the Player summarizes a list of actions, events, or behaviors, and then attempts to divine what the Key Issue behind them is.

As well, it is perfectly possible for Players to gather Influence over a Key Issue they do not fully understand.

A Player Intentionally "going in blind" is taking a risk--if their assumption is wrong on the Issue, they do not gain any Influence Points for their roll, no matter how many Threshold Successes they roll.

> *The Players have managed to completely avoid uncovering the nature of the Third Key Issue. So far, the Storyteller has dropped hints that the Trade Prince may know of their true nature in their conversations, and has even told them that intimidating a particular Sycophant (with deep ties to the Immaculate Order) could be applied to the hidden Key Issue, if they wanted.*
>
> *One Player now decides to use the "Probe for Key Issue," trying to divine the relationship between the Sycophant and the Trade Prince. They succeed on their roll, and the Storyteller responds by noting that the Trade Prince "Fears what that man represents," and notes that the man has signs of the Immaculate Order woven into his clothes.*

Altering/Adding Goals

During the Encounter, the Players may decide they want to alter the ultimate goal--perhaps they have decided to push further, or have found an alternate goal they prefer.

In both cases, the Storyteller should add an additional Key Issue to encapsulate this difference. They may decide to drop an existing Key Issue if the altered goal no longer applies.

Flow

An Encounter is not like a Combat Scene--the timing is fluid, and actions do not follow a set order, depending primarily on the natural flow of the narrative.

However, a "Round" is still defined: each character has one and only one Full Action (Primary + Secondary) in a round.

The Storyteller should make sure that all Players know they have the *option* to act each Round.

Balancing Antagonist Actions

The Storyteller is allowed to increase the number of actions Antagonists can take per Round, if necessary. (The number of Player Characters is large, the number of Antagonists small, etc.)

The Rule of Thumb is that the number of Antagonist Actions should be around 1 for every 2 Player Character Actions.

Antagonist Goals

Antagonists are operating on their own goal during the scene, and have their own Key Issues that they must Gather Influence upon.

Typically, the Antagonist's Goal and Goals and Key Issues are directly related to the Party's--whether in direct opposition, or competing to get there first. For convenience sake, these are referred to as the "the same" Key Issue.

However, antagonists having the same Key Issue is not a *requirement*--they may be working on a seperate Goal for the scene, and they have tangential or completely unrelated Key Issues. Typically, these start out as Hidden to the Party.

Abstract Antagonists

It is easy to recognize an antagonist when it is an individual. However, Antagonists can be anything--from mobs of people to an avalanche to Time itself closing off a Key Issue.

Sabotaging Influence

The Antagonist and Party's Influence tracks are independent of each other--only a dedicated **Sabotage Influence** Action allows one side to disturb the other's Influence.

This action is nearly identical to a Gather Influence action, save that the Threshold Successes of the action are *taken away* from the opposing party's influence over the Key Issue.

The Character is not allowed to split the effect of Influence: it is either fully a Gathering Actionor a Sabotage Action.

Key Issue Control

Once one side or another has reached the Influence Requirement of a Key Issue, they have *control* over the issue.

Control may be taken away if a different side gains more Influence than the previous owner, either by decreasing it through sabotage or reinforcing their own claim..

If a side manages to keep control over a Key Issue for a full Round, it becomes *locked* and can no longer be challenged.

Encounter End

The Encounter ends the same Round that all Key Issues become *controlled*--though they do not need to be under control all by the same *side.*

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.

When weighing a Partial Victory, the Storyteller should lean heavily into the uncontrolled Key Issues--why will this bring trouble to them? Perhaps they get what they want, but only at a certain cost?

Final Argument

Typically, the Encounter is wrapped up with a *Final Argument*, where a chosen Player Character summarizes what has happened in the Encounter, rolling it together and pointedly delivering as a capstone.

This Final Argument cannot change the result of the Key Issues, but a well-delivered Final Argument can transition to the next course of action.

Combat

The Time of Tumult is one of great conflict, and the Exalted that live through it will invariably find themselves in armed conflict, weilding their great weapons and powers of destruction.

Combat in Exalted focuses on the rythmn of battle, with characters constantly testing each other, looking for openings, and strategizing through Maneuvers, until they have built up enough Impulse to strike with a Decisive Blow.

Combat Values

Impulse

Impulse is a meaure of the current *tactical advantage* the character has. The higher the value, the greater the control they have over the battlefield. Impulse is:

- *Gained* through Maneuvers—actions that turn the battlefield in the character's favor.

- *Spent* on Decisive Actions—actions that deal great strikes of force upon their enemies.

Being that it is gained and spent exclusively during a combat scene, physical tokens (such as coins or poker chips) are suggested to keep track of Impulse.

Static Values

- **Endurance**
  The measure of how energy and action the character has left in them. Once a character's Endurance pool is exhausted through damage, they have lost the will and/or physical ability to keep fighting and will collapse in exhaustion.

- **Defense Value (DV)**
  Reflects the character's ability to deflect, dodge, or otherwise mitigate an incoming attack. Certain attacks will bypass the DV and target a specific defenses. (i.e. room-filled explosions cannot be dodged, and so must be Soaked.)

- **Evasion**
  Represents the ability for characters to quickly move and respond to changes in the battlefield.

- **Soak**
  The hardiness of a character, the raw ability to take a hit without it affecting them at all.

- **Accuracy**
  The ability to land a hit with an attack. This value is highly dependant on the weapon used—for example, a short bow is a light archery weapon, so would use Dexterity, Archery, and provide an Accuracy Bonus, wheras a Heavy Axe would rely on Strength, Melee, and have an Accuracy Penalty. This is described in more detail in the *Weapons* section.

- **Base Damage**
  When a Decisive Attack lands, the Base Damage is the minimal amount of damage behind the blow—heavier weapons will deal more base damage.

- **Initiative**
  How quickly a character can react to the start of battle, determining their turn order as well as the starting Impulse.

The Combat Round

Combat is split into distinct Rounds, where each character has a chance to take one and only one Action, such as Attacking, using a Charm, or a Maneuver. Any powers that take up a full action are denoted as **Simple** Powers.

In addition to their simple Action, characters can Move and perform other minor actions. These are called **Free Actions**, and as many Free Actions may be performed on their turn at no consequence. The only limitation is that each Free Action must be unique—you cannot take *two* Move actions, for example, just one. (Without a Power, that is.)

Free Actions can be taken in an order—before or after the main Action of the turn.

Turn Order

Turn order is determined by the Initiative Roll:

Initiative: 1d10 + (Initiative)

The characters then proceed from highest to lowest, then restarting the round once all characters have gone.

If there is a tie of Initiative between a Player Character and a Non-Player Character, the Player gets to choose who goes first. If there is a tie between Player Characters, simply flip a coin.

Each combatant starts with a number of Impulse equal to their Initiative score.

Starting Impulse: (Initiative)

All combatants are assumed to start combat ready: their weapons are drawn, they have fallen into their Martial Arts, etc.

Balancing Large Groups

Player Characters only get One Action per round. But Non-Player Characters are not beholden to this rule. The Storyteller may choose to let a NPC have up to 3 actions per Round—if they are particularly powerful and dangerous foes.

The Rule of Thumb is to have antagonists acting no less than 1/3 of the Player actions.

Ambush Round

If characters are ambushed—not expecting combat in the least, they must suffer through an Ambush Round.

Ambushed characters:

- Start with **0 Impulse**,

- May only act *after* all other characters have acted, regardless of their Turn Order. Once the Ambush Round ends, normal

turn order resumes.

Ambushes are premeditated affairs--requiring setup, planning, and coordination between the party. Players cannot suddenly go into combat if things are not going their way and declare it an Ambush.

To prevent being ambushed, Player Characters get a Reflexive (Cunning + Awareness) roll against the skill of those setting up the ambush. Typically this would be a contested roll against (Cunning + Stealth).

Holding Action

Any character may Hold their Action, or wait to act based on something that happens in the battlefiled. To do so, the must spend **2 Impulse** and describe what it is they are waiting for: they cannot arbitrarily wait. When the specified event happens, they get a chance to act *before* or *after* the event, at their discretion. Any action may be held, be it a Maneuver, Decisive, or even Free Action.

If the event does not happen in the Round, the character regains their spent 2 Impulse, but does not get a chance to act this Round.

Change Initiative

As a Free Action, change your Turn Order. Either spend 1 Impulse per +1 Initiative gained, or drop down any number for free. This takes effect at the start of the next Round.

Maneuvers

A Maneuver is any action the character performs to gain advantage over the scene—be it to test the stance of their enemies, analyze the battlefield for strategic advantage, or to intimidate your foes through physical prowess.

Maneuvers also include a type of Attacks—but ones that are focused more on putting your foe on edge, rather than dealing a killing blow. These Manuever Attacks that hit (a roll above the DV), would only deal superficial harm to the player: a cut on a cheek to dishearten and surprise, a blow to the chest to knock back down. Ultimate, the target's Endurance pool is not harmed.

The Player describes any action that would grant them tactical advantage, and then rolls the [Att + Abi] dice pool. The Number of Successes rolled is then gained as Impulse.

Remember, Exalted follows the dynamic and cinematic model— heroes should be leaping across narrow banisters, dancing steel in testing feints, and channelling their inner might during combat. Nearly any action, if described well enough, can grant Impulse.

Stunting Maneuvers

Stunts in a combat Maneuver not only grant +2 dice, they let the Player choose an effect their Maneuver has on the battlefield (in addition to gaining Impulse.)

These Stunt Maneuvers must make sense in the context of the action, and must exceed the difficulty of the action with the roll to take effect.

As a reminder: Stunts are special, interesting descriptions of a character's action. By their very nature, *Stunt Effects cannot be repeated over and over*—they would cease to be a Stunt.

The Stunt Effects should be treated as examples, not an exhausted list.

The Night Caste crashes through the window, barrelling into the Ogre, forcing it to stumble back from the blow.

Here, the Player is stunting a [Dexterity + Athletics] Maneuver with a Knockback effect. They have 10 dice, (+2 from the stunt), and roll 5 Successes.

They immediately gain 5 Impulse for their Maneuver, regardless. Then, (since this is a Knockback), they compare their 5 Successes against the Ogre's DV (4). The Ogre is knocked back as desired.

Antagonists and Stunt Effects

Important Non-Player Characters may attempt Stunt Effects, though the Storyteller should be judicious about their use.

Maneuver Stunt 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 *away* from you, reflexively move one range band toward them. This does not consume a Move Action.
Intimidate	Resolve	The target loses 3 Impulse.
Stun	Soak	The target loses 2 dice from their next action.
Smash Scenery	Based on Scenery	Creates Environmental hazards on the field.
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.

Charms, Stunts and Maneuvers

There are some Charms that have the same effects as Maneuver Stunts. If a character chooses the same stunt effect as a charm, the effect can be doubled—whether it be in magnitude of the effect, duration, or other methodology.

Decisive Strike

Once the character has gained enough Impulse, they may expend it in a Decisive Strike, aimed at knocking their enemy off the battlefield.

You must have a minimum of 2 Impulse available to perform a Decisive Strike, which cannot be spent on Powers or other effects until after the Accuracy Roll.

Roll the **Accuracy** dice pool against the target's DV. If the roll fails, the attack misses and you lose 2 Impulse.

On a success, take the Threshold Successes from the Accuracy Roll and *all* the Impulse they currently have to form a Damage Dice Pool. The number of successes from this Damage Pool, plus any Base Damage the Exalt has, is how much Endurance the target loses.

> **Damage Pool:** (Impulse + Threshold Success)
> **Damage Dealt:** # Successes Rolled + Base Damage

Dice Adders and Damage Pool

Unless a Power or mechanic specifically states otherwise, they do not adjust or change a Damage Pool.

Drawbacks *may* be taken on a Damage Roll.

Flurry Strikes

The Player may target multiple characters with their decisive strike. To do so, simply make an Accuracy Roll against the target with the *highest* applicable defense.

Once damage has been calculated, it is spread out among all the targets at the Player's discretion. e.g. If 5 damage is rolled, they can decide to place 1 on one target and 4 on another.

Positioning

Range Bands

Characters are constantly in motion during combat, running down alleyways and leaping off tree limbs. Rather than rely on absolute positioning, Exalted works off of *relative* positioning between characters, represented through 4 normal Range Bands. These Range Bands are traversed by taking a Move Action.

- **Melee/Close**
  Within arm's reach, and where close combat abilities such as Melee (its namesake) and Brawl reside. Characters within Melee range are currently engaged in battle, and must take the special Move Action called **Disengage** to leave.

- **Short**
  Within a few yards of each other--a distance able to be crossed within a quick sprint.

- **Medium**
  Far enough that conversations would have to be shouted, and where archers and other ranged combat is naturally limited.

- **Long**
  Across an entire field, far enough away that visual, rather than verbal, signals would have to be used.

There is one additional Range Band that does not act normally: **Extreme**. It cannot be reached by any normal means and simply represents anything "outside of the battlefield."

Anything in the Extreme Range band cannot be directly interacted with during combat without specific Powers. Any reinforcements to the scene will spend one Round in the Extreme Range Band before moving into the conflict.

Attack Ranges

Close Range action, such as those made with Melee or Brawl, may only be made while in Melee/Close Range.

Ranged Decisive Strikes—namely those made with Archery and Thrown—may be made against all targets within Short, or Medium range.

Ranged Strikes *may* be made against targets within Melee range, but suffer (-2) successes to their Accuracy roll—as though the target had Partial Cover.

Movement

The following are all considered to be sub-types of the Move Free action: Move, Dash, and Disengage. If one is taken during a Round, only that one may be taken. (i.e. no Dashing and then Moving in the same Round).

Move

As a Free Action, move one Range Band closer or further away from a target. You may not Move while in Melee Range of an enemy—instead you must take a Disengage Action.

Dash

A Dash cannot be made engaged in Melee Combat. Spend 2 Impulse, and suffer -1 DV for a round to cross 2 Range Bands instead of 1.

Dash Movements cannot be taken two Rounds in a row.

Disengage

In order to move away from Melee Range of an enemy combatant, the character must Disengage. Spend 2 Impulse to attempt to move back to Short Range.

Combatants currently in Melee Range may attempt to halt Disengagement. Those that roll (Dex + Athletics) above your Evasion remain in Melee Range—immediately joining you in your new position.

If an opponent that was successfully disengaged from tries to close into Melee Range on the next round, reflexively move back to Short Range from them. (This reflexive action does not count as a Move action.)

Situational Defenses

There are two levels of Situational Defenses:

- **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.

Full Situational Defenses must be countered before the character can be attacked. Some times it may be a simple mundane action, such as bursting in the room behind the wall. But often certain charms, stunts or powers will be required to counter or decrease the Defense by a level: Full to Partial, or Partial to None.

Cover

Cover is one of the most widly available Situational Defenses, as it can be ganed simply by ducking into the terrain of the scene.

Cover is considered **Partial** when at least half a character's body is blocked by a material that can withstand weapon blows--such as a chest-high wall of broken stone rubble.

Cover is considered **Full** when the character's entire body is blocked, such as behind a wall.

Typically, cover works both ways: a character in Full Defense from attacks is also blocked from attacking others for the same reason.

Lesser Foes

Lesser Foes are those that are below the power level of the main players on the field.

Instead of attacking or defending, they will do special maneuvers

to slow down or harass combatants, *or* they will do Maneuvers to grant their Greater Foe Ally Impulse.

Lesser Foes tend to group up into packs. "Individual targets" for this purpose of Charms, Flurries, etc. refer to the group size magnitude, not individuals numbers.

<<TODO>>

Environmental Effects
<<TODO>>

Environmental Effects		
Effect Type	**Lesser**	**Greater**
Damaging	Any who end their turn in the area lose 3 Endurance	Any who end their turn in the area or pass through it lose 6 Endurance.
Impassable	Must mkae a (Dex + Athletics) check vs 3 to get across.	Cannot move across
<Reserved>		
<Reserved>		
<Reserved>		
<Reserved>		
<Reserved>		

Endurance

Endurance is a value measuring how much fight a character has left in them. Once a character's Endurance Pool has been exhausted, either through pain, disheartenment, or whatever means are employed, the character is considered out of the battle.

Defeat
Characters who are knocked out of battle are typically not dead-- they are simply at the mercy of the opposing characters.

Non-recurring antagonistic characters' fates should be left to the players. Depending on the narrative type of damage (slashing, stabbing, etc.) these minor characters may perish without aid.

Player Character Defeat
Any character that falls during battle gains **1 Limit**. Death is only at the choice of the Player, but if the entire party falls the Storyteller may impose a grand Complication onto their story.

Death and Dying
The death of any central characters to the story should be pivotal and moving to the story. Player Characters will only die on defeat if it is something the Player wishes for their character.

A dramatic moment of death is a perfect send-off and ending for one of the members of the Exalted.

Recurring Antagonist Defeat
If they are intended to be a recurring antagonist, they should

always manage to get away, though suffering a major blow to their own plans--they will often be forced to retreat and lick their wounds.

If you force a retreat on these Antagonists, you must bribe your players each with a ***Strife Point*** as compensation.

Remember, though, that recurring antagonists can only be used so many times--eventually you will have to move to the Final Confrontation, where the fate of these antagonists should be placed into the Players' hands.

Armor and Weapons
All combat equipment in Exalted is divided into four categories Light, Medium, Heavy, and of course Unarmed/No Armor.

Armor
The Category of Armor provides modifers to the Soak or Evasion defenses (and ultimately to DV).

Armor		
	Soak Modifier	**Evasion Modifier**
No Armor	+0	+0
Light	+0	+1
Medium	+1	-1
Heavy	+2	-2

- **Medium** and **Heavy** armors provide increasing Soak protection, but at the cost of more limited mobility. Most traditional armors, such as breastplates, chain shirts, and articulated plate fit into the Medium or Heavy Category

- **Light** armors are those that have been tailor made to aid in flexible movement—above and beyond what normal clothes will do. Typically, light armors will consisted of padded gloves, tightly wound fabrics, and other cushions to assist in acrobatic movements.

Weapons
The category of **Weapon** provides accuracy and base damage bonuses—the heavier the weapon, the more damage it does, but at the cost of accuracy.

Weapons also determine which Attribute is used during an Accuracy roll—whether it be focused more on Dexterity or Strength.

Weapons			
	Attribute	Accuracy	Base Damage
Unarmed	Dexterity or Strength	+2	+0
Light	Dexterity	+4	+0
Medium	Dexterity or Strength	+2	+1
Heavy	Strength	+0	+2

- **Unarmed** and **Medium** weapons can be effectively used by those who favor Dexterity or Strength.

- **Light** weapons rely only on fine, precise movements to find their targets, and so rely soley on Dexterity.

- **Heavy** weapons rely primarily on stable, graceful moves with a pendulous weight. Strength alone controls where the weapon goes.

Weapon Attributes
<<TODO>>

Weapons are associated with abilities, and a speciality of them. Swords is a speciality of Melee. Weapons can cross specialities and even abilities: a claymore can double as a Sword or Club. A Spear as a sword or a thrown weapon.

Artifacts
<<TODO>>

Artifacts combat equipement can get one of the following:

- +1 Soak or Evasion (no more than +2 total)

- +2 Accuracy (no more than +4 total)

- +1 Damage.

- Use of non-standard Attribute.

Projects

From waging a campaign to spreading a mercantile Guild to infiltrating and converting a spy network, to building a grand Manse, sometimes the Exalted want to do long-reaching, large-scale endeavors that are best handled through a broad-stroking brush.

All characters can perform projects, and the nature of the project is informed by their abilities. Social characters interact with masses of people to form networks; martial characters can train and inform troops; crafter characters can create tools, manses, artifacts.

Resources

Projects require a certain number of **Resources (RES)** to complete. This resource is a generalized representation of everything from labor, physical materials, knowledge, and the like that can be applied to the Project. Once applied to the project, RES is permanently consumed--while the labor force may still be there, perhaps payment toward them ran dry, or they can no longer delay tending to their crops.

Much like XP, The Storyteller should periodically award RES to the players. However, unlike XP, RES should be more based on events within the campaign, such as recovering materials from a lost manse, gaining the workforce of a thankful village, etc.

Keystone Resource

Larger and more ambitious projects will require certain Keystone to complete. This can range from needing a General to command an army to requiring a significant amount of *magical materials,* such as Orichalcum or Moonsilver.

Keystone Resources are things that Players must *seek out*, which may spawn scenes, or even an entire Story!

Converting Resources

Due to the generalized nature of Projects, the source of RES does not always match the application of them. It is simply assumed as part of the Project that RES is converted into the most applicable asset, based on a series of complicated trades and "off-screen" character activities: recovered gems could grease the eye of a noble, allowing for backroom deals that allow military training of civilians, for example. In general, this is all *assumed* to have happened, and does not need attention drawn to it.

In essence: RES is universally transitive.

One caveat is that the completion of a Project must be *possible*, given the time and circumstances of the characters. A militia cannot suddenly appear in the middle of the abandoned wilds simply because the player finally got enough RES after this session.

Pooling Resources

Players may freely transfer and give RES to other characters, should they so choose.

The Right Tool for the Job

[[You need to choose an ability you are working off of.

The project you are undertaking must be justified in what you are doing. You are socializing to make a spy network, crafting to outfit an army, doing a sorcerous working to raise manses.

Anything that doesn't match can't be done.]]

Gaining/Improving Merits

Projects can be a way for characters to gain or improve Merits. For example, the character might decide to recruit *Followers*, establish a network of *Contacts*, or make an *Artifact*.

Common Sense, and the Storyteller's approval, should be applied when gaining or improving a merit. People generally don't simply just grow *Extra Limbs* out of the blue...unless they are in the deepest recesses of the Wyld.

If a character is *improving* a Merit to a higher rating, they pay the *difference* in RES, Keystones, and time between the ratings. For example, improving *Contacts* from Rating 1 to Rating 2 would be the difference between a Minor and Basic Project: 4 RES and 6 days.

Obstruction Rolls

All projects, save Basic Projects, will have at least one Obstruction Roll. These are events that pop up during the Project that can potentially derail, complicate, or even aid in the project.

If a Project requires multiple Obstruction rolls, it should be spaced out roughly evenly across the lifespan of the project.

For each Obstruction Roll, the player should roll a single d10:

Roll 1d10	
	Result
10	**Critical Success:** Everything has seemingly clicked into place, providing an extra benefit.
7-9	Everything is proceeding exactly as planned.
4-6	An **Oddity** has developed and the Exalt's direct attention is requested.
2-3	**Problem:** Something of great import has happened, and requires your direct attention
1	**Major Problem**: The project is in *dire straits*, and will collapse if not attended to right now!

Critical Success

[[Examples of extra benefits that can happen]]

Oddities

Oddities are events that, while unexpected, are not directly

harmful to the completion of the project. They could potentially be a boon, even, but require direct attention of the Exalt to resolve.

- Beastmen have heard of your militia, and wish to join. Current members are uneasy and do not wish them to without your input.
- Your cult desires a clarification on one of your rules: currently one of the members is in violation of the technical aspects of the law, but not the spirit.
- The magical materials to create your artifact were slightly flawed, leading to a variance in essence flow. It might lead to a new and unintended strange power.

Problems

Problems, if not dealt with, will set back the Project.

- A spy has not returned on time. You know they are not simply late.
- Loss of a minor cache of resources. A spirit has started to disrupt the village.
- An explosion rocked your campsite.
- Supply lines are being disrupted.
- Rumors of the Wyld hunt are near your border, but are unproven.

Major Problem

A Major Problem will derail the entire project if not dealt with.

- Your workers have split into two different groups, on the brink of a civil war.
- There seems to be an element inside your organization actively and effectively disrupting your society.
- One of the magical materials was corrupted with Vitriol, and has started to speak the demon-tongue of Malfeas.

Resolving Obstructions

Oddities and Problems can usually be handled with a short scene with the Player explaining how the character handles the situation.

Major Problems, on the other hand, usually take at least a full scene, and potentially an entire session to resolve.

Cost

The total **Cost** of a Project is equivalent to the Base cost, multiplied by the sum of any opposition.

You must have a base score in the related Ability to start a Project.

Project Scale				
Scale	Resource Cost	Obstruction Rolls	Required Ability Score	Affects Population
0	1	0	1	Hamlet
1	2	1	1	Village
2	5	1	2	Town
3	10	2	3	City
4	20 (1Key)	2	4	Prefecture
5	50 (2Key)	3	5	Province

Repairing, Altering, or Destroying Projects

Some Projects focus on altering an existing aspect of the world—such as repairing a great Manse or taking an existing network of people and converting them to work for you, or completely eradicating it altogether.

Since much of the work has been done already, these types of Projects will be *reduced in scale*, depending on the severity of the repairs or changes needed to be made.

Destruction of a Projects focuses more on doing so *safely*, and in a controlled manner.

- **Minor** (-2 to Scale). The repairs and/or changes needed to be made are significant enough to warrent attention, but will not consume the Character endlessly.

- **Major** (-1 to Scale). There is significant damage or resitance to your changes.

- **Monumental** (-0 to Scale). It would be the same amount of effort to repair and or alter the Project as it would be to create a new one from the ground up.

This cannot decrease the Scale below 0.

There's a Size 3 Assassin network the Eclipse Caste has recently become the leader of. Being a pacifist, he wants them to stop killing and convert into simply a network of Spys. There is enough internal resistance to this command that he must make a Minor Alteration Project (Base 3, -2) and so it becomes a Scale 1 Project.

Altering Existing Projects

You can't alter a Project if someone else *currently* owns it. You would first have to depose the current leader of a Spy Network and *then* take over the leaderless network as your own.

Opposing Modifiers

When making a change on the world, sometimes the world pushes back. Modifiers will multiply the Resource cost of the Project.

Opposition Modifiers are typically *active*

If there are any Powers or effects that modifies the Resource cost, first resolve those and *then* apply this multiplier.

x2 - Significant

- Results in a minor, but permanent supernatural force.
  - Crafting a well that supernaturally purifies water and is never empty.
- Change is *directly* opposed by powerful entities, ranging from mortal nations to other Exalted.
  - Getting a Spy network loyal to a Solar costs more in the Realm than it does the Hundred Kingdoms.

x4

- Results in a permanent, significant supernatural force.
  - Something that will constantly mutate those it interacts with.
- Opposed by powerful forces, such as the Deep Wyld, Gods, or a High-Level Exalted.

Example Projects:

- Arming Militia
- Repairing a burned down village
- Establishing a spy network
- Repairing a manse
- Establishing trade
- Creating a manse

Powers

The word "Powers" refers to the various sources of supernatural effects the Exalt can have upon the world, including (but not limited to): Charms, Evocations, Spells, and Martial Arts Techniques.

System Presentation

Powers are presented in a manner similar to the following:

> **Cost:** 2m
> **Type:** Primary
> **Mins:** Awareness 3

Cost

Designates what character resources it takes to use the Power. A Power of no cost (such as Permanent effects) will be designated with "--".

- **m** -- Motes of Essence, which can be a chosen combination of Personal or Peripheral
  - Some Powers will specifically designate (personal) or (peripheral) in their cost.
- **i** -- If used in a Combat Scene, requires **Impulse**. If used in an Encounter Scene, requires **Influence.**
- **sm** -- Sorcerous Motes, which are described in more detail in the *Sorcery*.

Type

The Power's Type designates how the power may be activated, and then how long it is active for in the format:

> **Type:** (Activation Type); (Duration)

So, a Power that activates *Reflexively* and is then *active* for the remainder of the scene would be written as:

> **Type:** Reflexive; Scene

If there is no duration written, the power is considered *Instant*, and immediately dissipates after activation.

Terminating Active Powers

An Exalt may willfully terminate a Power earlier than its stated duration (unless specifically stated otherwise.) However, they must then pay the activation cost again if they want to reuse the power.

Activation Type

- **Simple.** Consumes an Action Slot. Only one Action may be taken per turn.

- **Free**. Does not consume an Action Slot, but must still be activated on the character's Turn. (i.e. not Reflexively.)

- **Supplemental.** Enhances a Primary or Secondary Action. There is no limit to the number of supplemental Powers that may be combined together.

- **Reflexive**. Conditional powers that may be used outside of normal turn order. So long as the condition is met, the Reflexive Power may always be used.

- **Permanent**. Once purchased, this power is always active.

Timing Conflicts

If there is ever a timing conflict, such as with two Reflexive Charms going off at once, the resolution goes according to the *defender's choice*.

If that is still unclear, there should be a contested roll using the relevant *Finesse* Attribute.

Minimum Requirements

When buying a Power, there are certain Minimums that must first be met--such as the dot Rating in a specific Ability.

Glossery of Terms

There are specific words and phrases that charms commonly use as a shorthand for mechanical actions—so that the power description isnt constantly cluttered with the same mechanical saying.

- **On Hit**   Any Action, including Maneuvers and the Accuracy Roll, which exceeds a target's DV. Unless otherwise stated, this hit must be on an action from the character, using the Ability that the Power is under.

  - Sometimes the Power will explicitly target Evasion or Soak.

- **Feats of Strength**   Rolls, typicall using Strength and Physique, with the intent of expressing physical prowess—hefting boulders, breaking walls, carrying tons, etc

Charms

Charms are the natural expression of a character's essence, a specific and trained way for their internal power to be expressed upon the world.

These powers are inherently personal, and each expression will vary from individual to individual: those that are listed are simply generalizations and categorization for easy shorthand.

Typically, a character does not know they are using a specific charm with a specific name--they simply know that their instinctual channeling of their essence will produce the desired effect.

Greater Charms

Greater Charms are powers more powerful, and far more complicated to learn and perfect than a normal Charm.

A character must first be at **Essence 3** to learn a Greater Charm, and it will cost **double** the amount of XP to learn.

Making New Powers

[[NOTE: This section is old and slated for rewrite.]]

Players and Storytellers are encouraged to work together to craft and use Custom Charms that fit individual characters and their needs--the provided charms are intended to cover most common uses of charms, but could never encompass all that an Exalt *could* do.

Charms and Custom Charms do not have any sort of "niche protection" from each other. Do not be afraid to create Custom Charms that have similar effects.

Making custom charms can be a bit difficult, so let's run through an example.

Example: Searing Sunfire Interdiction
Identify what the need is

> I want a high-powered charm damage that also does Area of Effect (flurry) attacks, and alsos fits within the Solar Theme.

Imagine the visuals/effects

Exalted is a game centered around role-playing, scene interactions, and heroes being grander than life. The impact a charm has upon a *scene* is often of primary importance to the game. The mechanics are simply there to make sure that is represented accurately.

Try to envision what your character is actually *doing*. Seek inspiration from literature, games, and other charms. Not everything needs to be super-cool and flashy, but spending a moment to think through the actions and steps a character might do for the desired effect.

In this example charm's case, the inspiration comes from a natural source: a cascading sunbeam. As well, it's well represented in popular video games: a beam of light cascades from the heavens and damages those in its way.

Brainstorm Secondary effects And Limitations

Now that we have a visual effect--a beam of light appearing over the target area--it's time to think of the consequences of that charm.

- Sunlight is a heavy theme here, so it may do extra damage against Creatures of Darkness.
- It's a bright beam of light. It's going to be pretty obvious.
- It's an archery charm, so an arrow needs to be used. Maybe you fire an arrow into the sky, pierce a cloud and

the sun peers through?
  - ○ Access to the sky then?
  - ○ Does it need access to the Sun itself, since it's a sunbeam? Can you not use this in the Underworld?
- Does sunlight hurt other Solars? Or themselves? Are they immune to their own powers?
- Is the attack indiscriminate in its area? Can the Solar exclude allies?

With that list of thoughts gathered, we can sort through what additional limitations and benefits the charm will have, using motes and Impulse cost to assist in that manner.

Double check the theme

Solars have a theme of *excellency*, so we should try to avoid too many limitations. As well, their powers should come from *within*, rather than externally. Let's discard the *access to the Sun* right away.

Damaging Creatures of Darkness seems appropriate, let us keep it in. We'll have to make sure the extra damage isn't too little or too much by gauging it against other charms with that effect.

Access to the sky is limiting--you wouldn't be able to use this underground or in tight enclosed spaces. That's a reasonable limitation, and easily worked around in most cases.

Excluding allies from the attack could be useful, but that may make the charm too powerful. Best just to leave it as a full, indiscriminate AoE attack--much akin to a bomb. The player will have to work around that.

"Solars being immune" is an interesting one, because it's both a benefit and a limitation. It means the solar could center the beam of light around themselves--and their party members, if they are Solars--and not be hurt. A sort of an addendum to the above limitation.

However, there are a couple of items to consider: the Solar thematic rely more on "human paragon" rather than "sun-powered." This effect would not be as appropriate as a Dragon-Blooded being able to stand in a plume of fire. As well, with all of the other rules written and in place, the Charm description has already become medium length. There is no inherent rule about a charm's description length, but it is a quick and easy metric to see if the charm has too much (or little) stuffed into it.

For these reasons we will leave off that particular benefit/limitation.

Add/Adjust numbers

This charm has ended up being pretty powerful, but that was its intention. However, this does mean that I should put its Mote and Impulse cost up at a higher level than normal.

Iterate/Edit

I have lied a bit to you with this Example: I have given the impression that the process was an ordered, straightforward process, where one task was completed before the other. This is completely false.

In reality, the actual process is to go through again and again, often skipping steps and going back to them. You typically don't get the final version of a Charm or ability on the first pass, and a lot of the unique nature and interesting abilities come out through multiple edits.

Avoiding Pitfalls

Making Charms and Powers is more of an art than a precise science.

Filling in Thematic Holes

The first question you should ask yourself when creating a Charm is "Am I *just* trying to fill in an intentional weakness of an Ability?" If so, you should take a double look at what your intent is, analyze if there is an alternate way, or proceed very carefully.

It's often the first instinct to try to fill such a hole in--after all, we often want our characters to be the best at what they do, and seeing such a glaring hole can be frustrating.

However, doing so is often detrimental to the longevity of the game--a fully fleshed out character is often one that is flawed--and so is the same with Abilities and Powers.

The easiest example to show is the difference between Melee and Archery combat. Melee deals damage at targets that are nearby, while Archery deals damage from afar. If you use charms to "fill in the gaps" of range between the two, they suddenly lose most, if not all, of their distinct natures from each other and simply become "Combat."

This isn't to say you *can't* make a Melee charm that deals damage at a range--there are those that already exist--but you should go into charm creation realizing that *some* (but not all) holes are *intentional.* If you are to make charms in those spaces, they should respect why the hole is there in the first place.

Use Sparingly: Dice Tricks
(TN Shifting, Double X's)

"Dice Tricks" are effects that rely on the face values of dice, and often contain wording such as "Whenever a 1 is rolled…" These types of mechanics should be considered **very carefully**, and used **extremely sparingly**.

When using a Dice Pool system, such as Exalted does with its (Att+Abi)x d10's, all players around the table will start to rely on *memorization* of dice faces as symbols, rather than individually interpreting the numbers.

In essence, people will start to quickly stop seeing the numbers:

$$\{ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 \}$$

Instead, minds will short circuit this, seeing this as the much more manageable:

$$\{ 0, 0, 0, 0, 0, 0, 1, 1, 1, 2 \}$$

If you create a power that has "Dice tricks" built into it, such as doubling any number with an 8 or higher, *you mess with this short-circuit memorization*. This will slow down play considerably as players will suddenly have to focus on the dice, reinterpret the dice as actual numbers again, and then potentially undo their memorization.

Only use a Dice Trick if it is necessary. A sparing number of these effects here and there--perhaps restricted by a conditional-- is fine. But if too many of them appear, it will slow down play considerably!

Judging Costs

- Lesser Charms should have mins from 1-3 (maybe 4)

- Greater Charms should have Mins from 3-4 (maybe 5)

- Effects in the Maneuver Stunts table should be 2m at base. If you improve them, no more than 5m.

- Targetting Evasion/Soak is 3m, 1i. Targetting a non-standard defense is 4m, 2i.

Universal Charms

Exalts, particularly new ones, will use their Essence to perform similar effects. These charms are therefore Universal to all Exalts.

While the manifestation and method of these powers will look different, the end result is the same. A Lunar might borrow the eyes of a falcon to see further, while an Air Dragonblood would create a focal lens out of the air--but they both would spend the same number of motes and end up with the same perception advantage.

Global

There is No Wind

Cost: 1m;
Type: Supplemental (Ranged Attack)
Mins: (Ranged Ability) 1

When using a ranged attack, reduce up to (Essence) dice of Disadvantages caused by non-visual conditions such as high winds, storms, sleet, and other similar Environmental Effects.

Dragonfly Finds Mate

Cost: --
Type: Permanent
Mins: (Ranged Ability) 3

The Exalt lets loose their weapon, knocking incoming projectiles out of the sky.

Against any Ranged attack, you may define DV as (Dexterity + Archery)/2. This may be used to Defend Others who are within Medium Range.

Archery

Flashing Vengeance Draw

Cost: 3m, 1i
Type: Reflexive
Mins: Archery 1

After the Initiative Order has been decided but before the first Action, the Archer may make an immediate Maneuver.

Forceful Arrow

Cost: 2m
Type: Supplemental
Mins: Archery 2

On a successful hit, the target is knocked back one Range Band from the Archer.

Alternatively, the Exalt may choose to knock themselves backwards from their target by one Range Band.

Hunter's Swift Answer

Cost: 2m
Type: Reflexive
Mins: Archery 2

After Successfully disengaging, the Archer fires a returning blow on their pursuer, causing them to lose 3 Impulse.

Flying Anchor

Cost: 2m
Type: Supplemental
Mins: Archery 3

On Hit, the target becomes pinned, unable to move from their location for one Round.

Arrow Storm Technique

Cost: 3m, 1i
Type: Supplemental (Attack)
Mins: Archery 3

The Exalt buries an area with a flurry of arrows, making sure that at least one will hit. Their attack targets Soak instead of DV.

Accuracy Without Distance

Cost: --
Type: Permanent
Mins: Archery 4

The Exalts Archery attacks are extended. They may now attack at Long Range, and at Melee Range for no penalty.

Graceful Crane Stance

Cost: 3m
Type: Reflexive, Scene
Mins: Athletics 1

The Exalt may perform athletics of balance such as running across things too narrow or weak to normally support the Exalt. Examples include awnings, precarious poles, and thin wires.

Soaring Leap

Cost: 2m
Type: Reflexive
Mins: Athletics 2

The Exalt increases their leaping distance, allowing them to cross chasms and scale buildings. They may effortlessly leap a single story in one bound, and may continue to vault upwards if there is some surface firm enough for their force.

In addition, Exalts do not take fall damage from such leaps, nor from descending from all but the tallest of buildings.

Lightning Speed

Cost: 3m
Type: Supplemental
Mins: Athletics 3

The Exalt may double their running speed for a specific task, blazing off with great abandon. For races and tests of speed, the Exalt may add (Essence) successes to their roll.

In combat, the character can Dash without Impulse cost or DV penalty.

Feather Foot Style

Cost: --
Type: Permanent
Mins: Athletics 4

The Exalt may run up walls, cross liquids, and even run across the underside of horizontal surfaces, such as bridges or roofs, so long as they continue to run.

Awareness

Sight Without Eyes

Cost: 2m
Type: Reflexive; Scene
Mins: Awareness 1

Reduce any disadvantage from visual conditions such as smoke, fog, and darkness by up to (Essence) dice.

Awakening Eye

Cost: 3m
Type: Reflexive
Mins: Awareness 2

Reroll an Initiative Roll, taking the preferred result. This may only be done once.

Uncanny Perception Technique

Cost: --
Type: Permanent
Mins: Awareness 2

The presence of dematerialized, intangible, or otherwise spectral creatures may be natively detected--although the precise location still remains a mystery. The creature may attempt to use Stealth to combat this awareness.

This sense will manifest in all manner of strange sensory phenomena appropriate to the being: a chill of winter, coppery taste, or the sound of bells. As well, this sense is distinctive to the specific being, allowing for recognition upon sensing it again.

Surprise Anticipation Method

Cost: --
Type: Permanent
Mins: Awareness 3

The Exalt suffers no penalties to Awareness rolls occur due to being tired, exhausted, or other similar mental disadvantage. Awareness rolls may always be made while asleep.

In addition, the Exalt never suffers from the ill effects of an Ambush Round.

Sense-Destroying Method

Cost: 6m
Type: Simple
Mins: Awareness 4

On touching a target, and by successfully rolling (Cunning + Awareness) vs the target's (Stamina + Physique), the Exalt can destroy one of the classical five senses at their choice. Only one sense of a target may be destroyed in a particular scene.

Undoing this destruction is a Medicine Project of at least 10 PR. Most targets will not have this luxury.

Ox-Stunning Blow

Cost: 3m
Type: Supplemental
Mins: Brawl 1

On Hit, remove 2 + (Essence) Impulse from the target.

Sledgehammer Strike

Cost: 4m
Type: Supplemental
Mins: Brawl 2

On Feats of Strength, such as breaking through walls or destroying scenery, add (Essence)x2 dice.

Decisive Strikes against animate beings (such as Earth elementals and golems), add (Essence) dice to Accuracy.

Force-Delivering Blow

Cost: 2m
Type: Supplemental
Mins: Brawl 2

On a successful (Strength + Brawl) vs. DV Maneuver or Decisive Brawl Attack, knock the target back one range band.

Foe-Toppling Maneuver

Cost: 3m
Type: Supplemental
Mins: Brawl 3

On a successful (Strength + Brawl) vs. DV Maneuver or Decisive Brawl Attack, destabilize their movements and footing, causing them to be stunned and remove 4 Dice from the next action.

Craft

Durability-Enhancing Technique

Cost: 2m
Type: Simple; Scene
Mins: Craft 1

The Exalt may reinforce an object --no more than (Essence) meters in its largest dimension--and make it nigh unbreakable.

The object is not considered "mundane," and increases the difficulty to break or otherwise destroy it by (Essence).

Discerning Craftsmanship

Cost: 3m
Type: Simple
Mins: Craft 2

The Exalt studies an object, forming its composition and structure into their mind.

For the remainder of the story, the Exalt is granted +2 dice on efforts to mimic the style of the original artist. They also may use (Insight + Craft), with a +2 dice advantage to study other objects to recognize it as the crafter's work, and not a forgery.

(If this current object they are studying is in fact a forgery, the difficulty to recognize this fact is lowered by 1).

Crack-Mending Eye

Cost: --
Type: Permanent
Mins: Craft 3

Projects to Repair crafted materials, Manses, Artifacts, and other such physical goods are now 1 scale easier. I.e. Minor repairs are -3 Scale, Major -2, and Monumental -1 against their base Project cost.

This charm may also be used in the same way for Projects that destroy or demolish such Crafted items.

Mark of the Maker

Cost: 3m
Type: Simple
Mins: Craft 2

Glean immediate insight into the original purpose, material makeup, age, and other such information while studying an object.

Timely Prototype

Cost: 5m
Type: Simple
Mins: Craft 4

On activation of this charm, the Exalt may immediately finish a Craft Project they have in the works. They must still roll the Obstruction Rolls. However, instead of developing an Oddity, Problem, or Major Problem, it will take the form of a Minor, Moderate, or Major Drawback, respectively.

Permanent Effect: On purchasing this charm, and at the start of each story, the Exalt gains an additional +15 RES, which may only be used only for Craft Projects.

Melee

Blow Deflecting Stance

Cost: --
Type: Permanent
Mins: Melee 3

DV may be defined as (Dexterity + Melee)/2

Stone-Shattering Step

Cost: 2m
Type: Supplemental
Mins: Physique 3

When taking a Move action, the Exalt may burst through any mundane wooden wall or barrier, and any mundane stone wall less than 1 meter in width.

For non-mundane walls, they may add +(Essence) to this Feat of Strength.

Sorcery and Necromancy

Sorcery is the complex manipulation and control of the flows of Essence of the world, rather than their internal flows. Instead of Charms, Sorcery relies on ritualistic, exact recantations called Spells and Thaumaturgies to enact the power upon the world.

Sorcery is split into **Three Circles**, the first being the lowest. Each tradition and tutor will have a different name for the circle, although the most widely known is **Emerald, Sapphire,** and **Adamant**, respectively.

Dynasts and Sorcery

It is known that Dragonblooded do not reach past the First Circle: that power is corruptive, created by the Anathema to tempt and trap those that seek power for the sake of power-- save for the pure and righteous Empress herself.

So says the Immaculate philosophy.

But there is no such declaration. Careful Monks, when reviewing the passages so often quoted as proof, will find it lacking. Proper historical context and translations from Old Realm will unravel this as an "incorrect surface level reading."

Perpetually, there will be a champion who takes on the mantle to correct this, to pull up this noxious weed that has grafted itself to the Immaculate Order. But so far, they have all been silenced.

For now, those very few who manage to reach the Second Circle do so in secret, hiding in dark corners of the Realm.

Necromancy

The art of Necromancy was stolen from the Void, and has become a part of Sorcery--much to the ire and horror of many Sorcerous Practitioners.

Initiation into either Sorcery or Necromancy will qualify the user to both.

The Rules of Necromancy are the same as Sorcery. For convenience, the rules will simply state "Sorcerer" instead of "Sorcerer or Necromancer".

Casting Spells

Spells, unlike charms, pull their magic from the precise manipulation and twisting of the laws of reality to the Sorcerer's will. The Sorcerer's expenditure of Motes is a way to speed up their Casting --a Sorcerer without a mote pool would be required to take days or months to prepare and cast even the First Circle of Spells--if at all.

In order to purchase Spells, a character must first be Initiated into the respective circle.

Moteless Casting

There are alternate ways to cast Spells, whether it be through purpose built Wonders, long, elaborate rituals, or even

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physically rearranging the Essence lines of Creation itself.

Practically speaking, none of these methods can or will be used by Player Characters--Sorcerous Motes are faster and easier in every way--but it can be an interesting narrative tool for a crafty Storyteller.

Sorcerous Motes

Sorcerous Spells relies on the manipulation and alteration of the world's energies around them, rather than the internal expression of power that Charms are.

Shaping a spell is therefore represented by **Sorcerous Motes (sm),** which represent the usage of external Essence to twist and conjure the mechanics of the world into the shapes needed for the Spell.

Sorcerous Motes follow much the same rules as normal motes— they may be pulled from the Personal or Peripheral Mote pools at choice

The difference is that using Sorcery is *not instantaneous*. There is a distinct passage of time from starting a spell to casting and releasing it unto the world.

This means that characters, on noticing that a Spell is starting to be cast, will have the chance to react before the Spell has finished. In scenes, (such as an Encounter), this is two Actions: one to Shape the spell, the next to release it.

As a note: Sorcerous Motes are unique to the very spell they are being shaped for. It is not possible to start "Shaping Motes" for a generic spell and switch which spell is released.

Combat Casting

Casting in Combat requires a bit more granularity, and is handled through the Special Maneuver called **Shape Motes,** and then the Decisive action of **Cast Spell**.

Shape Motes

Roll (Intelligence + Sorcery). You may shape up to that number of your Motes into Spell's Sorcerous Motes.

Shaping Motes is a messy affair, the force required to twist the flows of the world will often cast off essence into the world—a talented Sorcery will know how to use these sparks of sorcery to perform Stunt Maneuvers.

Cast Spell

Once all Sorcerous Motes of the Spell have been gathered, the Sorcery may take the Decisive Action to Cast the Spell, as according to its Spell description.

Countermagic

Once a Spell has been cast, it is incredibly difficult to undo, requiring a **Project.**

- **First Circle**   2 RES

- **Second Circle** 5 RES
- **Third Circle**   10 RES

All Spells, once unravelled, have a chance of their discarded magics being cast aside in wild effects. A single **Challenge Roll** should be performed for the unravelling to see if a side-effect occurs.

Initiation

While all Exalts *can* become Sorcerers, it does not come naturally to them. They must first be **Initiated** into the mysteries of the world by creatures of power, or life-changing events. Their link to power becomes their guide through all three circles throughout their life--swapping tutors is unheard of.

While it is almost always the case, the Master teaching and Initiating their pupil does not need to be of the Circle the student is being inducted into--they don't even necessarily have to be a sorcerer themselves.

The First Circle Sorcery can be learned at Essence 0. While extremely rare, there are even known Mortals who have become Sorcerers.

The Second Circle Sorcery requires Essence 3, and the Third Circle of Sorcery requires Essence 5, in almost all cases.

Each Circle Initiation grants a (N/A) Merit that allows the Sorcerer to learn the respective Circle of Spells, along with another effect that has been derived from their source of Power.

Initiation Tasks

The Laws of Sorcery written into the world dictate that each **Initiation** must be accompanied by a **Task**. The Masters inducting their students are required to have this minimum during an induction. Often, the Master will concoct their own tests and preparations for the **Task**, as failing the higher-circle Task may bring doom and destruction on all.

The **First Circle Task** is fairly simple: the student must seek out and be selected for Induction into Sorcery.

The **Second Circle Task** requires the student to be **Essence 3**, and will result in them suffering the equivalent of a **Major Drawback**--a repercussion that will be felt across multiple scenes, if not the character's entire life.

The **Third Circle Task** requires the student to be **Essence 5**, and will result in a permanent change in the character.

Raksi and the Third Circle

By all accounts, Raksi should be a Third Circle Sorcerer--and yet she is not.

She has not completed her Third Circle Initiation. Whatever her third Task was, she has refused to complete it. Instead she chooses to rail against the task, seeking desperately another way.

Sidereals and Sorcery

Sidereals have the time, resources, and training available to them to become highly skilled Sorcerers-and many of them

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pursue this path quite readily.

However, while Sorcery is a part of the workings of Creation, The Second and *especially* the Third Circle Spells are rather rough on the Loom of Fate. More often than not, these overt, flashy, and incredibly disruptive actions run counter to all of Sidereal methodology.

For this reason the Sidereal Host, particularly the Bronze Faction, encourages Sidereals to always try a Fate-Based solution first, and discourage new Sidereals from advancing up the circles "before they are ready for the responsibility."

Sources of Sorcery

[[Possible sources of Sorcery. Not exhaustive]]

Pact with Ifrit Lord

One of the Lords of fire has granted you power, breathing a shard of themselves into your body.

First Circle (Kindled)

While casting, the skin of the Sorcerer becomes glowing hot, burning with their inner fire. Crackling rivulets trace along like flames across their skin.

Second Circle (Ignited)

Fire comes naturally to the Ignited.

The Sorcerer gains a +1 defense against all natural Fire damage, and finds little trouble breathing in smoke-filled rooms.

Third Circle (Firestorm)

[...]

Chosen by the Salinian Working

The First Age Sorcerers feared that their knowledge and practices would be lost to the ages, and so bound it into the fabric of reality so tightly that it has become indistinguishable.

This process will select and teach those it chooses, according to those arcane rules written so long ago and lost to time.

The Salinian Working will appear in a way that represents knowledge to its potential Student: it may be a book that writes itself or the whispering of the winds.

First Circle (Emerald)
Second Circle (Sapphire)
Third Circle (Adamant)

Heptagram Study

The Heptagram trains Dragonbloods in the First Circle, and warns of the Second and Third Circles. They often do not differentiate the "Anathematic" levels.

Ancient, old texts untouched by generations since the Shogunate call these Celestial and Solar Levels.

First Circle (Terrestrial)
Second Circle (Celestial [Anathematic])
Third Circle (Solar [Anathematic])

By additionally expending 3 *personal* motes, the Exalt may

reduce the anima flare caused by a casting by one level.

Tiered Spells of Sorcery

[[Need to decide how the xp cost on this works]]

Summon Demon

Summon Demon need only be purchased once as a spell, but may be used to summon greater demons as the Sorcerer becomes initiated into higher circles.

First Circle Summoning

Cost: 8sm; Ritual
Mins: Sorcery 1

Summoning of the First Circle demons must be done with a demon's name class (such as "Blood Ape Pack"), and is a ritual lasting 1 hour, ending at the moment of sundown.

A demon of the First Circle is summoned and bound to a particular task. The Sorcerer must make a deal with the bound demon for this task, suffering the equivalent of a **Minor Complication** as a way to bargain with the Demon, otherwise it will return back to whence it came.

In return, the Sorcerer tasks the Demon with a change worth **2 RES** or less, which they will do for at most one Month. Anything from "digging a tunnel" to "Entertain guests." However, summoning does not inherently grant the demon the ability to *do* such things.

The Sorcerer cannot have more than (Essence)x2 active Summoned Demons (or groups of demons) at a time.

Demons, once their agreement has been made, will follow both the spirit and the letter of their binding. Additionally, they are bound to not harm their Summoner. In other words, demons can be assumed to be loyal to their summoner and are generally not interested in trying to creatively break out of the bindings.

However, Demons should always be considered to be *alien* in mind, not understanding much of how mortals and their summoner think. A Blood Ape will not think twice about instantly choosing to murder someone instead of politely shooing them away, were the Sorcerer to ask them to "prevent people from disturbing me".

Second Circle Summoning

Cost: 12sm; Ritual
Mins: Sorcery 3

Once inducted into the Second Circle of Sorcery, the Sorcerer may summon Second Circle Demons. This may only be done on the night of the New Moon.

Second Circle Demons may make changes up to **5 RES** upon the world.

Second Circle Demons must be bargained with a task that will cause the summoner to take a **Moderate Complication**. If failed or refused, the Second Circle Demon often return peacefully from whence they came, but the more belligerent may try to break their summoning bonds and even attack the Sorcerer.

The Sorcerer may have only (Essence) Second Circle Demons (or pack of demons) summoned at a time.

Third Circle Summoning

Cost: 15sm; Ritual
Mins: Sorcery 5

Once inducted into the Third Circle of Sorcery, the greatest demons may be summoned, though this may be done only on the first night of Calibration, which comes once a year.

Third Circle Demons may make vast and wide-ranging changes to the world, up to **15 RES** in scale.

Bargaining with a Third Circle Demon requires a **Major Complication**. To fail or refuse is to let the demon free for the remaining four nights of Calibration, a disaster in the making.

Only 1 Third Circle Demon can be summoned at a time.

First Circle of Sorcery

Coin of Distant Vision
Cost: 5sm
Mins: Sorcery 1

When learning this Spell, the Sorcerer coalesces their flows of essence around a shard of obsidian, entwining their senses with it, regardless of its distance.

The Sorcerer may choose to peer their the obsidian shard as though it were their own senses. If the shard is in a small container, such as a pocket or pouch, they may sense beyond with a (-2) disadvantage.

The Sorcerer may remotely disentangle their sense from the obsidian shard as a Secondary Action. This will require them to craft a new connection to a new shard, which typically takes an evening to do. Only one shard may be used at a time.

Corrupted Words
Cost: 5sm; **Mins:** Sorcery 2
Duration: One Year
The Sorcerer coalesces a mass of all taboo words and topics into a small egg-shaped mass in their hands, and whispers into it a new topic that shall be bound with its unspoken peers. This could be something as specific as "Secret Letters you will write to me" or as general as "The Existence of the Sidereal Exalted."

On a successful (Intelligence + Sorcery) roll vs. Resolve a target, and while close enough to physically do so, the Sorcerer may force this ball of unspoken words down the throat of the target, binding their words on the now taboo topic.

The now bound words will become impossible for the target to communicate to another being--be it through words, written letters, or any other such method. Attempting to do so will cause a vision of a mass of writhing, repulsive maggots (or whatever else the target finds repulsive) crawling from their mouth.

The Sorcerer may affect no more than (Essence) targets with this spell at a time, and may choose to discontinue their charges at will.

Theft of Memory
Cost: 5sm; **Mins:** Sorcery 2
Duration: Indefinite

Focusing on a specific, known memory, the Sorcerer makes a (Cunning + Sorcery) roll vs the Target's Guile.

If successful, they place an pure-cut emerald (Resources 2) on the forehead of their target, and siphon the memory away into the gem. The target may no longer relive the memory. Anyone with the gem may spend 1m, clasp it to their forehead and relive it.

The Sorcerer, casting this spell again, may pull the memory out of the emerald, where it will return back to its original owner.

Martial Arts

Martial Arts Styles are widely found across creation, with mortal, God-blooded, Spirit, Demon, and Exalted practitioners alike. For mortal practitioners, the motions of the Techniques are taught as a manner of self discipline and motion, as they are often unable to press the Motes required to activate its true effects.

Only one Martial Arts Style may be active at a time, and only Techniques from that Style may be used during the same action. (i.e. Combos cannot contain Techniques from multiple Styles..) Characters may switch their Style and their Weapons at the start of their action as a free movement.

Techniques, unlike other Powers, **must be bought in the order they are presented in.**

Form Weapons and Armor

As well, Martial Arts are restricted by what sorts of **weapons** and **armor** the Stylist uses--after all, it would be all but impossible to take the light, dancing maneuvers of Snake Style in Heavy Plate!

When using multiple styles, Stylist may start to use an array of weapons. The **Switch Style** Secondary Action allows for this quick changeover, so long as both weapons are within easy reach of the character.

Alternatively, the Stylist may begin **creating new types of weapons**. If they have two styles, one that calls for Thrown (disks), and the other Melee (swords), they may decide that a *bladed chakram* is exactly what they need.

Weapons

[[Need to give a listing of example weapons types. These will be used for Attack Ability Specialities…

Melee

- Swords (All bladed-type weapons)
- Clubs (All Blunt-type weapons)
- Staff
- Note how "Spears" is a Staff with a blade, that can also be thrown like a Javelin.

- Throwing Disks (Chakram, shields)

Snake Style

Abilities   Brawl, Dodge
Weapons   Unarmed, Needles
Armor   Unarmored, Light
Range   Melee

Snake stylists use quick, precise strikes, disrupting Chakras and the flow of their targets motions. As well, they prey on those that are slower than them. Masters can even deliver paralyzing poisonous Essence through their fingertips, or through specialized hollow hand needles.

The Stylist gains **+1 Evasion**. Anytime they Strike a character who has not acted yet this round, they also gain **+2 Accuracy**.

Hand Needles

Hand Needles are specialized equipment made specifically for practitioners of this Style. They are finger-length hollow needles, typically made of strengthened glass, wood, or obsidian, that allow for quick piercing strikes. Trainees often use harmless chopsticks as their practice weapons.

Armor-Penetrating Fang

Cost: 2m, 1i
Type: Supplemental
 Mins: Brawl 2

The Stylist knows how to precisely strike to deliver their devastating results, whether it be between joints in armor or in targeted weak spots.. Their attack targets Evasion.

Crippling Pressure-Point Strike

Cost: 3m, 1i
Type: Supplemental
 Mins: Brawl 3

On a successful Decisive Strike, the Stylist rapidly jabs at their Target's nerve clusters and pressure points, numbing and deadening portions of their target's body.

Do not add **Base Damage** to the Damage Roll. Instead, paralyze one limb of the target, blind one of the senses, or deliver a Physical Wound.

Rhythm-Interrupting Venom

Cost: 3m
Type: Supplemental
 Mins: Brawl 3

On Hit, the Stylist disrupts the momentum and motions of their target, instantly reducing the target's Initiative by 2.

Countless Coils Evasion

Cost: (2m and 1i per 1 damage); **Mins:** Brawl 4
Type: Reflexive
Duration: Instant

On being hit by a Decisive Strike, the Stylist may react with startling speed, deflecting and shunting part of the damage. For every 2 Motes and 1 Initiative spent, the Stylist may reduce the amount of incoming damage by 1. They may reduce up to (Essence)x2 damage this way from one attack.

Should the Stylist reduce the incoming damage to 0, the attack is considered to not have hit in the first place.

Essence Venom Strike

Cost: 6m, 3i; **Mins:** Brawl 5
Type: Simple
Duration: Instant

The Stylist strikes out, making an immediate Contested Roll of their (Dexterity + Brawl) against the target's Evasion. Should the Stylist succeed, the target becomes poisoned with vile Essence.

For the Stylist's (Essence) rounds, the Target suffers 2 Damage, and is considered to be at a -2 DV penalty when attacked by the Stylist.

As well, for the remainder of the scene, the target is always considered to have "not acted this round" for the purposes of Snake Style bonuses.

Tiger Style

Abilities   Brawl, Athletics
Weapons   Unarmed, Light, Medium
Armor   Unarmored, Light

Tiger Stylists focus on a low-centered, wide stances, which provides both incredible balance and flexibility in their motions. Their actions are fluid and active, using their entire body in their motion full of rolls, kicks, and extensive footwork. It is not uncommon for Tiger Stylists to use the environment to their advantage, leaping off of walls and rafters in a ravaging pounce.

While in Tiger Style form, the Stylist is immune to any disadvantage from unsteady ground or being prone to attack: they may use their entire body in their strikes. As well, their attacks are vicious and carry with them the momentum, providing **+1 to Base Damage**.

Lesser Techniques

Retreating Momentum
Cost: 2m; **Mins:** Brawl 2, Athletics 1
Type: Reflexive
Duration: Instant

On an incoming attack, the Stylist whirls around to defend themselves, enhancing their defenses with their motion. They increase both their DV by 3, but must surrender their current position by immediately taking a Move Action away from the attacker. Ths consumes their next Secondary Action.

Crimson Leaping Cat
Cost: 4m, 1i; **Mins:** Brawl 2, Athletics 1
Type: Simple
Duration: Instant

The Stylists leaps onto their target, stunning them and halting their target's movement.

Make a (Dexterity + Athletics) roll against the target's Evasion, if successful, the target cannot move from their position for (Essence) Rounds.

Prey-Maiming Frenzy
Cost: 4m, 1i; **Mins:** Brawl 3, Athletics 2
Type: Supplementary
Duration: Instant

Against a stunned, paralyzed, or otherwise forcefully stationary target, the Stylist may make frenzied, brutal strikes, increasing their Base Damage by +2.

Greater Techniques

Bone-Shattering Bite
Cost: 8m, 3i; **Mins:** Brawl 4, , Athletics 3
Type: Reflexive
Duration: Instant

[[Didn't like this one, need another good idea]]

Angry Predator Frenzy
Cost: --; **Mins:** Brawl 5, , Athletics 4
Type: Permanent
Duration: Permanent

The apex Predator stalks the jungle. While in Tiger Style Form, the Stylist permanently adds an additional (Strength)/2 to their Base Damage.

As well, whenever the Stylist attacks a stunned, paralyzed, or otherwise forcefully stationary target, they may add an additional +2 damage.

Glorious Dust Dancer Style

Based on Glorious Dust Dancer Style by Melissa (JiveX) from the Perfect Lotus v.1

Performance, Melee
Unarmored, Swords

The Martial Artist is one of precise beauty, elegance, and danger. They treat the battlefield as just another Performance.

When in Dust Dancer Form, the Martial Artist gains +3 automatic successes when contesting pushback or knockback effects.

Dance Through Life Attitude

Cost: --
Type: Permanent
Mins: Performance 2

The Dancer gains +1 Evasion DV, and gains +(Essence)/2, rounded up, to their Initiative roll.

Sandstorm's Pace Evocation

Cost: 2m
Type: Supplemental
Mins: Performance 2, Melee 2

The Dancer may combine a Move action with their Melee attack without using up their Secondary Action.

Rapture and Fascination Pirouette

Cost: 4m
Type: Simple
Mins: Performance 3

The Dancer distracts their foes with their hypnotic and wondrous movements. The dancer may perform a Distract Action against all enemies within Medium Range who have visual sight on the Dancer.

Greater Technique

Blade Dance

Cost: 8m
Type: Simple; Scene
 Mins: Melee 1

You control the area surrounding you, a dangerous dance of death.

Starting with this action, anytime an enemy passes through Short Range relative to you lose 2 Impulse, and you gain 2 Impulse.

Crane Style

Ability   Presence
Weapons   Unarmed, War Fan, Hook Sword
Armor   Unarmored

Crane stylists cannot attack, and may only counterattack in certain circumstances.

Base damage, during a counterattack is only (Essence/2).

Silver-Voiced Nightingale Style

Ability   Performance
Weapons   Unarmed
Armor   Unarmored

Stylists produce Kaias, musical attacks formed out of song and musical instruments. Kaias are considered light ranged weapons. (+1 Accuracy, + 0 Damage, N/A Parry)

Accuracy Limit is (Charisma + Performance) + (Weapon Modifier)

Base damage is (Charisma+Essence)/2 + (Weapon Modifier)

Octarine Angles of Impossibility

Based on [Omicron's 2e version](#)

Abilities	Lore, Sorcery
Weapons	Unarmed
Armor	None

The Octarine Angles of Impossibility style delves into the concepts of *nothing*, that which cannot exist in reality.

The Stylist is able to space and compress it in a sheering manner around enemies, which is considered a **Ranged Light Weapon** (+2 Acc, +1 Dmg). This uses an Int + Lore Attack.

The Stylist's anima becomes fractured and twisted, as if seen through broken glass.

Lesser Techniques

Angular Time Displacement
Cost: 2m; **Mins:** Lore 2, Sorcery 1
Type: Supplemental (Move)
Duration: Instant

The Stylist folds Space and Time of their destination and their current position into a singular point, allowing them to cross the distance in a simple step.

When taking a Move Action, the stylist does not cross any intervening places. This may be used to pass through walls, cross vertically, and across chasms.

Book of No Words
Cost: 2m; **Mins:** Lore 2, Sorcery 1
Type: Primary
Duration: Instant

The Stylist speaks the language of Nothing, articulating its emptiness with perfect articulation, yet devoid of any meaning.

The Stylist takes a Distract Action of (Cunning + Lore) vs Resolve of all enemy characters that can hear the Stylist within Short Range.

Door to Nowhere
Cost: 4m, 2i; **Mins:** Lore 4, Sorcery 3
Type: Primary
Duration: Variable

The Door to Nowhere may be opened, forcing those it touches into a state of non-existence--though this cannot last as *nothing*, having no properties, cannot contain *something*.

The Stylist makes a (Cunning + Sorcery) roll against the target's **Evasion. (**The target may choose to not Evade.) If successful, the target ceases to exist for the next (Essence) actions, where they will reappear in a location up to one Range Band away from where they disappeared.

Characters that cease to exist cannot take any actions, but are also fully protected as well.

The Target gains a resistance to this effect, gaining +2 Evasion against the attack to avoid it for the remainder of the scene.

Magma Kraken

The Sorcerer summons the great kraken of the Deeps to attack their foes, using its blazing fire tendrils for their combat Prowess.

Merits

A Merit is any sort of benefit or background that may help the character, outside of their normal internal powers would grant.

Merits are often intimately tied to a character's story--they have wealth because they were born into it--and typically may only be gained or upgraded during character creation, or through the Projects system during campaign.

Merits bought with XP or with Project Points cannot be removed or cancelled *permanently* by the Storyteller without the Player's permission, and should be considered under the complete ownership of the Player. For example, an Ally should not suddenly turn face and become an antagonist without both the Player agreeing to such a turn of events.

Temporary restrictions to merits--such as an Ally being unable to help--is explicitly allowed. However, the Storyteller should always be judicious about such decisions.

If a Player chooses to lose or downgrade their bought Merits through story means, they are awarded back whatever resources they used to buy or upgrade the Merit.

The Storyteller may decide to award temporary Merits that are under the full control and whim of the Storyteller--such as a platoon of soldiers as a Command. If appropriate to the story, the Player may purchase control of said Merit at full cost of either xp or Project Points, with Storyteller permission.

[[TODO**: Most merits are location-specific, or restrained in some way.** Your cult is in X location, your language is Y language. I need to denote this.]]

Merits with Charges

In addition to their base effect, Merits in this category have **Charges** equal to their Dot Rating.

Backing(1-5)

The Character is an official in an organization. Their rating represents how much organizational power the character has.

For example, Backing 2 would either represent being the head of a local organization, or the leader of a local chapter of a global organization.

Disadvantage: Higher-ranking members may call upon the Character to do a task and uphold duties. As well, lower members may come to the Character for guidance.

Additional Use*:* The Character may instruct subordinates to Perform a Task without question, so long as it is in line with the goals and morals of the organization.

Bond(1-5)

Your soul has been entwined with another's, uniting your Destinies. The character instinctively knows if their Bond is in

danger, and the general direction they are in.

Note: Bonded individuals must each have the Bond merit, though the level does not need to be the same.

Disadvantage: Their Bond may always use the Bond in place of an Intimacy for Social Influence.

Additional Use: Influence to directly harm, endanger, or otherwise disadvantage their Bond is treated as Unacceptable Influence. This may be used reflexively.

Contacts (1-5)

You have a network of contacts in a given location and class of society willing to give you information.

Additional Use: You may *Introduce a Fact* with a charge of Contacts, rather than a Strife Point. The Fact must be centered on information your Contacts could have gathered, in place of a Speciality.

Cult(1-5)

The Character is a leader and/or target of worship for a religious cult, gaining **+2 Peripheral Motes** per dot Rating.

Disadvantage: The cult requires periodic guidance and attention. As well, it is often an unwelcome influence and potential political hazard.

Wealth (1-5)

Wealth is a renewable source of money. A character with any source of Wealth needs not worry for basic necessities or sustenance, and may always purchase a place to rest.

Disadvantage: If the extent of your Wealth is known, people may request charges of your Wealth.

Additional Use: Targets can be paid (or bribed) to Perform a Task without needing a roll or any Social Influence. Some characters may refuse this offer, or even be offended by it.

Standalone Merits

Ally (1-5)

Allies are individuals, groups, or organizations that a character may call upon to aid them in their endeavors--proven to be an asset.

Allies are not at the whim and mercy of the character--they have their own lives and concerns to deal with, but they can be assumed to not willingly or knowingly hurt the player character.

The Rating of Allies represents both the scale and influence of the ally: Rating 1 would be a competent, but still mortal--guard. Rating 3 would be an Exalt or a medium spanning organization.

Rating 5 would be a high-ratinging God or an organization such as the Guild.

Artifact (2-5)

Artifacts are items that contain wondrous, supernatural effects upon the world. Artifacts typically have some sort of inherent supernatural usefulness to them that is **immediately available** on purchase of the artifact.

Evocations are Powers the artifact contains that must be awakened by **additionally** purchasing Evocations with xp.

Rating 2 Artifacts are minor wonders: they have some sort of inherent supernatural usefulness, such as a water skin inlaid with jade that filters and purifies all water within. Rating 2 Artifacts have **no** Evocations.

Rating 3 Artifacts have 2-4 Evocations, with the maximum Essence requirement being Essence 3

Rating 4 Artifacts have 3-6 Evocations, with the maximum Essence requirement being Essence 4

Rating 5 Artifacts have 5-10 Evocations with the maximum Essence requirement being Essence 5

Language (1)

Each purchase of this merit represents a new language the Player Character has learned. All characters are assumed to start with their Local Tongue and Tradespeak, the common language.

Example Languages

- **High Realm**: While using the same words and structure as Low Realm, formal and rigorous selection of certain words have marked the language of the Elite of the Realm into its own recognizable pattern.

- **Low Realm:** Used by the commoners of the realm, this is a blend of Tradespeak and High Realm. The words and written characters are blended and simplified.

- **Old Realm**: An ancient language which High Realm is based off of, which is the formal language of ancient texts. Most Gods still use Old Realm to communicate with Mortals, and have not bothered to learn the new languages.

- **Directional Language**: While not a true language in itself, a Directional Language is a collection of general speech patterns and dialects that would fit as "close enough" with anybody living in the respective Cardinal Directions (Air, Water, Fire, Wood). This

- **Local Tongue**: This marks the character as having the exact speech patterns and mannerisms as locals.

Manse (3-5)

[[You get a manse!]]

Mutations

[[Cosmetic Mutations do not cost points, but have no mechanical Advantage. For example, the player may decide they have a tail, but without purchasing it as a merit, they do not get the effect.]]

[[Alternate Travel (Air, sky, burrowing, climbing)

- Perceive further
- Perceive differently (electrosensing)
- Native(Mice, cats, etc.)
- Gain of natural weapon
- Camouflage
- Deadly
- Penetrating Strike
- Ranged weapon
- Toxin
- Fine Dexterity
  - ° Humans have this boon.
- Change of Size (Larger/smaller) --only with knack.
  - ° Carrying Capacity
  - ° +more to feats of strength

Banes

- Loss of dexterity (cannot open doors, etc.)
  - ° Humans have the "fine dexterity" Boon. The baseline is going to be around a house cat. This Bane goes below tht.
- Conspicuous
- Dangerous
- Cannot do feats of strength
- Reduced Endurance Pool]]

Boons

All Mutations are built with a combination of **Boons** and **Banes**.

- (+2) Flurry Bonus
  - ° The first Flurry of any attack does not pay Impulse.
- (+1) Dextrous Limb(s).
  - ° Allows for grabbing and holding onto items at once. (Humans naturally have this boon for their two arms.)
- (+1) Subtle Mutation
  - ° Most Mutations are obvious, this modifier allows the mutation to be hidden by natural means when not in use. (e.g. retractable claws).
- (+X) Endurance Bonus
  - ° Grants 3x (X) extra Endurance. At level 3 or above, cannot be paired with Subtle.
- (+2) Physical Speciality Bonus
  - ° +1 to a speciality in an ability. May only affect Natural, Physical Abilities such as Athletics, Physique, Stealth, and Awareness.
- (+1, +2) Natural Weaponry
  - ° +1 grants Unarmed and Light Weapons. Paired with subtle, this can be something like retractable claws.
  - ° +2 grants Medium and Heavy natural Weapons. Cannot be paired with subtle.
- (+2) Non-Standard Movement. (wings, gas bladder, fins, wall-walking).

- (+1, +2) Environmental Adaptation.
  - Grants adaptation to non-standard environments, like extreme cold.

Banes

- **(-1, -2) Environmental restriction:** The character cannot live outside a specific, non-standard environment. -2 means this is temporary, such as amphibians drying out on land, -4 will cause the character to start dying.
- **(-1) Reflexive action**: (Cannot be paired with Subtle). The Mutation will react to stimuli, without any control of the character. (Chameleon skin changing color when under stress, for example)

Example Mutations

Extra Arms (3)
Flurry Bonus (+2)
Dextrous Limbs (+1)
The character possesses more than the normal amount of arms.

Enhanced Sight (1)
Speciality Bonus: Awareness (Vision)

Fins (2)
Non-Standard Movement: Swimming

Wings (2)
Non-Standard Movement: Flying

Scales (1-3)
Endurance Bonus

Tail (1)
Speciality Bonus: Athletics (Balance)

Tail, Prehensile (2)
Speciality Bonus: Athletics (Balance)
Dextrous Limb(s)

Toxin Resistance (1)
Speciality Bonus: Physique (Resistance)

Gills (Restrictive) (0)
Environmental Adaptation (+2): Underwater
Environmental Restriction (-2): Underwater

Supernatural Ability(N/A)

[[Grants the ability to purchase a specific Supernatural Ability (such as Sorcery). Typically used for mortals. It's how you do Thaumaturgist.

You have to convince a God (or other creature of power) to give you this ability. It's not something you can do in a Project---hence (N/A)

Exalted characters cannot start with this Merit.]]

Mutation (X)

[[Might have a bit of a different thing for mutations than just pure points. Something like "You build the effect the mutation gives you. +1 DV is 2. Obvious -1.

That or I spell out specific mutations. 3e Core has them priced way too high though.

 Low priority.]]

Sizes and their bonuses (will be with Lunars/Mutations):

- **Miniscule** + 2Evasion/Sneak, cannot use Strength, -5 Endurance.
- **Small** +1 Evasion/Sneak, -1 Feats of Strength -3 Endurance
- **Medium**
- **Large** +1 Soak, -1 Fine Dexterity/Sneak, +3 End
- **Gigantic** +2 Soak, No Fine Dexterity/Sneak, -2 Evasion, +5 End

- **Titanic** +4 Soak, +10 End, Obvious, no Dex/Sneak, no Evasion

Antagonists

Lesser Foes and Groups

Lesser Foes are those that have no chance at harming their antagonists, and instead will use their actions to **Support** a Greater Foe. During their action, they may instead give ½ their Attack Pool in Impulse to their Ally.

Lesser Foes may be **Grouped** together. For each increase in **Magnitude**, they gain 5 Endurance and 2 to their Attack Pool.

Mortals Have a lesser pool of Endurance:

    10 + (Stamina + Athletics + Physique)

Antagonists are not Player characters

[[Don't build them like they are.

Dragonbloods tend to be Essence 1-2.

Essence Rating prerequisites aren't hard-enforced for antagonists. The essence rating represents how hard it is to train, how long they have to dedicate your life to it. Jo Shmo DB isn't going to get an Essence 4 MA technique while stuck at Essence 1, but a monk who has been training at it their entire life might, while still technically at Essence 3]]

Spirits

Fogshark
Endurance   15
DV   4
Evasion 4
Soak   3
Attack Pool 8
Base Damage 4

Sensing: 6
Stealth: 8

Fogsharks are creatures that live between the Spirit and Waking world, and may only be found where the veil between the worlds is thin, particularly in respect to the element of Water.

They swarm in the skies, dragging their fog and mists with them--a fogshark attack can not occur in any bright-lit or otherwise illuminated area.

Tactics

Fogsharks are ambush predators, almost always moving in small groups or packs. Typically there will be a Prime shark to act as a Major Foe, swarmed with a pack of Lesser Foes.

The sharks will ambush characters in seeming moments of physical weakness, particularly any who is bleeding. They will perform a grapple maneuver, and then single-mindedly attack their target until forced off.

If forced off their target, or by missing their grapple, they will attempt to retreat to the mists to await their next attack.

Being mindless beasts, they *cannot be reasoned with*.

Abilities

Blood in the Water
The Fogshark gains +3 on any roll to percieve or track characters that are bleeding.

The Fog
The Fog is a supernatural impairment to all senses, providing Full Cover to those that cannot perceive through it. Characters must have supernatural senses to attempt to pierce the fog, rolling against a Difficulty 4 to counter only Partial Cover.

Fogsharks may sense through the fog without penalty.

Dissolve into the Fog
As a Gathering Action, the Fogshark may return to the supernatural mist. They may only do so once every three actions, and cannot reemerge from the Fogs for at least one action after entering them.

Demons

Blood Ape
Endurance   20

Initiative 3
DV   5
Evasion 3
Soak   5
Attack Pool 8
Base Damage 4

Sensing: 3
Stealth: 1
Guile: 0
Resolve: 3