



# Exalted<sup>®</sup> Storyteller Screen

17 Sep 2005

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<http://www.divnull.com/lward/exalted/>

Numbers throughout sheet are page references. If no letters preceded the number, then these are from the *Exalted Core Rules*. Other abbreviations are:

ab=*The Abyssals*

at=*The Autochthonians*

db=*Dragon-Blooded*

lu=*Lunars*

pg=*Player's Guide*

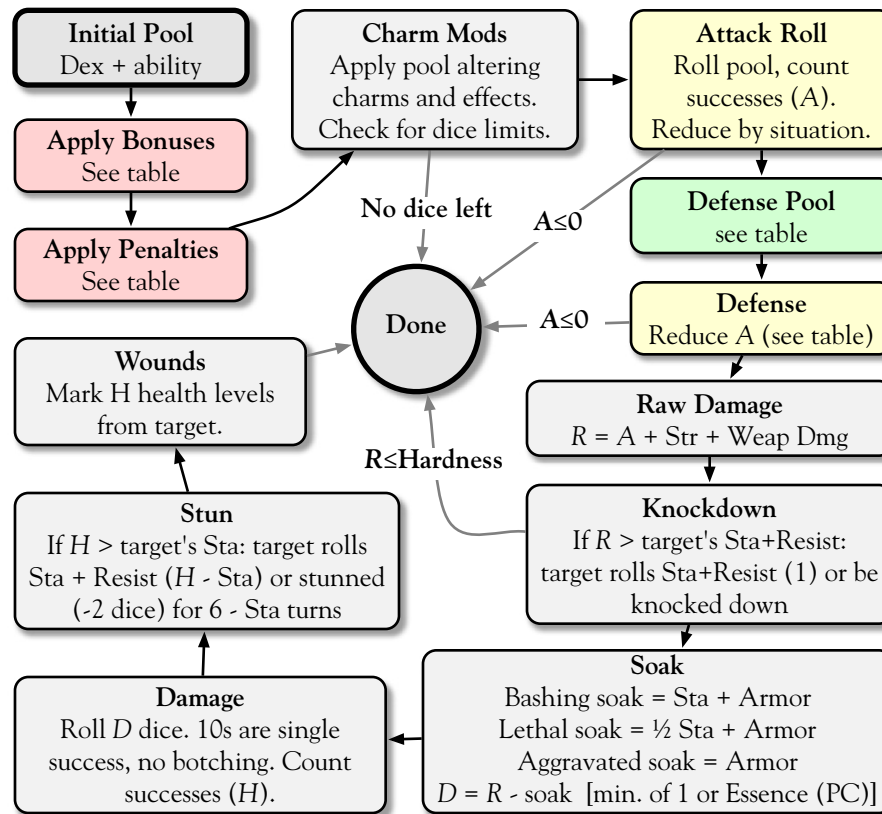
rr=*Ruins of Rathess*

si=*Sidereals*

INITIATIVE	
Base initiative = d10 + Dexterity + Wits. Ties settled by highest Dex + Wits, then by rolling. PC: apply wound penalties to roll. (227, pg203)	

MOVEMENT		Ref
Base move, unwounded	Dex+12 or 100%	233
Base move, -1 wound	Dex+8 or 70%	233
Base move, -2 wound	Dex+4 or 40%	233
Base move, -4 wound	Dex or 10%	233
Move and still act	Base move ÷ 2	227
Vertical leap	Str+Athletics	252
Horizontal leap	(Str+Athletics) × 2	252

COMBAT POOL ADJUSTMENTS		
<i>Situation</i>	<i>Dice Change</i>	<i>Ref</i>
Specialty	+level	133
Weapon Accuracy	±Accuracy	331
Stunts	+1 to +3	267
Wounds	-level	232
First of n multiple actions	-n	331
<i>weapon can't be used in more actions than its Rate.</i>		
Subsequent multiple actions	-1 (cumulative)	235
Delaying offensive action (PC)	-1/tic	pg203
Using off hand	-1	234
Prone	-2	235
Stunned	-2	234
Distance up to Range	-0	229
Distance up to twice range	-2	229
Distance up to 3 x range	-4	229
In water above ankles	-1	237
In water above waist	-2	237
In mud above mid-calf	-1	237
In mud above knee	-2	237
Attacking up steps	-1	236
Attacking up spiral steps	-2	236
Attacking up gentle slope	-2	236
Attacking up steep slope	-2	236
Attacking up very slope or ladder	-3	236
On treacherous ground (scree)	-1	236
Attacking mounted foe w/o spear	-2	236
Attacking howdah foe w/o spear	-4	236
Attacking howdah foe w/ spear	-2	236
Attacking from howdah w/o Ride	-2	236
Fatigue (per missed End. roll)	-1	332
<i>Penalties from range cannot reduce pool below 1. In PC, non-wound penalties can never reduce pool below Essence; apply wounds last.</i>		



FEATS OF STRENGTH			251
<i>Str+Ath</i>	<i>Lift</i>	<i>Feat</i>	<i>Each 10% beyond lift adds -1 Mobility</i>
1	80	Lift an anvil or suit of heavy armor.	
2	160	Lift a full-grown man. Break a pine board with a kick.	
3	250	Lift a mule. Punch through a pine door.	
4	350	Tote a bale of cotton on one shoulder. Break a sword over knee.	
5	450	Lift a grown warhorse. Kick a pine foot to splinters.	
6	550	Punch through an oak door. Carry a log on one shoulder.	
7	650	Lift an ox. Bend an iron bar with both hands.	
8	800	Throw a mule. Bend horseshoe into pretzel.	
9	1,000	Pull a fully laden wagon. Snap an axe haft over your knee.	
10	1,200	Lift a yeddim. Throw a full-grown warhorse.	
11	1,500	Lift an unlocked portcullis. Slowly kick down a brick wall.	
12	1,600	Kick a door to splinters. Pull down a wooden bridge.	
13	1,800	Lift an elephant. Throw an ox. Punch through iron-shod door.	
14	2,000	Snap iron manacles. Tear apart castle wall, stone by stone.	
15	2,200	Punch through a stone wall. Kick an iron-shod door to flinders.	
16	2,500	Lift a locked portcullis, snap sturdiest lock with single kick.	
17	3,000	Punch through an iron door. Pull down temple pillars.	
18	3,500	Rip iron bars out of a stone still with one hand.	
19	4,000	Throw yeddim, tear apart the welded steel bars of portcullis.	
20	4,500	Kick down iron-shod and barred gates of a mighty fortress.	

OBJECT STRENGTHS				239
<i>Material</i>	<i>Soak (B/L)</i>	<i>To Damage</i>	<i>To Destroy</i>	
House door	3/1	3	10	
Oak door	5/3	10	20	
Fotress gate	10/8	20	40	
Wood statue	4/2	3	16	
Stone statue	8/4	4	28	
Iron statue	12/6	6	50	
Wood wall*	5/3	8	12	
Brick wall*	10/6	24	40	
Stone wall*	18/12	40	80	
<i>*For a section large enough for a single character</i>				

SITUATIONAL SUCCESS MODIFIERS		
<i>Situation</i>	<i>Success Change</i>	<i>Ref</i>
Murky vision	-1	237
Attacking blind	-2	237
Pulling blow (lethal→bashing)	-1	238
Called shot or marking	-(Difficulty-1)	238
Disarming with melee weapon	-3	238
Disarming with range weapon	-5	238
Making a sweep attack	-1	240
Attempting to tackle target	-1	240
Attempting to throw target	-1	240
Each dodge success	-1	231
Each parry success	-1	230
<i>Cover</i>	<i>Melee/Ranged</i>	<i>229</i>
Buckler	-1/-0	335
Target Shield	-1/-1	335
Tower Shield	-1/-2	335
25% hard cover	-0/-1	229
50% hard cover	-1/-2	229
75% hard cover	-1/-3	229
90% hard cover	-2/-4	229

DEFENSE POOL ADJUSTMENTS		
<i>Situation</i>	<i>Dice Change</i>	<i>Ref</i>
Weapon Defence (parry only)	±Defence	327
Dodging (PC only)	+Essence	pg205
Encumbrance (dodge only)	Mobility	332
Being attacked from behind	0 base pool	238
Parrying weapon w/o a weapon	0 base pool	230
Parrying w/ ranged weapon	needs stunt	230
Fully ambushed	0 base pool	238
Partially ambushed	normal	238
<i>Items in Combat Pool Adjustments table apply to defense as well, other than Accuracy, delaying action and range.</i>		

**Teamwork (92):** Players may combine dice pools.

**Fighting mounted (236):** Combat abilities limited by Ride. Wits + Ride (control) dice action per turn to stat mounted.

**Narrow/unstable action (236):** Dex+Athletics (condition) dice action at start of turn to maintain balance.

**Multiple opponents (238):** Up to five may attack one.

**Ambush (238):** Perception+Awareness vs. Dex+Stealth to detect. If sprung, Wits+Awareness to act: fail=no action, dodge or parry; 1-2=move, dodge, parry only; ≥3=no effect.

**Marking targets (238):** Diff.=3 (simple) or 4 (complex).

**Disarming (238):** Diff.=3 (melee attack) or 5 (ranged). Target holds on with Wits+combat (attack successes).

**Attacking objects (239):** All damage penetrating soak treated as a success. No ping damage.

**Clinch/Hold (pg205):** Str or Dex+Brawl or Martial Arts attack. Attacker may choose do bashing damage of Str+2 (std) or Str+extra successes (PC). Defender may use standard defenses, or own clich test. On subsequent turns, on highest initiative tick of participants, opposed clinch test. Winner controls clinch and may do damage, escape or hold. Ender of clinch may knock opponent prone or back Str yards.

**Sweep (240):** -1 attack success, (Str)B damage. Target rolls Dex + Athletics (2) to avoid knockdown.

**Tackle (240):** -1 attack success, (Str+2)B damage. Target at -2 dice penalty next turn. Both attacker and defender roll Stamina+Athletics (3) or sufer knockdown.

**Throw (240):** -1 attack success. Target sent flying Str yards, taking (Str+extra successes-1)B and must make Wits + Athletics (2) or be knocked down.

**Disease (241, 243, 250, 319):** Sta+Resistance (virulence) to avoid contracting. Intelligence+Medicine to treat. Stamina+Endurance (morbidity) to survive.

**Staying awake (241):** Stamina+Endurance. -1 die per day.

**Fatigue (241):** Stamina+Endurance hours of labor without penalty, then -1 die per hour. Negate penalty with Stamina+Endurance roll for up to Stamina+Endurance days.

**Treading water (241):** Stamina+Endurance (temperature).

**Composing music (242):** Extended Int+Performance (quality). Total successes determined by length of piece.

**Performing (242):** Charisma+Performance (conditions). +1 die performing own compositions.

**Seduction (242):** Charisma or Manipulation+Presence.

**Persuasion (242):** Appropriate Attribute+Presence.

**Intimidation (242):** Attribute+Presence or Performance.

**Leadership (242):** Appropriate Attribute+Presence.

**Drinking (243):** Stamina drinks before becoming drunk. Stamina + Resistance roll for number of extra drinks. "Drink" is glass of wine, tankard of beer, dram of liquor.

**Poison (243):** Stamina+Resistance (poison strength). Success suffers lesser effect. Damage applied immediately, not rolled. Dice pool penalty applies for duration.

**Holding breath (243):** Stamina+Resistance × 30 seconds. For each success on Stamina+Resistance roll, +30 seconds.

**Environ. damage (243):** As poison, applied at intervals.

**Finding shelter (244):** Attribute+Survival.

**Foraging (244):** Perception+Survival.

**Tracking & evasion (245):** Wits+Survival vs. Perception + Survival, twice daily. Success depends on relative speed, terrain, etc.

**Taming animals (245):** Extended Charisma+Survival.

**Predicting weather (245, 258):** Perception+Survival or Sail.

**Creating items (245):** Plan: extended Int.+Craft. Assess materials: Perception+Craft. Work: extended Dexterity or Int+Craft.

**Searching (248):** Intelligence+Investigation to find specific object. General search: Perception+Investigation. Concealing the search: Wits+Investigation.

**Remember fact (248):** Intelligence+Lore (obscurity).

**Solve math (248):** Intelligence+Lore (complexity).

**Snap answer (248):** Wits+Lore (obscurity +1 or +2).

**First Age magic (249):** Int+Lore (complexity) to discern purpose. Wits+Lore to operate.

**Recognizing spirits (249):** Perception+Lore (rarity/power).

**Summoning prep (249):** Intelligence+Lore provides extra dice for summoning or banishment.

**Attuning, demesne or manse (249):** Int.+Lore (1).

**Break manse attunement (248):** Wits+Lore(1).

**Attuning, item of wrong material (338):** Wits+Lore (3).

**Sense magic (250):** Perception+Occult (11-essence).

**Geomancy (251):** Automatically know when inside manse or demesne. More detail with Perception+Occult.

**Sense spirits (251):** Perception+Occult (10-essence).

**Astrology (251):** Intelligence+Occult (detail and target).

**Falling (252):** 1B each five feet of fall. Falls more than 50 feet, or onto dangerous ground, become lethal. Wits + Athletics roll may improve situation.

**Climbing (252):** Athletics test depending on surface.

**Notice details (253):** Perception + Awareness.

**Stealth (253, 255):** Dex+Stealth vs. Perception+Awareness.

**Notice ambush (253, 238):** Perception+Awareness to notice. If unnoticed, Wits+Awareness to avoid surprise.

**Pick locks (253):** Dexterity+Larceny (complexity).

**Pick pocket (253):** Dexterity+Larceny (location). Notice attempt with Wits+Awareness (extra Larceny successes).

**Underworld contact (254):** Charisma + Larceny.

**Casing a target (254):** Perception + Larceny.

**Disguise (254):** Intelligence+Larceny (complexity). To penetrate, Perception+Awareness (extra Larceny successes).

**Evaluating goods (255):** Perception+Bureacracy. If sell fast-talking, he opposes with Charisma+Bureacracy. If seller committing fraud, he opposes with Wits+Larceny. Buyer may switch ability relevant to goods for Bureacracy.

**Haggling (255):** Extended opposed Wits+Bureacracy until one party stops. Every five accumulated success halves or doubles the price.

**Bribes (256):** Requires Manipulation+Bureacracy roll to bribe an unwilling target. No roll needed for willing target.

**Bureaucratic maneuvering (256):** Make something specific move at ±20% on each success on Int+Bureacracy. Contend for control with extended opposed Int+Bureacracy.

**Composing words (256):** Extended Int+Performance.

**Decyphering (256):** Extended Int+Linguistics with difficulty equal to strength of code or obscurity of the language.

**Evaluate mount (257):** See evaluating goods, using Ride.

**Training mount (257):** Charisma+Ride (fierceness).

**Stress riding (257):** Charisma+Ride. See fighting mounted.

**Pushing horses (258):** Charisma+Ride.

**Navigation (258):** Intelligence+Sail. Handling in tight waters is Wits+Sail to tack correctlt, then Dex+Sail.

**Shipboard movement (258):** If Sail doesn't meet a minimum (based on sea roughness), roll Dex+Sail each turn to avoid +1 difficulty on any tasks involving coordination or agility.

**Seasickness (258):** Stamina+Sail each day to avoid.

**Social pulse (259):** Perception+Socialize (situation). Extra successes provide a clearer picture.

**Making friends (259):** Perception+Socialize to find good allies. Extended Charisma+Presence to become friends.

**Manipulating opinion (259):** Extended Manip+Socialize.

ANIMA BANNER	<i>Abyssal (ab150)</i>	<i>Alchemical (al75)</i>	<i>Lunar (lu110)</i>	<i>Sidereal (si121)</i>	<i>Solar (149)</i>	<i>Terrestrial (db161)</i>
1-3	Black brand. Perception + Awareness (1) to see.	Sparks. Perception + Awareness (1) to see	Perception+Awareness (1) to see mark or Tell.	Perception+Awareness (3) to see uncovered mark	Caste mark. Perception + Awareness (1) to see.	
4-7	Blood soaks through anything placed over it	Arcs. Cloaks or disguises deactive. Hiding +2 diff.	Tattoos and Tell cannot be concealed. Hide +2 diff.	Per.+Awareness (1) to see uncovered mark. • Paradox.	Mark shines through. Stealth magic fails. +2 stealth diff.	
8-10	Bright enough to read by. No stealth	Body and footprints glow as torchlight. No stealth.	Forced into true form. No stealth.	Bare mark seen. +2 stealth diff. ••• Paradox. Destiny recedes.	Bright aura. No stealth.	1L per minute
11-15	Cilling bonfire, visible for miles. Objects decay.	As prvioius. Traces linger for an hour. Hum	Bonfire visible for miles. Way warp objects.	Mark shines through. No sealth. ••• Paradox. Destiny recedes.	Bonfire, visible for miles. May bleach objects.	1L per three turns
16+	Totemic until turn w/o spending Essence. May derange mortals.	Multi-sensory industrial iconic display.	Totemic until turn w/o spending Essence.	Bright halo until end of scene ••• Paradox. Destiny recedes.	Totemic until turn w/o spending Essence.	1L per turn

VISIBILITY 237		
Condition	Clear to	Murky to
Fog, day	10 yards	30 yards
Fog, night	0 yards	3 yards
Heavy snow, day	0 yards	20 yards
Heavy snow, night	0 yards	0 yards
Torchlight	3 yards	5 yards
<i>No moon</i>		
Snowy ground, desert	5 yards	25 yards
Grass, leafless forest	0 yards	3 yards
City, Forest	0 yards	0 yards
<i>Full moon</i>		
Snowy ground, desert	50 yards	100 yards
Grass, leafless forest	25 yards	50 yards
City, Forest	0 yards	3 yards

STUNTS 90 & 267	
+1: Action described in interesting fashion	
+2: Interesting and uses environment	
+3: Wow. Brilliant.	
If stunt succeeds, player gains Essence equal to stunt dice. If 2 or 3, may instead gain Willpower.	

VIRTUES 130		
Virtue	Aids in	Fail check to
Compassion	Protecting the sick, innocent or oppressed. Fighting for justice. Aiding the needy. Defending romantic love.	Allow enemy to perish miserably. Ignore pleas of oppressed or impoverished. Abandon diseased or lover.
Conviction	Withstanding hardship, disease and oppression. Command and lead in times of woe. Fighting hopeless situations.	Abandon a cause the have committed themselves to. Give up in face of hardship or disease. Abandon companions.
Temperance	Withstanding temptation, taunting or baiting. Hold tongue while drunk. Fighting befuddlement, drugs or mind control.	Act dishonestly or show bias in important matter. Enter situation without deliberation. Break oaths or trusts.
Valor	Heroism in battle and single combat. Withstanding magical fear. Feats of daring, physical or otherwise.	Turn down a duel of honor or a call to single combat. Flee a battle. Swallow an insult. Turn down dare or challenge.

WILLPOWER 147	
Use a point of temporary Willpower to:	
<ul style="list-style-type: none"> <li>• Automatic success. Roll cannot botch</li> <li>• Channel virtue (if applicable) to gain dice</li> <li>• Resist instinctual response</li> <li>• Resist mental powers.</li> </ul>	
Recover Willpower:	
<ul style="list-style-type: none"> <li>• Each day with Conviction roll</li> <li>• Affirming your Nature (1 to 3 points)</li> <li>• Significant story progress</li> <li>• Instead of essence from a 2 or 3 die stunt</li> <li>• At end of story</li> <li>• When limit breaks</li> </ul>	
Losing all Willpower results in compulsion.	

REGAINING HEALTH & ESSENCE 234 & 149				
Regaining	Active	Resting	x10 Active	x10 Resting
Bashing health level, exalt	6 hours	3 hours	36 minutes	18 minutes
-0 lethal health level, exalt	12 hours	6 hours	72 minutes	36 minutes
-1 lethal health level, exalt	4 days	2 days	9.6 hours	4.8 hours
-2 lethal health level, exalt	8 days	4 days	19.2 hours	9.6 hours
-4 lethal health level, exalt	2 weeks	1 week	1.4 days	16.9 hours
Inc lethal health level, exalt	2 weeks	1 week	1.4 days	16.9 hours
Bashing health level, mortal	24 hours	12 hours	144 minutes	72 minutes
-0 lethal health level, mortal	2 days	1 day	4.8 hours	144 minutes
-1 lethal health level, mortal	2 weeks	1 week	1.4 days	16.9 hours
-2 lethal health level, mortal	n/a	2 weeks	n/a	1.4 days
-4 lethal health level, mortal	n/a	1 month	n/a	2.8 days
Inc lethal health level, mortal	n/a	1 month	n/a	2.8 days
Aggravated level As lethal but may not be healed magically				
Activity	Per day	Per 8 hours	Per hour	Per 15 min
Normal	0	0	0	0
At ease	96	32	4	1
Relaxing	192	64	8	2
Within manse	+Rating × 96	+Rating × 32	+Rating × 4	+Rating
From hearthstone	+Rating × 48	+Rating × 16	+Rating × 2	+Rating ÷ 2

POISONS 243					
Toxin	Diff.	Succ.	Fail	Dur	Penalty
Coral snake	3	1L	4L	1 min	-6
Arrow frog	3	2L	6L	6 hrs	-4
Poison snake	2	1L	4L	4 hrs	-2
Court posion	2	2L	6L	6 hrs	-3

HAZARDS 243				
Toxin	Diff.	Succ.	Fail	Interval
Hearth	1	-	1B	5 min
Severe sandstorm	2	0	1L	1 min
Magic ice storm	2	1L	3L	1 min
Bonfire	3	2L	6L	1 turn
Acid bath	5	2L	8L	1 turn

EXTRAS 240				
Type	Init	Pool	Valor	Will
Weak	4	4	2	3
<i>Militia, hired thugs, city watch</i>				
Troops, legbreakers	5	5	3	4
<i>Trained troops, legbreakers, city guard</i>				
Elite troops	6	6	4	6
<i>Crack troops, assassins, praetorian guard</i>				
<ul style="list-style-type: none"> <li>• Three health levels only</li> <li>• PCs don't roll damage against extras. Each three damage dice deals one HL.</li> <li>• Extras do not count 10s as two successes.</li> </ul>				

CHARMS 153	
Cannot use more than one different charm per turn, unless in combo. Essence committed until charm ends.	
<i>Simple:</i> Once per turn, may not split pool.	
<i>Supplemental:</i> Must supplement die action (usuually of same ability). If pool split, may use multiple times.	
<i>Reflexive:</i> Use any time, including before initiative. May use multiple times.	
<i>Extra Action:</i> Once per turn, may not split.	

WOUNDS			
<b>Unconscious (233):</b> Bashing damage filling the Incapacitated level.			
<b>Dying (233):</b> Lethal or aggravated damage filling Incapacitated level. Dies in Stamina turns (minus extra health levels). Healed only by magic. Cannot act unless immune to wound penalties.			
<b>Bleeding (233):</b> Wounds doing more than one HL bleed, losing addition HL every several minutes. Exalts stop flow with Stamina (1) or if wounds tended and wounds do not reopen. Mortals stop if treated by Wits + Medicine (HL of largest wound) and wounds may reopen with activity.			
<b>Infection (233):</b> Stamina+Resistance (3+) to avoid infection when taking lethal damage and each time wound exposed (wound penalties do not apply). Exalts -2 difficulty. If exalt is infected, roll Stamina + Endurance (1) each morning or suffer -2 dice all day; success eliminates infection. Infected mortals make Stamina+Endurance(1) on first day. If succesfull, infection eliminated. Difficulty rises each day by one. This difficulty added to all rolls while infected. On botch or if difficulty exceeds Stamina+Endurance, no more rolls may be made and mortal dies in Stamina days unless magically healed.			
<b>Mortal wounds (234):</b> Mortals taking wounds of more than 3HL must be treated surgically of their wound penalty becomes permanent. If reduced to -4 or incapacitated, motral may loose limb.			
<b>Missing limb (234):</b> Useless arm causes -2 dice for Athletics. Useless leg at half movement and -3 Athletics.			

DISEASES 237			
Condition	Virulence	Morbidity	Diff
Smallpox	4	3/2	3
Cholera	3	3/2	4
Leprosy	1	4/3	5
Yellow Fever	2	4/2	4
Typhus	4	4/3	4
Malaria	3	3/2	2
Bubonic Plauge	5	5/5	4
Dysentery (rr24)	2	2/1	3