1. **Declare Attack**
   Use Charms as appropriate, declare if unblockable/-dodgable.

2. **Declare Defense**
   Choose Defense Type and use defensive Charms as appropriate.

3. **Attack Roll**
   Attacker rolls his Accuracy pool minus internal penalties.

4. **Attack Reroll**
   If a reroll Charm is used by the attacker, apply effects.

5. **Apply Penalties and Defenses**
   Remove external penalties and DV from attack.

6. **Defense "Reroll"**
   Use reroll charms to improve defender's DV as required.

7. **Calculate Raw Damage**
   Add remaning successes to Base Damage of weapon.

8. **Calculate Damage**
   If Raw Damage is bigger than Hardness, apply Soak to Damage.

9. **Counterattack**
   Execute a Counterattack. No Counter-counterattack possible.

10. **Apply Damage and Effects**
    Roll damage and check for Stunning & Knockdown.

Combat Actions

Join Battle	(Varies / -0)
Ready Weapon	(Weapon / -1)
Attack	(Weapon / -1)
Coordinate Attack	(5 / -2)
Simple Charm	(6 / -1)
Guard	(3 / -0*)
Aim	(3 / -1*)
Move	(0 / -0)
Dash/Climb/Swim	(3 / -2)
Jump	(5 / -1)
Rise From Prone	(5 / -1)
Misc. Action	(5 / Varies)
Inactive	(5 / Special)

* Aborting does not refresh DV

Flurry Penalties

Actions	Two	Three	Four	Five
1st	-2i	-3i	-4i	-5i
2nd	-3i	-4i	-5i	-6i
3rd		-5i	-6i	-7i
4th			-7i	-8i
5th				-9i

Action Penalties

Multiple Actions	-Xi*
Wound Penalties	-Xi*
Off Hand	-1i
Stunned / Distracted	-2i
Impaired Senses	-2i
Blind	-4i
Mobility Penalty	-Xi**
Fatigue (per failed roll)	-1i
Prone	-1e
Mounted without ride ability	-1e
Attacking up to 2x range	-1e
Attacking up to 3x range	-2e
Poor Vision	-1e
No visibility / Invisible target	-2e
In water above ankles	-1e**
In water above waist	-2e**
In mud above ankles	-2e**
Underwater	-2e**

* Can reduce dice pool beneath Ess.
** only some Dexterity based actions

DV Calculation

PDV (Dex+Ability+Weapon+Item)/2
DDV (Dex+Dodge+Essence+Item)/2

1st Excellency adds rolled successes
2nd Excellency adds paid successes
3rd Excellency adds 1/2 ability to DV

DV Modifier

Action DV Penalties	-X
Wound Penalties	-X
Onslaught Penalty	-X
Coordinated Attack	-X
Botched attack last action	-2
Unstable Terrain	-(1-3)
Steps/Gentle Slope/Mounted	+1*
Steep Slope/In Howdah	+2*
Too steep to climb/Ladder	+3*
Mobility Penalty	-X**
Surrounded	-2**

	melee	ranged
Buckler	+1	-
Target Shield	+1	+1
Tower Shield	+1	+2
25% Hard Cover	+1	+1
50% Hard Cover	+1	+2
75% Hard Cover	+1	+3
90% Hard Cover	+2	+4

* Long weapons can offset modifier
   Also applicable as penalty on foot
** Only applicable to Dodge DV

Movement

Move   Dex-Wound-Mobility yd/tick
min 1 yard, reflexive action

Dash   Move Speed+6 yd/tick
min 2 yards, may not parry w/o stunt

Climb/Swim   Move Speed yd/tick
Min 1 yard, always requires roll

Grappling

Pin or clinch enemy in a hold. May use Strength instead of Dexterity for attack roll. Grappled victim goes inactive, attacker may:

Break Hold: Throw victim prone or Strength yds with knockdown check.

Crush: Attacker rolls damage, adding the remaining successes of the clinch roll. This damage is piercing.

Hold: Attacker pins victim motionless

Attacker must renew the clinch each tick that he can act on.
Helpers roll to attack, and if successful add one die to the leader's roll.

Called Shots

Disarming   -2e / ranged -4e
If the attack hits, deal no damage but victim rolls (Wits + Ability) at (Difficulty net successes). For every success not met by the victim, the weapon flies one foot away. Victim rolls (Dexterity + weapon ability) at (Difficulty 1) to retrieve it.

Sweeping   -1e
If the attack hits, the target must check for knockdown. Even if it succeeds, the target is stunned.

Stunning

Characters who suffer more health levels of damage than their Stamina need to succeed at a reflexive (Stamina + Resistance) roll with a difficulty of (Damage – Stamina) or be stunned until their next action.

Knockdown

If an attack deals more raw damage than (Stamina + Resistance),of the target, check for Knockdown. Roll (Dexterity or Strength) + (Athletics or Resistance) (Difficulty 2) reflexively to resist falling to prone.

Healing Times

Exalted	at rest	active
any B HL	3 hours	6 hours
-0 L HL	6 hours	12 hours
-1 L HL	2 days	4 days
-2 L HL	4 days	8 days
-4 L HL	1 week	2 weeks

Mortal	at rest	active
any B HL	12 hours	24 hours
-0 L HL	1 day	2 days
-1 L HL	1 week	2 weeks
-2 L HL	2 weeks	n/a
-4 L HL	1 month	n/a

Aggravated Damage heals like lethal, but may not be treated magically

Join Battle

Roll Wits+Alertness for all combatants and compare. Most successes sets the reaction count. Everyone else goes their difference in successes ticks later (max 6 ticks).

Joining a battle at a later date compares to set reaction count.

Aim

Pick a target. If you abort to attack that target, add an extra die to the attack roll per tick spent Aiming, max +3. If you abort to do anything else, subtract two dice from those rolls.

Coordinate Attack

Pick a target and roll Charisma + War difficulty (Half the # of participants, round down). During the leader's next tick, reduce the target's DV by the number of successes rolled. (max DV penalty is # of participants)

Called Shots

Pulling Blows   -1e
Inflict Bashing damage instead of Lethal or Aggravated damage.

Fierce Blows   -1e
Sacrifices accuracy for damage. +2 Lethal, +2 Aggravated, or +4 Bashing damage respectively.

Called Shots

Showing Off   -(1-4)e
Used for dramatic purposes such as gracing and marking attacks.

Coup de Grace   -1e
If the attack would kill the target, the it may instead inflict less damage and permanently maim the target.

EXALTED
Second Edition Combat Sheet
by Democritus (www.dcs-designs.de)