

Ex3e Sheets of Resplendent Cheating

DIFFICULTY

Rating	Example
1	Things that average people would consider challenging.
2	Performing challenging tasks under duress.
3	Tasks that may daunt even heroes
4	Daunting tasks done under significant duress.
5	Tasks that are considered near-impossible, even by heroic standards.

STUNTS

- **One-Point Stunts:** Any stunt that is above just basic declaration of intent adds 2 dice to a pool or increases a static value by 1.
- **Two-Point Stunts:** Any stunt that stands out and serves as a highlight to a scene. Adds 2 extra dice, 1 automatic success or increases a static value by 2. Also adds a point of Willpower that can go past a character's maximum Willpower rating.
- **Three-Point Stunts:** Stunts that are so cool, everyone is impressed. Characters gain 2 extra dice and 2 automatic successes or raise a static value by 3. As an extra, they also gain 2 points of Willpower that can go past a character's maximum Willpower rating.

COMBAT

Resolving a Withering Attack

- **Step One:** Roll (Dexterity + [relevant combat Ability] + weapon's accuracy and any other modifiers) against a difficulty of the target's Defense. If the roll produces fewer successes than the target's Defense, it fails.
- **Step Two:** If attack succeeds, determine its raw damage. Raw damage is an attack's damage rating before soak is subtracted. Raw damage is usually calculated as (attacker's Strength + weapon's damage value + threshold successes on attack roll in Step One.) A few weapons, such as firewands and crossbows, omit Strength from this calculation.
- **Step Three:** Subtract target's soak from the attack's raw damage. This cannot produce a result lower than the weapon's Overwhelming rating. Roll a dice pool equal to whatever damage remains after soak. Unlike Decisive attacks, the Double 10s rule does apply to Withering damage rolls.
- **Step Four:** First, you gain one point of Initiative simply for landing a successful Withering attack. Then count up the successes on the damage roll. Subtract that amount from the target's Initiative, and add it to your character's Initiative.

Resolving a Decisive Attack

- **Step One:** Roll (Dexterity + [relevant combat Ability] + any modifiers) against a difficulty of the target's Defense. You do not add your weapon's accuracy to this roll. If the roll fails, and your current Initiative is 1-10, your character loses 2 Initiative. If it's 11+ and the attack fails, your character loses 3 Initiative.
- **Step Two:** If attack is successful, roll your current Initiative value as a dice pool. The Double 10s rule does not apply to this roll. If your target has Hardness equal to or greater than your damage pool in this step, you inflict no damage but your attack is still considered a success; proceed to Step Four.
- **Step Three:** Count up the successes on the Initiative roll. Apply that many levels of damage to the target's Health Track. This damage will be bashing or lethal, as determined by the weapon used.

Resolving a Decisive Attack, cont.

- Step Four: If the attack was successful, reset your character's Initiative value to 3 (also known as "Resetting to base value.")

Initiative

- Characters act out a combat round in order of highest to lowest Initiative. If a character's initiative changes to show that he or she should have acted earlier, they then act on the following tick.
- Characters with the same initiative act on the same tick. When it comes down to determining who would act first and it matters (Such as with Initiative Break), they then figure out a way to break the tie, either with a contest or agreement on who goes first.
- Initiative is generated with a Join Battle roll, adding the successes of a (Wits + Awareness) roll to 3.
- Initiative Crash is when a player's Initiative drops to 0 or below. Special things happen while a player is considered to be in a Crash:
 - The character has Hardness of 0, regardless of any magic or equipment employed unless it specifically states that it provides Hardness in a clash.
 - The character cannot launch Decisive attacks.
 - The character cannot use charms with the Perilous keyword.
 - Withering attacks can continue to affect the character normally. If the character is so far into the negatives without hope of recovery, the ST can say the character is down and out of the fight.
 - If a character survives 3 consecutive turns in Initiative Crash, they then reset their initiative to 3. This is called Resetting to Base Initiative.
 - If a character goes into Initiative Crash as a result of their own actions (ex. Using the Disengage action.), then they immediately lose another 5 initiative.
- Initiative Break: Whenever a character forces an opponent into Initiative Crash with an attack, the character gains an Initiative Break bonus of +5 to their Initiative. You cannot gain the bonus if the opponent had just recovered from the crash that round or the round following it. If you happen to force yourself into a crash, you then the enemy most directly responsible for the action gains the Break bonus.
- Initiative Shift: If you're able to Crash the opponent who Crashed you, then you immediately make a Join Battle roll, adding the result to your Initiative. Your turn is then refreshed: any combat or movement actions you have used that turn are reset, allowing you to act again, immediately; however, should this renewed action be used to attack, you can only attack the character you Shifted against. A character that Crashed as a result of their own actions cannot achieve Initiative Shift.

Defense

- Calculating Defense Static Values
 - Parry: $([\text{Dexterity} + \text{Brawl, Martial Arts or Melee, whichever is appropriate to the character's current armament} + 1 \text{ for relevant Specialty}] / 2, \text{ round up}) + \text{weapon's Defense bonus, if any. Ranged weapons cannot parry.}$
 - Evasion: $([\text{Dexterity} + \text{Dodge} + 1 \text{ for relevant Specialty}] / 2, \text{ round up}) - \text{armor's mobility penalty, if any.}$
- The highest applicable number among the two values is the character's overall Defense static value. The difficulty of all attacks made against the character is equal to her Defense value. If something would modify your Defense, it modifies both Parry and Evasion.

Defense, cont.

- Onslaught Penalty: Every time an opponent attacks a character, that character suffers a cumulative -1 Defense penalty until his next turn.
- Unblockable vs. Undodgeable: Unblockable attacks cannot be defended against with the Parry value. Undodgeable attacks cannot be defended against with the Dodge value. Attacks that are both unblockable and undodgeable are a difficulty 0 action.

Soak

- Soak is equal to (Stamina + Armor Soak) and only applies to Withering attacks.

Hardness

- If a Decisive attack's damage dice pool is equal to or lower than the target's Hardness, the Decisive attack can't inflict damage. A decisive attack that strikes but fails to penetrate the target's Hardness is still considered a successful attack, and causes Initiative to reset to 3 as normal. Hardness doesn't stack unless it explicitly says so, using the best value if there are multiple sources.

Combat Pool Calculations

- Join Battle: Wits + Awareness (plus 3 successes to determine starting Initiative).
- Withering attack pool: Dexterity + (Combat Ability) + weapon's accuracy
- Decisive attack pool: Dexterity + (Combat Ability)
- Parry: $([Dexterity + (Brawl, Martial Arts, or Melee)] / 2, \text{round up}) + \text{weapon's defense.}$
- Evasion: $([Dexterity + Dodge] / 2, \text{round up}) - \text{armor's mobility penalty}$
- Rush pool: Dexterity + Athletics
- Disengage pool: Dexterity + Dodge

Combat Actions

- Delaying Actions - You can delay your action in the initiative. Doing so reduces the character's initiative by 2.
- Flurry Actions - You can make two combat actions (but never of the same kind) in a turn with a Flurry. Any rolled actions with a flurry suffer a -3 penalty to the roll and the character's Defense is reduced by 1 until their next turn.
- Attack Actions
 - Attack: Make a Withering or Decisive attack against a target.
 - Aim: Take a few moments to aim at the intended target. Attack actions on the next turn gain a +3 bonus to hit at close range. Medium range or greater require two actions spent aiming to gain the bonus. Aim actions cannot be placed in a flurry.
 - Defend Other: The character protects an ally within close range, applying their Parry defense against any attacks directed at their ward until the defender's next turn. Should an attack defeat the guardian's Parry, the attacker may choose to apply the attack to the guardian or use the threshold successes to attempt to overcome the original target's defense. If he chooses to strike his original target with a Decisive attack, he loses one Initiative die from his damage roll for each two points of the protecting character's Defense.
 - Draw/Ready Weapon: The character readies a close range or long range weapon. All characters start with one weapon readied when combat begins, unless they're ambushed. Natural weapons never need to be readied.

Combat Actions, cont.

- Full Defense: Until his next turn, the character adds 2 to his Defense. Using full defense causes the character to lose 1 initiative point.
- Misc. Action: Pretty much any attack action that isn't covered by the rules. Reduces the character's Defense by 1 until their next turn.
- Movement Actions - A character can only take one of the following actions in a round and all movement must be taken on the character's turn. Character's can remain stationary within a range band while stunting

Range Bands

Close <-> Short <-> Medium <-> Long <-> Extreme

- Move (Reflexive Action): Character moves one range band toward or from another character or monument. This can only be used on a character's turn.
- Rush (Combat Action): This action may only be directed at an opponent within short range of the character, and can be used even after taking a reflexive move action. A rush action is a contested (Dexterity + Athletics) roll between the character and an opponent at short range. If the rushing character is successful, then as soon as his opponent moves a range band, he will immediately and reflexively move one range band toward that opponent. This reflexive movement does not count as a movement action, and so it can occur outside the character's turn, regardless of whether he has already taken a movement action that round.
- Disengage (Combat Action): This action must be taken when a character at close range with one or more hostile opponents wishes to retreat to short range—the standard reflexive move action cannot be used. Disengaging is an opposed (Dexterity + Dodge) vs. the (Dexterity + Athletics) of all opponents who wish to contest the disengage action. If the character defeats all of his opponents, then he moves out to short range; furthermore, if one of the opponents he disengaged moves toward him on her next turn, the character immediately and reflexively retreats one further range band away from her, even if this means he would move outside of his turn. This reflexive movement does not count as a movement action. It occurs only the first time after a disengage action that a disengaged opponent moves toward the character. If any opponent beats the character's disengage roll, he is incapable of moving away — there's simply no opportunity for the character to safely escape his enemies. Taking this action causes the character to lose 2 Initiative points.
- Rise from Prone (Combat Action): This action is usually automatic, but if an opponent is at close range then the character must roll (Dexterity + Dodge) against difficulty 2 to rise from prone successfully.
- Take Cover (Combat Action): Taking cover requires a (Dexterity + Dodge) roll—the Storyteller sets the difficulty according to how easy it is to find and reach appropriate cover. Cover may be light, heavy, or full. Cover raises a character's Defense against attacks by 1 for light cover or 2 for heavy cover. Full cover makes ranged attacks impossible.

Combat Actions, Movement Actions, Cont.

- Withdraw (Combat Action): It is an extended (Dexterity + Athletics) roll, difficulty 1, goal number 10, interval one round. It may only be attempted if the character is at medium or greater range from all opponents. Using a withdraw action moves the character one range band away from his enemies, and causes the character to lose 10 Initiative per round—this can be done even if it would result in a negative Initiative value. Succeeding at the extended roll causes the character to move an additional range band away from his opponents. If the character succeeds at a withdraw action's extended roll while at extreme range from all opponents, he successfully escapes the battlefield for the rest of the scene, evading all pursuit.

Difficult Terrain

- Using a move action to travel through a band of difficult terrain takes two move actions rather than one. Attempts to rush, disengage, or withdraw across difficult terrain suffer a -3 penalty; by contrast, difficult terrain is often very easy to take cover in.

Gambits

- Attacks that you often have no idea how to resolve fall under the blanket of Gambits. The player must declare what he's attempting and then make a decisive attack against his opponent. If the attack fails, he loses Initiative as normal. If it succeeds, then he rolls Initiative. Rather than inflicting Health Track damage, however, this roll is trying to match the gambit's difficulty rating. Regardless of the gambit's success, the character loses a number of Initiative equal to the gambit's difficulty + 1. A character cannot attempt a gambit whose cost would place him in Initiative Crash.

Grappling

- Step One: Land a Grapple Gambit (Difficulty 2).
- Step Two: Make a Control Roll (Opposed Strength + [Brawl or Martial Arts]). If the target wins, they escape the grapple their next turn. Which means that although the grappling character cannot perform grappling maneuvers, the both grappled characters cannot move and both have -2 to their defenses. If the attacker wins, they gain control of the grapple for their current turn plus the threshold successes. At the end, the target automatically escapes. A grapple ends if the grappler suffers Initiative Crash.
- While grappling or being grappled, both characters suffer a -2 penalty to their Defense and cannot perform flurries. Victims caught in a grapple cannot take movement actions, and suffer a -1 penalty to all attacks, or a -3 penalty to all attacks using two-handed weapons.
- Each time the grappler suffers an attack and/or damage from any source, she forfeits one turn of control of the grapple.
- During each turn in which the grappler maintains the clinch, including the turn on which she initiates it, she must choose to apply one of the following effects: she may savage the opponent, restrain and drag him, or throw him. She may also release him at any time. She can take no other movement or combat actions so long as the grapple persists.
 - Savage: Attack as usual, but the attack is made against a Defense of 0.
 - Restrain and Drag: Spend 2 rounds of control to restrain an opponent to deal no damage, but prevent the victim from taking any action on their turn. While restraining, you may take the Move action.

Grappling, Cont.

- Throw/Slam: End the clinch prematurely to deal extra damage with an attack. Withering throws/slams deal an extra 2 dice per turn of control forfeited while Decisive attacks deal 1 extra die of damage. Up to a maximum of (Strength) turns can be used to gain extra damage. The opponent is left prone.
- Release: The attacker simply releases the clinched victim without harming her. Release is a reflexive action rather than a combat action, and may be performed at any time.

Being Prone

- As long as a character is prone, he suffers a -1 penalty to his Parry, a -2 penalty to his Evasion, a -3 penalty to attacks, and cannot take any movement actions other than to rise from prone. He also automatically fails all attempts to resist dash and disengage actions.

Clash Attacks

- Clash Attacks are a special roll used when two characters attack one another on the same tick. Clash Attacks ignore both characters' Defense. Instead, make the two attacks as opposed rolls. The character who accumulates more successes wins. Refer to the attack type for extra bonuses for a successful Clash Attack.
 - Withering: Add threshold successes to raw damage. Successful attacks add an additional 3 Initiative damage after damage is rolled and the defender suffers a -2 penalty to Defense until their next turn.
 - Decisive: Add 1 additional automatic point of Health Track damage after damage is rolled and the loser of the Clash Attack suffers a -2 penalty to his Defense until his next turn.

Mounts

- Movement - Mounts grant a movement bonus to rush, disengage, and withdraw actions. These bonuses are listed in the stat block of any creature suitable as a mount as a mount's Speed Bonus. The Ride Ability replaces Athletics and Dodge for any movement rolls made while mounted.
- Combat - Mounted fighters employing close-range weapons enjoy a +1 bonus to Withering attacks against non-mounted opponents of human scale, or +2 against battle groups not armed with weapons with the reaching tag. Mounted fighters also enjoy a +1 Defense bonus against attacks from close-range weapons wielded by non-mounted opponents, so long as those weapons lack the reaching tag. Commanding the mount to attack uses up the rider's combat action and this can be placed in a flurry.
- Attacking Mounts - Mounts generally don't have their own initiative track, unless they're more dangerous than the rider. If it doesn't have an initiative track, then all Withering damage is considered to be targeting the rider. Decisive attacks can be used against the mount to kill it from underneath the rider, but the Unhorse Gambit is often a more effective option.

Stealth

- All stealth attempts consist of opposed rolls, generally (Dexterity + Stealth) against (Perception + Awareness). Assuming success on the character rolling (Dexterity + Stealth), they can make an Unexpected Attack. Unexpected Attacks are either Ambushes or a Surprise Attack.
 - Ambush - An ambush attack completely ignores the target's Defense.
 - Surprise Attack - A target faced with a surprise attack suffers a -2 Defense penalty against that attack.
- Once opponents are already aware of a character's presence, it is difficult to hide again; all attempts to do so suffer an automatic -3 penalty, and may not even be attempted unless the environmental conditions are favorable to hiding. Re-establishing stealth is a combat action and cannot be placed in a flurry.
- A character in stealth cannot make Rush actions.
- Moving normally in combat while maintaining stealth requires conditions to do so and a reflexive (Dexterity + Stealth) - 3 roll.

Holding At Bay

- A permutation of an ambush, to hold someone at bay is to succeed at an ambush without attacking, choosing instead to hold the target hostage for a number of rounds equal to the difference in initiatives. If the target tries to escape or struggle before these rounds are finished, the attacker can make an immediate Decisive ambush attack, setting Defense and Hardness to 0 and gaining +5 automatic damage. If the attacker chooses to attack as normal, then the target may defend as normal too.
- If the target chooses to cooperate, the hostage-taker's Resolve and Guile are at +1, while the target's are each at -2 until the specified number of rounds have passed. When the hold at bay rounds have passed, if the target has not agreed to surrender, both roll Join Battle to determine who will act first, with the hostage suffering a -2 penalty to his results. If the hostage-taker wins she can immediately execute a standard ambush attack.

Going to Ground

- In order to attempt to go to ground, a character must already be in stealth. His player must then declare he is attempting to go to ground, and then make a successful (Dexterity + Stealth) attempt to maintain concealment over the next three turns. The first roll is at a -3 penalty, the second at -4, and the final roll at -5. If all of these rolls successfully defeat the (Perception + Awareness) rolls of the character's enemies, he is considered so well hidden that there is no hope of finding him until he voluntarily emerges from concealment. Attempts to re-join the same combat after going to ground have the character enter the fight in Initiative Crash at -10 initiative.

MASS COMBAT

Battle Groups

- Simply an easier way of keeping together larger groups of enemies. Battle Groups add their Size to attack rolls, raw damage, Magnitude track, and soak. Might adds to the accuracy, damage, and Defense of a unit. Drill adds modifiers to rout rolls, command actions, and unit Defense.

<u>Drill</u>	<u>Bonus/Penalty</u>
Poor	-2 to Rally and Order actions, increase diff. of Rout and Rally rolls by 1.
Average	+1 Defense.
Elite	+2 to command rolls, +2 Defense bonus.

<u>Might</u>	<u>Bonus</u>
0	None
1	+1 to accuracy, damage, and Defense.
2	+2 to accuracy and damage, +1 Defense.
3	+3 to accuracy and damage, +2 Defense.

- Fighting a Battle Group resembles fighting an ordinary character with slightly inflated traits.
 - Battle Groups can only make Withering attack, gain no Initiative from them, any damage made to a target in Initiative Crash is applied directly to the target's health track as appropriate. Battle Groups do not get the benefit of Double 10's on damage rolls.
 - When making a Close-ranged attack, a group makes a single attack roll and applies it to all enemies within direct contact. Ranged attacks have it select a primary target and then apply the results to all characters within close range of that target as well if it was just a single target.
 - All Withering attacks launched against a group directly damage their Magnitude. Successful Withering attacks give the attacker 1 automatic point of Initiative.
 - Filling up the Magnitude track forces a Rout check. If they survive, the group refills it's Magnitude track and loses a point of Size. Any excess damage rolls over onto the new Magnitude track. If a character causes a battle group to lose a point of size or dissolve, they gain the Break bonus for sending an opponent into Initiative Crash.
- Rout checks are done via a Difficulty 1 Willpower roll, plus a bonus from the unit's Drill. Difficulty is increased via certain conditions and actions, such as having lost a point of Size during the scene. Failure causes the group to dissolve and retreat or surrender on their next turn.
- Battle Groups may not Aim or Grapple. Instead, battle groups Engage. For all intents and purposes, this works just like a grapple, but use the standard weapon and combat ability rather than unarmed attacks.
- Moving through a large battle group is considered difficult terrain and costs 1 Initiative per round spent doing so.
- Battle Groups don't need to take Disengage actions to move away from opponents two or more points of Size smaller than themselves.

Command Actions

- A character leading a battle group can take one of three different actions: Order, Rally, or Rally for Numbers.
 - Order - Issuing an order is a ([Charisma, Appearance, or Intelligence] + War) roll against difficulty 1. An order action both determines what the targeted battle group will do on its next turn and adds its successes to the battle group's dice pools for all actions taken during that turn.
 - Rally - Make a ([Charisma or Appearance] + War) roll before the group dissolves on their turn, against the same difficulty as the failed rout check. If the rally action succeeds, then the targeted battle group recovers as though it had succeeded at its rout check.
 - Rally for Numbers - It is a ([Charisma or Appearance] + War) roll against difficulty 1. Every two successes rolled restore one point of Magnitude. Rallying for numbers can't give a battle group more Magnitude than its current maximum rating, nor can it restore a lost point of Size. A battle group can only benefit from one rally for numbers action per battle, though losing a point of Size resets this limit.

Complications

- Perfect Morale: The group automatically succeeds on rout checks and gains a +3 bonus to Magnitude, but cannot benefit from Rally for Numbers actions.
- Slaughter: Directing directing attack actions at the fleeing battle group, which suffers a -3 penalty to its Defense. As the group no longer has any Magnitude, the Storyteller simply looks at the damage inflicted and the number of fleeing soldiers, and estimates what it amounts to in terms of dead enemies. Groups Size greater than 2 can only have other battle groups target them.

Strategic Combat

- To shape the clashing of armies, follow these steps:
 - Step One: The strategic decision-maker for each side decides upon a desired stratagem.
 - Step Two: The players of each involved general tally up any advantages they may have that would provide modifiers to their attempt to implement their strategy.
 - Step Three: The players make a opposed (Intelligence + War) Strategic Maneuver roll. If one side or the other manages to triumph, then the battle that follows plays out according to the terms of the stratagem they've selected. Stratagems need a specific amount of threshold successes to be successfully initiated. If you roll more successes than your opponent, but fail to accumulate enough to implement your stratagem, then the battle simply occurs with no stratagem in place and no particular advantage accorded to either side.
 - Step Four: The battle is then played out in the combat system as usual, subject to the selected stratagem.

SOCIAL INFLUENCE

- The core mechanic of the Social Influence system is the Influence Roll. This is a (Relevant Social Attribute + Relevant Social Ability) vs. the Resolve rating of who or whatever you're trying to influence.
- Social Influence rolls generally go with the flow, but if there needs to be some initiative decided, the character with the highest (Wits + Socialize) goes first, followed by the next, etc.

Social Defenses

- Resolve: $([Wits + Integrity + specialty] / 2, \text{round up})$
 - Defends Against: Instill, Inspire, Persuade, Bargain and Threaten
- Guile: $([Manipulation + Socialize + specialty] / 2, \text{round up})$
 - Defends Against: Read Intentions

Intimacy Bonuses

- When a character is targeted by an influence roll that opposes one or more of his Intimacies, add a bonus to his Resolve based on the intensity of the most applicable Intimacy. On the other hand, if one or more of a character's Intimacies supports an influence roll applied against him, then he suffers a corresponding penalty to Resolve based on the most applicable Intimacy.

<u>Intimacy</u>	<u>Oppose/Align</u>
Minor	+2/-1
Major	+3/-2
Defining	+4/-3

Social Actions

- Instill: The Instill action is used to change the feelings and beliefs of others.
 - Retry?: Requires greater convincing evidence or after the current story ends.
- Persuade: The Persuade action allows you to convince other characters to perform an action or task that you give to them.
 - Retry?: Make a different argument citing an equally strong Intimacy. When a new story begins. Wait until the supporting Intimacy is strengthened.
- Bribery: Bargaining is similar to the persuade action, but doesn't depend on your target's Intimacies.
 - Retry?: Offering a greater sum than what was just offered.
- Threaten: Threaten allows you to convince people to do things without having to appeal to their Intimacies, only rather than offering something they want, you present them with something they don't.
 - Retry?: Significantly escalate the threat used to motivate your target.
- Inspire: The Inspire action is used to incite emotions and strong passions in the hearts of others, usually with the Performance Ability, which those others then act on.
 - Retry?: Must wait for the current scene to end to retry.
- Read Intentions: The read intentions action allows a character to discern what another character wants to achieve in a scene of interaction. (Perception + Socialize) vs. target's Guile.
 - Retry?: A Read Intentions roll cannot be retried on the same target for the rest of a scene.

Appearance Bonus

- If a character's Appearance rating is higher than his target's Resolve, then he gains a dice bonus on all Instill and Persuasion attempts against that individual equal to the difference. If addressing a group, compare Appearance to the average Resolve of the group (usually 2 or 3) to determine any appropriate bonus.

Resisting Social Influence

- A character can spend Willpower to...
 - Stop a new Intimacy from being created.
 - Stop a Major or Defining Intimacy from being weakened.
 - Reject a successful inspire action. The character enters a Decision Point.
- Unacceptable Influence can be denied without spending Willpower if...
 - Any Instill action to strengthen or weaken an Intimacy which doesn't exploit an appropriately strong Intimacy to do so.
 - Any persuasion attempt which doesn't exploit an Intimacy strong enough to support the proposed task.
 - Any Bargain attempt which fails to offer a properly enticing incentive or Threaten action which is insufficiently threatening.
 - Any influence that would cause a character to kill himself, or to do something that he knows would result in his certain death.
 - Any influence that would cause a character to completely abandon or end one of his Defining Intimacies.
 - Any seduction attempt that violates a character's sexual orientation.
 - Certain Charms allow characters to define special kinds of influence that they may treat as unacceptable.

Social Complications

- Whenever an influence roll targets more than one character, it suffers a -3 penalty.
- Different targets of an influence roll can have varying Resolve ratings, the success or failure of the action is determined separately for each target.
- When a character attempts to communicate through gestures, appearance, and body language alone, the target adds +2 to his Resolve.

Overtaking Social Influence

- A character who has already been persuaded to do something receives a +3 bonus to his Resolve against any influence that would cause him to abandon or disregard that persuasion, stacking with Intimacy bonuses. The persuader must then spend a point of Willpower before they roll.
- The conflicted character may use a Decision Point to resist the contradiction without spending Willpower to stick to the initial influence, but must cite the contradictory Intimacy. Or, they may spend a Willpower and cite the Intimacy used to change his or her mind.

Social Actions In Combat

- Social actions work within combat, as dictated by common sense. You can influence feelings within the space of a combat round, but not work out a complex treaty. All social actions are considered combat actions, and may be placed in a flurry.

FEATS OF STRENGTH

- Characters must have a Strength rating of at least 3 to attempt a feat of strength. Feats of strength and feats of destruction are Strength + Athletics actions, with a difficulty determined by the chart below.

Feats that Require Strength 3+

<u>Successes</u>	<u>Feats</u>
1	Lift a full-grown man or an anvil. Break a pine board with a kick.
2	Tote a bale of cotton on one shoulder. Kick an oak door open.
3	Lift a mule. Break a sword over your knee.
4	Lift a full-grown warhorse or carry a log on one shoulder. Bend an iron bar with both hands.

Feats that Require Strength 5+

<u>Successes</u>	<u>Feats</u>
5	Lift an ox. Pull a fully laden wagon. Bend a horseshoe into a pretzel.
6	Throw a mule. Snap an axe haft over your knee. Kick an oak door to splinters.
7	Lift a boulder. Throw a full-grown warhorse.
8	Lift a rhinoceros. Snap iron manacles. Slowly bash through a brick wall.
9	Throw an ox. Twist a steel lock off a door with your bare hands. Kick down an iron-shod door.

Feats that Require Strength 7+

<u>Successes</u>	<u>Feats</u>
10	Lift an elephant. Raise a drawbridge by hand. Punch through a brick wall.
11	Raise a locked portcullis by hand. Punch through the wooden gate of a fortress.
12	Pull a fully laden wagon from a sand trap. Rip iron bars out of their stone settings with one hand. Rip loose the stone supports of a city gate.
13	Lift a boulder with one hand. Tear down the pillars holding up a mighty temple.
14	Lift a tyrant lizard. Carry an enormous statue on one shoulder. Tip over a Guild wagon. Push open a locked and reinforced fortress gate.

Feats That Require Strength 10+

<u>Successes</u>	<u>Feat</u>
15	Uproot a mighty tree and carry it under one arm. Slowly bash through the stone wall of a fortress.
16	Lift a mammoth. Hurl an elephant. Tear apart the welded steel bars of a portcullis.
17	Pull an entire caravan, chained cart-to-cart. Snap a mighty tree in half.
18	Lift a mighty tree with one hand. Crack a boulder in two. Rip a portcullis from its setting.
19	Throw a mammoth. Slowly push over a stone tower. Tow a boat away from a waterfall while on the shore.
20	Tear open the earth to create a crevasse. Smash through ten feet of solid stone. Lift a yeddim or out-pull a team of them. Tow a boat away from a waterfall while swimming.

CRAFTING

- There are four categories of project slots: Basic, Major, Superior, and Legendary. Upon completion, characters are awarded Crafting XP that can only be spent for more crafting.

Crafting Experience

- Crafting Experience Types
 - Silver - Gained from completing Basic projects and can be spent to complete Major projects.
 - Gold - Gained from completing Major projects and can be spent to complete Superior projects.
 - White - Gained from completing Superior projects and can be spent to finish Legendary projects.
- Crafting XP can be awarded multiple times if such conditions are fulfilled:
 - When finishing your project causes another character to gain or strengthen an Intimacy toward you.
 - When finishing your project produces a clear in-game gain for your character, such as a monetary payment, or a new Merit like Allies or Contacts.
 - When finishing your project upholds, furthers, or protects one of your character's Intimacies.
- At the end of a story, characters gain three silver experience points for each Craft Ability rated at 3+ that was used to complete a project during the story, five silver experience points for each Craft Ability rated at 5+ that was used to complete a project during the story, and five gold experience points per artifact successfully created during the story.

Project Slots

- Characters only have 3 Major Project slots to work with. Crafting XP can be spent to increase the amount of slots or upgrade the slots available for projects.

Minor Projects

- Beginning - Proper tools, materials, and craft skill.
- Minimum Time - Minutes to hours.
- Finishing - Successful Craft roll.
- Reward - 2 silver xp per goal completed, 3 if the project was completed exceptionally well.

Major Projects

- Beginning - Proper tools, materials, and craft skill. If all three Major project slots are occupied, then the character can buy a temporary slot for 5 silver xp.
- Minimum Time - Hours to days.
- Finishing - 10 silver xp and a successful craft skill roll. If it fails, you can try again for another 10 silver xp.
- Reward - 2 gold and 1 silver xp per objective completed, exceptional gains 3 gold and 1 silver per objective.

Crafting, Project Slots, Cont.

Superior Projects

- Beginning - Requires the ability to manipulate essence, Lore 3, Occult 3, a relevant Craft skill at 4, and Craft (Artifacts). Also requires high quality tools, significant amounts of magical materials. Superior slots are made by fusing a number of Major slots equal to the rating of the artifact and spending an equal number of gold xp.
- Minimum Time - Artifact 2 requires at least 6 weeks, Artifact 3 requires 3 months, Artifact 4 requires 1 year, and Artifact 5 requires 2 years.
- Finishing - Spend 10 gold xp, making an extended Craft roll based on the Artifact rating. Botches immediately ruin the project. The roll has no set goal, and requires another 10 gold xp spent for additional rolls.
- Reward - Grants white xp based on the rating of the artifact with additional xp granted for each unused interval. Does not grant more xp based on triggering basic objectives.

Legendary Projects

- Beginning - Lore 5, Occult 5, Craft (Artifacts) 5, and a relevant mundane craft at 5. Requires a team of mystical prodigies. 5 white xp is spent to create the Legendary slot which disappears after completion.
- Minimum Time - At least 10 years.
- Finishing - Similar to Superior projects, but require 10 white xp and have a goal number of 200.
- Reward - The character gains 10 white xp, and rolls a full, free, Craft Excellency. For each success, they gain 1 gold xp, for any die that didn't show a success, they gain 1 silver xp.

Repairing

- Repairing items and artifacts are done similarly to creating new objects, but with significantly reduced time minimums, goal numbers, and lack a terminus for the roll. Repairing offers slightly smaller rewards than building new items.
 - A basic repair project awards one silver point per basic objective triggered.
 - A major repair project grants one gold point per basic objective triggered.
 - Repairing a broken artifact with a superior repair project awards (Artifact's rating - 1) white xp.
 - Repairing a broken N/A artifact with a legendary repair project grants no crafting experience points
- First Age wonders require the following: Lore 5, Occult 5, Craft (Artifacts) 5, and is capable of at least Terrestrial Circle Sorcery to even purchase Craft (First Age Artifice) dots. All crafting with First Age Artifice requires white xp to be spent, regardless of the rating. Each attempt to finish the project or to roll to repair such an artifact must generally be preceded by a sorcerous project. Crafting or repairing First Age artifacts requires at least Terrestrial Circle Sorcery for rating 2 or 3 items, Celestial Circle workings for 4 or 5, and at least one Solar Circle working and multiple Celestial Circle workings for Artifact N/A items.

LORE

Introducing a Fact

- Once per scene, a character with Lore 3+ and a relevant specialty or backstory can introduce a fact about the world. The player states the fact and if the ST deems it good, they roll (Intelligence + Lore). For each success beyond the first, the character can introduce more facts that they know or uncover during the scene.

Contesting a Fact

- Characters with Lore 1+ and a relevant specialty or Lore 3+ can debunk facts. Characters make a reflexive (Intelligence + Lore) roll. Basic success indicates they know it's wrong, but not why. More successes can help them figure out why it's wrong.

ENVIRONMENTAL HAZARDS, POISON, AND DISEASE

- Environmental hazards are presented with a damage value, an interval, and a difficulty to avoid or mitigate. Damage is the number of dice and what sort of damage is inflicted. This damage ignores soak and hardness, functioning similarly to a Decisive attack. Interval tells how often the damage is applied. Difficulty is how hard it is to resist the hazard with a resistance roll. Traps work the same way as Environmental hazards, require a (Perception + Awareness) roll to spot, and often have no ongoing interval, activating instantly.

Examples

<u>Name</u>	<u>Damage/Interval</u>	<u>Difficulty</u>
Acid bath	3L/round	5
Severe heat/cold	1B/hour	1
Bonfire	4L/round	5
Lava	6L/round	5
Severe sandstorm	1L/minute	3
Supernatural ice storm	2L/minute	3
The Silent Wind of Hell	4A/round	4

Falling

- Falling is often easier to kill than just supernatural means. Fall damage is determined by the range bands between the character and the ground. A character facing falling damage suffers a number of levels of automatic damage, as well as a number of dice of damage. All such damage ignores soak and hardness.

<u>Fall</u>	<u>Damage Levels</u>	<u>Damage Dice</u>
Close	None	None
Short	3B	5B
Medium	4L	7B
Long	5-7L	8-12L
Extreme	7-10L	10-14L

Deprivation

- Deprivation is measured by (Stamina): (Stamina) minutes without air, (Stamina) days without water, and (Stamina) weeks without food. Characters suffer a -3 penalty to all actions after (Stamina) days without food, as well as in their final hours without water. A character who is being forcibly drowned, or who is engaging in combat underwater, will perish after (Stamina x 2) turns without air.

Environmental hazards, Poison, and Disease, Cont.

Poison

- Poison is done similar to Environmental Damage. It has a Damage/Interval rating, Duration, Penalty, and Vector. Damage from a poison cannot be healed during the poison's duration and rolled at the end of the round. Duration is the base duration that the poison lasts, with successes on a (Stamina + Resistance) roll reducing the duration with multiple doses stacking up the duration. Penalty is the applied penalty to all actions the character takes while poisoned. Vector is how the poison is introduced to the character's body. Poisoned weapons require a successful Decisive attack to deliver their payload.

<u>Name</u>	<u>Damage/Interval</u>	<u>Duration</u>	<u>Penalty</u>	<u>Vector</u>
Arrow Frog Venom	3i/round (L in crash)	5 rounds	-2	Damage or ingestion
Arsenic	2L/day	7 days	-0	Ingestion
Curare	1i/round (B in crash)	10 rounds	-2	Damage
Hemlock	2L/hour	5 hours	-4	Ingestion
Snake Venom	2i/round (L in crash)	3 rounds	-3	Damage
Yozi Venom	1L/minute	10 minutes	-5	Damage

Disease

- Disease is handled in a similar way to poisons and environmental damage. A disease's Virulence is the difficulty at which the character must overcome to avoid catching the disease. Morbidity is the difficulty to keep the symptoms from worsening. Interval is the duration of time between rolls to see if the diseases effects intensify.

WEAPONS AND ARMOR

Mortal Melee Weapons

<u>Category</u>	<u>Accuracy</u>	<u>Damage</u>	<u>Defense</u>	<u>Overwhelming</u>
Light	+4	+7	+0	1
Medium	+2	+9	+1	1
Heavy	+0	+11	-1	1

Mortal Thrown Weapons

<u>Category</u>	<u>Damage</u>	<u>Overwhelming</u>
Light	+7	1
Medium	+9	1

Mortal Thrown Weapon Ranges

<u>Close</u>	<u>Short</u>	<u>Medium</u>	<u>Long</u>	<u>Extreme*</u>
+4	+3	+2	-1	-3

* Mortal thrown weapons cannot be used to make attacks at extreme range without using Charms or similar abilities.

Mortal Archery Weapons

<u>Category</u>	<u>Damage</u>	<u>Overwhelming</u>
Light	+7	1
Medium	+9	1
Heavy	+11	1

Mortal Archery Weapon Ranges

<u>Close</u>	<u>Short</u>	<u>Medium</u>	<u>Long</u>	<u>Extreme*</u>
-2	+4	+2	+0	-2

* Mortal archery weapons cannot be used to make attacks at extreme range without using Charms or similar abilities.

Mundane Armor

<u>Category</u>	<u>Soak</u>	<u>Mobility Penalty</u>	<u>Hardness</u>
Light	+3	0	0
Medium	+5	-1	0
Heavy	+7	-2	0

Artifact Melee Weapons

<u>Category</u>	<u>Accuracy</u>	<u>Damage</u>	<u>Def.</u>	<u>Overwhelming</u>	<u>Attunement</u>
Light	+5	+10	+1	3	5
Medium	+3	+12	+1	4	5
Heavy	+1	+14	+0	5	5

Artifact Thrown Weapons

<u>Category</u>	<u>Damage</u>	<u>Overwhelming</u>	<u>Attunement</u>
Light	+10	3	5
Medium	+12	4	5
Heavy	+14	5	5

Artifact Thrown Weapon Ranges

<u>Close</u>	<u>Short</u>	<u>Medium</u>	<u>Long</u>	<u>Extreme*</u>
+5	+4	+3	+0	-2

* Artifact thrown weapons cannot be used to make attacks at extreme range without using Charms, Evocations, or similar abilities.

Artifact Archery Weapons

<u>Category</u>	<u>Damage</u>	<u>Overwhelming</u>	<u>Attunement</u>
Light	+10	3	5
Medium	+12	4	5
Heavy	+14	5	5

Artifact Archery Weapon Ranges

<u>Close</u>	<u>Short</u>	<u>Medium</u>	<u>Long</u>	<u>Extreme*</u>
-1	+5	+3	+1	-1

* Artifact archery weapons cannot be used to make attacks at extreme range without using Charms, Evocations, or similar abilities.

Artifact Armor

<u>Category</u>	<u>Soak</u>	<u>Hardness</u>	<u>Mobility Penalty</u>	<u>Attunement</u>
Light	+5	4	-0	4
Medium	+8	7	-1	5
Heavy	+11	10	-2	6