

## General Notes

internal penalty= subtract dice from dice pool  
external penalty= subtract successes from roll

### Running

Short distance- dexterity + Athletics  
Long distance- stamina + Athletics

### Falling

Bashing damage =1/2 yards fallen, piercing  
- heroic characters get wits + Athletics roll to save from long fall

### Jumping

Up strength + Athletics yards  
Over strength + Athletics x 2  
- spend 1 will for a +2 yards  
- stunts, channeled virtues add yards= bonus  
- wound penalties, mobility penalties subtract yards

### Disguise

Target number gets +1 for each obstacle, i.e. +1 another gender, +1 for specific person, etc.

### Lock picking

Dexterity + larceny, need first age lock picks for first age locks

### Pickpocketing

Dexterity + larceny vs wits + awareness  
- threshold of successes needed for degrees of difficulty  
1 for back pocket  
2 for front pocket  
3 for vest pocket

### Toxins

damage value = dice damage of one dose during # intervals  
resist with reflexive stamina + resistance vs toxicity  
if failed

- character takes unsoakable 1 die of damage initially, then takes it again after interval
- repeat damage # times=damage code of poison
- multiple doses stack damage rating, prolonging duration

if succeeded

- aggravated becomes lethal, lethal becomes bashing, bashing does nothing
- if get 2x toxicity, damage downgrades 2 levels

“L” toxicity means damage is whole levels, not dice of damage

- successful stamina + resistance removes this tag
- 2x successes downgrades damage type

“M” toxicity, mortals do not get +2 to toxicity with these poisons

tolerance=# doses character can have before risking damage

penalty = internal penalty as result of pain

#### Environmental effects

roll stamina + resistance vs trauma, success and failure like toxins

mortals roll at same dif as Exalted

damage occurs at damage levels after every interval

Exalted may use natural soak, minimum 1 die

#### Reading motivation

perception + investigation/socialize vs target # of ½ manipulation + socialize

- success= gets dominant emotion, detects lie
- 2x success= learn an intimacy relevant to situation

#### Predict whether

perception + survival for land

perception + sail for sea

#### Visibility

murky vision = +1 modifier, external

blind= +2 modifier, external

invisible characters= +2 to hit, external

#### Evaluating goods

intelligence + bureaucracy, standard difficulty of 1 for general knowledge

- to know exact value, add resources value to target number

#### Examined scene/conceal evidence

perception + investigation to uncover

- must spend at least 15 minutes
- difficulty 1-5, depending on subtlety

wits + investigation to conceal/tamper

- must spend at least 15 minutes
- successes replace difficulty of uncovering roll, if they are better

#### Operate technology/artifact

intelligence + lore to know function

- difficulty 1-2 personal weapons, memory crystals
- difficulty 4 flying machines, artillery
- difficulty 6 realm defense grid

once this is known, character must familiarize the controls

- takes artifact rating - lore rating hours to familiarize for no more rolls
  - without this, need to wits + lore vs 2 to use
- if character uses device without knowledge of controls, roll 1d10 vs artifact rating
- failure= critical failure to use artifact
  - success= character can wits + lore vs artifact rating to use it

### Diagnose

perception + medicine, takes five minutes

- target number 1- external wounds
- target number 2- internal wounds
- success= knowledge of health levels of damage sustained

illnesses are variable

- target number 1= common cold
- target number 2= cholera, smallpox
- target number 3= yellow fever
- target number 4= rare, magical diseases

diagnosis of crippling injuries from Charms has target number=attacker essence+ability used for charm

### Treat wounds

doctors can only prevent or treat complications for injuries, not HT lvls

- surgery is rare, difficulty at least 5, 3 hrs per point of difficulty, inflicts unsoakable lethal damage= difficulty

### Endure wilderness

must have one dot of wilderness to find food, etc. without a roll.

- obtaining food for others for one day, intelligence + survival
  - dif 1 verdant forest, jungles, swamps
  - dif 2 grasslands
  - dif 3 dry savannas
  - dif 4 deserts, tundra
  - dif 5 blasted wasteland
- finding shelter, staying alive without equipment, intelligence + survival, use above listed difficulties
- need a proper tools, -2 internal without them
- at dif 4, 5 characters must make a rolls even with equipment at -3 internal

### Tracking/evasion

wits + survival of prey vs perception + survival of tracker, twice a day

- tracking at night requires dogs, or other aid, grants third roll
- dogs, other aides grant +2-5 dice to tracker
- if one party does not move, they forfeit that roll
- if one party is much faster, gain +1 success

- +1 success on each roll to winner of each contest for next one
- party that gains 3 successes over the other wins contest

#### Holding breath

see water/muck in combat section

#### Endearing hardship

##### Starvation

characters go for  $\frac{1}{2}$  stamina + resistance days without food, no penalty

- after that, -1 die to all actions per day w/out food
- character dies when penalty exceeds stamina + resistance

##### Dehydration

-1 die for every day without water past 1

- character dies when penalty exceeds stamina + resistance

##### Sleep deprivation

every day past 1 without sleep, cumulative 1 die penalty

- penalty cannot exceed 3
- characters must roll stamina + resistance vs 1 to stay awake during calm periods

## Wounds and Healing

### Incapacitation/Death

bashing overflows, becomes lethal

characters have number of Dying levels below incapacitated = stamina

mortally wounded character takes 1 lvl lethal damage during their combat action

can stabilize dying characters through emergency surgery

- wits + medicine vs 5+ Dying levels filled w/ injury
- charms that directly restore health automatically stabilize dying character
- need advanced medical tools, resources 4

### Bleeding

characters suffering lethal/aggravated damage continue to bleed

bleeding characters suffer 1 lethal every stamina minutes

Exalted characters make reflexive stamina + resistance vs 2 to stop it

- in combat, they try this on any tick they act on
- outside combat, they try every 5 seconds
- bleeding stops as soon as anyone with medicine treats it

mortals require wits + medicine vs difficulty=damage from injury

- during combat, is standard miscellaneous action

### Infection

Lethal/aggravated damage runs risk of infection

must make virulence check stamina + resistance

- virulence 3, or 4+ for dirty weapons, undead, tropical climate, etc.
- only one check is needed, unless wound is exposed to possible contagion again
- if wound is sterilized with alcohol after an hour it is received, virulence drops to 2
- if is cauterized within an hour, no virulence check is required but character takes 1lvl bashing
- Exalted get -2 to virulence rating, morbidity never exceeds 1

If failed virulence check

- make daily stamina + resistance vs morbidity roll to overcome infection
- wound modifiers apply
- botches, or if dif exceeds stamina + resistance, character spends stamina days with -4 penalty
- mortals have -2 internal penalty to act while fighting infection
- untreated morbidity 1, +1/day after first
- treated morbidity, same as above stops increasing after treatment

- difficulty to treat: same as treated morbidity, medicine + intelligence
- successful treatment keeps morbidity from rising, negates need for more checks if daily care is provided
- treatments needs resources 2, or perception + survival vs 3 to gather
- character throws off infection when beats morbidity

### Disabling

mortals who suffer 4+ health wounds in one injury suffered disabling wound

- heals normally, but continues to have wound penalties as though injured
- healing a crippling wound requires surgery, intelligence + medicine vs difficulty= health levels of injury
- surgery inflicts lethal damage = levels in crippling wound
- Exalted do not suffer disabling wounds from massive injury
- charms designed to maim will do so, but Exalted character will heal normally
- page 152 for sample effects

## Combat

### A. Roll join battle

all characters roll wits + awareness

- highest roll sets the initial "reaction count," up to 6
- first action for each character = reaction count- character successes
- speed of actions (weapon speed for attacks) are then initiatives
- DV refreshes on character actions

### B. basic movement

character may move dexterity yards/tick and still perform an action

### C. Basic Combat

#### 1. Declare Attack

characters who act at the same time get to act simultaneously

attacker declares attack, what charms they are using

#### 2. Declare defense

defender declares defense, what charms they are using.

May use either dodge or parry DV

- previous actions defender has taken subtract values from both DVs

Shields, cover adds to DV, with multiple cover only greatest value applies

Exalted automatically defend if DV > accuracy of extra

#### 3. Attack Roll

attack- weapon speed, -1

- roll dexterity + ability + accuracy of weapon +charm mods
- botched attacks result in off-balance, -2DV, might hit bystander
- offhand attacks=-1 die to attack

#### 4. Attack reroll

charms that allow reroll of dice take effect now

#### 5. Subtract external penalties

subtract external modifiers from attack roll successes

defenders DV is always last to be subtracted

#### 6. Defense charms

defender may use charms to improve DV

#### 7. Calculate damage dice pool

Mellee/bows= successes from attack + strength + weapon damage

Firewands= successes from attack + weapon damage

8. Apply soak/hardness
  - subtract defender's soak from attacker's damage pool
  - soak comes from armor
    - if attack damage does not exceed armor hardness, no need to roll damage
  - characters get natural soak=1/2 stamina
9. Counterattack
  - counterattack charms occur now
10. Damage roll
  - attacker rolls remaining damage pool
    - 7s=successes, each success is 1 damage level
    - 10s do not count double for damage

#### D. other combat actions

##### Aim 3,-1

- every tick spent aiming =+1 to attack roll
- DV does not refresh during aim, or if aim is aborted
- character may attack after however many ticks of aiming
- DV refreshes after attack
- maximum bonus/speed is 3 dice/3 ticks
  - may continue longer than this, but that is max benefit

##### Dash 3,-2

- character sprints dex+6-wounds-armor mob yards per tick
- character takes -2 DV for doing so
- may use "dash" for climbing, swim but must roll to do so
  - may climb/swim dexterity yards/tick

##### Guard 3, no penalty

- action does not reduce defense value
- may abort a guard action for any action except aim
  - new action does not refresh DV

##### Flurry \*,\*

- multiple attacks, or multiple actions
- decide how many actions character will take
- subtract number of actions from first action roll
- add -1 die to that penalty for every action after
- speed= highest speed of any action in flurry
- every action in flurry imposes its own DV penalty

##### Inactive 5,no DV

- character is unconscious
- if condition ends, next available tick character has full DV

##### Miscellaneous 5,

- character picks a lock, does something unrelated
  - no DV if character focuses entirely on task, no task penalty



- DV -1 if character keeps eye on combat, but takes -2 internal to task
- drawing, readying weapon, -1 DV
- may do this and attack, but must be flurry
- rising from prone, -1 DV
- character is at -1 external while prone
- might require dexterity + Athletics if I'm treacherous terrain to rise
- jumping, -1 DV
- may only take one jump action per flurry or on its own
- jump action can combine with standard movement=dash, big jump
- characters may take short jumps as part of standard movement, so long as they do not jump farther than standard movement

## E. Special Attacks

### 1. Grappling

strength/dexterity + martial arts to clinch, speed 6, rate 1, acc0

- success = opponent seized, is inactive
- maybe Dodge/parry normally

if successful, attacker may-

- throw victim strength yards, resulting in knockback
- throw victim to ground, automatically prone
- release victim
- crush victim, damage = strength + extra successes from clinch
- hold victim

character grappling victim can do nothing else except with flurries

character grappling victim cannot block/Dodge without a stunt

victim cannot block/Dodge, may use reflexive charms, otherwise inactive

renew clinch with opposed strength/dexterity + martial arts again on next actions

- winner controls the clinch

### 2. Called shots

precise blows, has external penalty to successes

pulling blow, -1

- turn lethal damage into bashing
- arrows may not be pulled

showing off, -1 to -4 depending on complexity

- graze victims to mark them, be Zorro
- if attack hits and could inflict minimum damage or better, opponent is marked

disarming, -2 or -4

- penalty is -2 if close combat, -4 if ranged
- if attack hits, victim makes wits + ability roll vs net successes
- for every point victim misses by, weapon goes 1 foot away

- retrieve weapon=diff 1 dexterity + ability roll, if possible
- fierce blow, -1
- Grants character +2L/A or +3B

#### F. Ambushes

1. Characters may be surrounded by up to 5 opponents, 3 in closed area
  - player chooses one of opponents to gain unexpected attack
  - character has -2 DV
  
2. Unexpected attacks- ambushes, backstabbing
  - roll dexterity + stealth vs wits + awareness
  - victim has -2 internal if distracted by something else
  - victim has +1 is is wary, expecting something
  - attacker gets +2 difficulty to stealth if suddenly attacks while in plain sight
  - if defender wins, battle proceeds normally
  - if the attacker wins, defender gets no DV
  - go to join battle

#### G. Environment

##### 1. Flight

- melee characters can attack against flying attackers only on tick attackers  
dive at them
- if friends wish to help attack during dive, they have -2 external penalty
  - penalty is -1 with long spears and the like

##### 2. Mounted combat

- mounted characters use lower ability of ride or attack ability for attacks  
characters ride ability must exceed the amount control rating
- if it does, no rolls necessary
  - if it doesn't, must concentrate on mount entirely w/ riding roll vs control rating, or flurry to do other actions, too
  - if ride roll fails, mount does as it pleases
  - if mount panics, can jump from mount on reflexive dexterity + Dodge or stay in the saddle with wits + ride vs control rating
- mounts large enough to carry a howadah, passengers can use abilities instead of ride
- passengers with ride have no penalty, -1 external if they do not
- mounted characters get +1DV vs close combat, howadah get +2, mount gets bonuses too
- characters on the ground get -1DV vs mounted, -2DV vs hawadah

##### 3. Unstable footing

- treat like control rating for mount, except use athletics instead of ride  
dexterity + Athletics to avoid falling vs instability rating

- failure= cannot take further actions, falls down
  - botch = fault prone or something more precarious
- characters struck by new attack must make new dexterity + Athletics reflexive roll
- mounted characters add +1 to control rating for use environmental rating, whichever is greater
- instability ratings
- slickness, +1 Frost, puddles-+3 oil, smooth ice
  - narrowness, +1 parapet or bridge-+3 tightrope
  - wind, +1 gale-+3 hurricane
  - moving ground, +1 deck of a ship- +3 major earthquake

#### 4. Water/muck

water up to knees or mud up to calves

- movement is  $\frac{1}{2}$ , -1 external penalty to dexterity rolls

water up to waste or mud up to knees

- movement is  $\frac{1}{4}$ , -2 external penalty

swimming and fighting

- difficulty depends on condition of water
  - Athletics caps combat abilities
  - must flurry to swim and do anything else
  - botch means character starts to drown
  - underwater, can move and act without flurry but suffer -2 to dexterity/movement rolls unless are aquatic by nature
- characters can hold breath for stamina x 30 seconds
- +30 seconds/success on stamina + resistance, dif 1-3
  - when drowning, character takes 1 unsoakable bashing/30 sec

## Social Combat

### A. join battle

characters make wits + awareness as per actual combat, each tick is one minute

unexpected social attacks, aggressor uses manipulation + socialize and defender

counters with perception + investigation

### B. traits

Manipulation- use when being dishonest

Charisma- use when being honest

Integrity- passive defense

Investigation- used to attack, to find things out

Presence- used to attack, to persuade

Performance- used for more than one person, oration

Socialize- manipulation + socialize to veil intentions, social stealth

Dodge MDV- to evade a point

Perry MDV- to directly counter a point

### C. modifiers

#### 1. Appearance

- characters versus lower appearance add difference to MDV
- characters versus higher appearance subtract difference from MDV
- modifier cannot exceed +3 or -3

#### 2. Intimacy, virtue, motivation

- if action supports intimacy, -1 MDV to resist
- if action supports virtue of 3+, -2 MDV to resist
- if action supports motivation, -3 MDV to resist
- if action goes against any of these, modifiers change to +

### D. basic social combat

#### 1. Declare attack

charisma/manipulation + investigation/performance/presence, state intended effect

#### 2. Declare defense

Parry or Dodge with MDV, use charms

#### 3. Attack roll

roll the dice pool from step one, minus defense

#### 7.-8. Determine effect

social attacks compel behavior or force willful resistance, there is no soak

## 10. Apply effect

apply effects of attack

- defender may give in, or spend willpower reflexively to refuse
- MUST refuse if it violates motivation
- may resist things that violate intimacies, but do not have to
- If character is reduced to 0 to temp willpower during attacks against motivation and goes willpower + essence days without recovering full willpower, will is broken and more social attacks can make her betray motivation

## E. social combat actions

### 1. Move 0, no penalty and dash 3, -3

characters can move 10 times movement they can in normal combat  
a dash action is for actually running away, forfeiting rebuttals

### 2. Guard 3, no penalty

character is wary and guarded, acts like combat counterpart

### 3. Inactive 3, invulnerable

character is unconscious

### 4. monologue/study 3, -2

counterpart to aim

- monologue does not need to be directed at single target
- attack at end of monologue does need to be conclusion of what came before
- study action is for singular target, more closely like aim

### 5. Miscellaneous action 5,-2

character does something tangential

applying full attention does not reduce DV to 0, gain invulnerability if so engrossed

- must not be physically restrained to gain this
- if they do so, they risk automatically gaining surprise attack modifiers from attacker

read motivation is an example of miscellaneous action

### 6. Flurry

behaves like normal flurry attacks, string several points together in a barrage

### 7. Attack varies,-2

social attack

## Virtues, Will, and Essence

### Willpower

Willpower may be used for the following:

- free success, 1 will=1 suc, declare prior to rolling
- activate a virtue, see virtues
- resist mental powers, resist charms and spells that do mind control, see social combat
- spend will to resist acting on virtue, but will have to roll virtue for limit break

### Regaining willpower

- roll conviction every morning, every success regains willpower
- perform a stunt that furthers motivation
- 1 or more for achieving special success at a special task
- may regain willpower instead of motes for 2/3 die stunt
- get temporary will= willpower rating at end of story
- during limit break, get temporary will= related virtue, may go over willpower rating
- regain willpower or every morning with cult background

### Virtues

Once per story, for every dot of a virtue, character may channel temporary will through it

- add dice = virtue rating to dice pool for 1 task
- virtue must be relevant to task at hand

Limit rises when character spends will to resist acting on primary virtue, according to flaw. Roll related virtue, successes add to limit break. when limit break occurs:

- regain temporary willpower= related virtue, may go over willpower rating
- characters can remain in partial control during limit break, but will not regain willpower
- reset limit break to 0
- duration of limit break depends on flaw

### Essence

beings with high essence are hard to affect with magic

regaining essence

- regain 0 motes during strenuous activity
- regain 4 motes/hr during leisurely activity
- regain 8 motes/hr while resting

### Manses

- when inside attuned manse/demesne, regain extra essence=4x manse/demesne rating
- when carrying attuned hearthstone, character regains extra motes=2x manse rating

- hearthstone must be slotted in artifact to use hearthstone special effect, but need only carry it to regain essence

#### Cults

- cult \*\*=2 motes/hr
- cult \*\*\*=3 motes/hr
- cult \*\*\*\*=4 motes/hr
- cult \*\*\*\*\*=6 motes/hr