One Roll Exalted
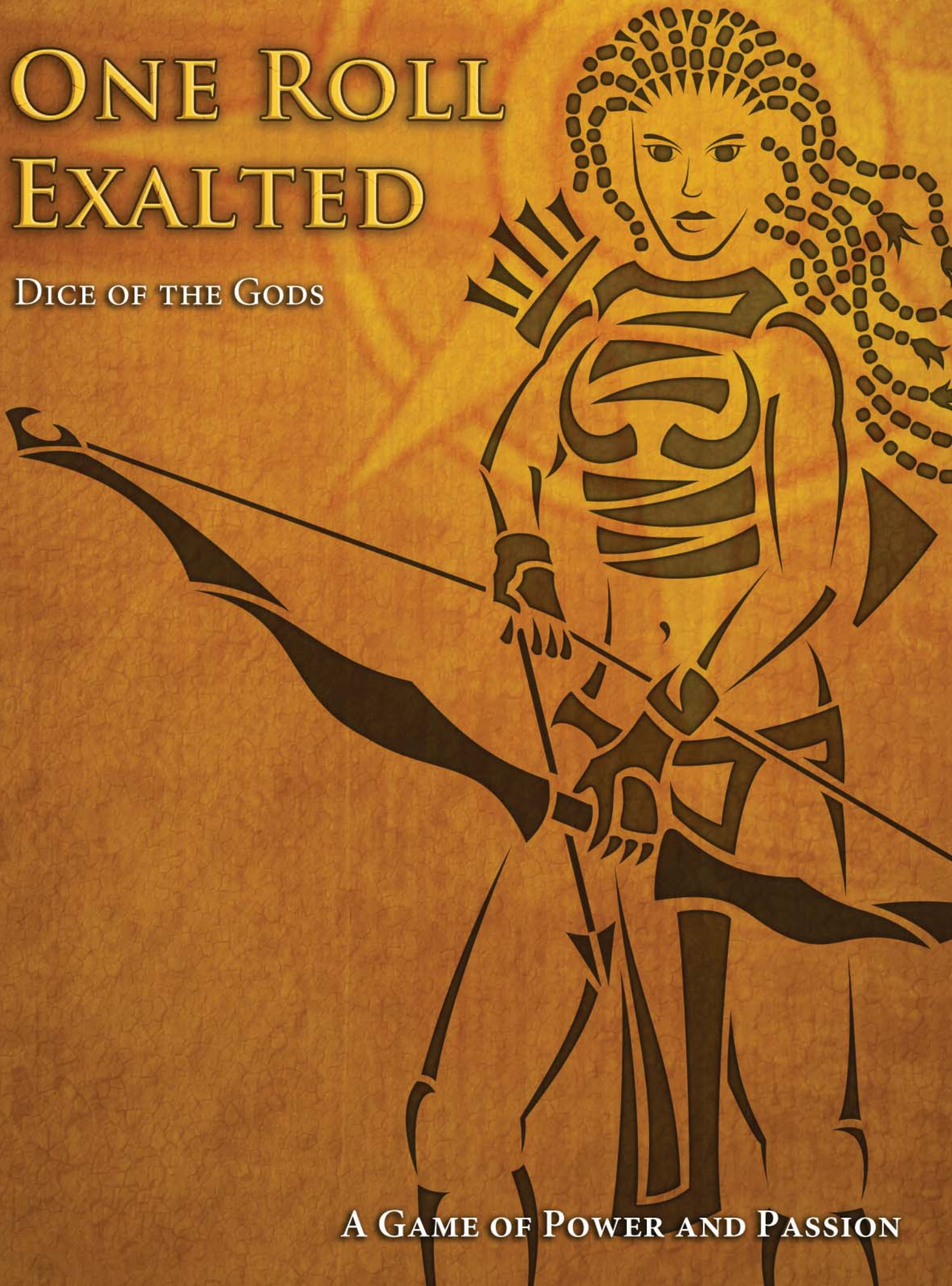
Dice of the Gods

A Game of Power and Passion

Version 0.21

An Epic Game of Power and Passion

By Martin Nerurkar

This is not a complete game!
It only offers guidelines and rule modifications on how to run Exalted using the One Roll Engine of REIGN. It also assumes a certain degree of familiarity with both the ORE rules system and the Exalted setting.
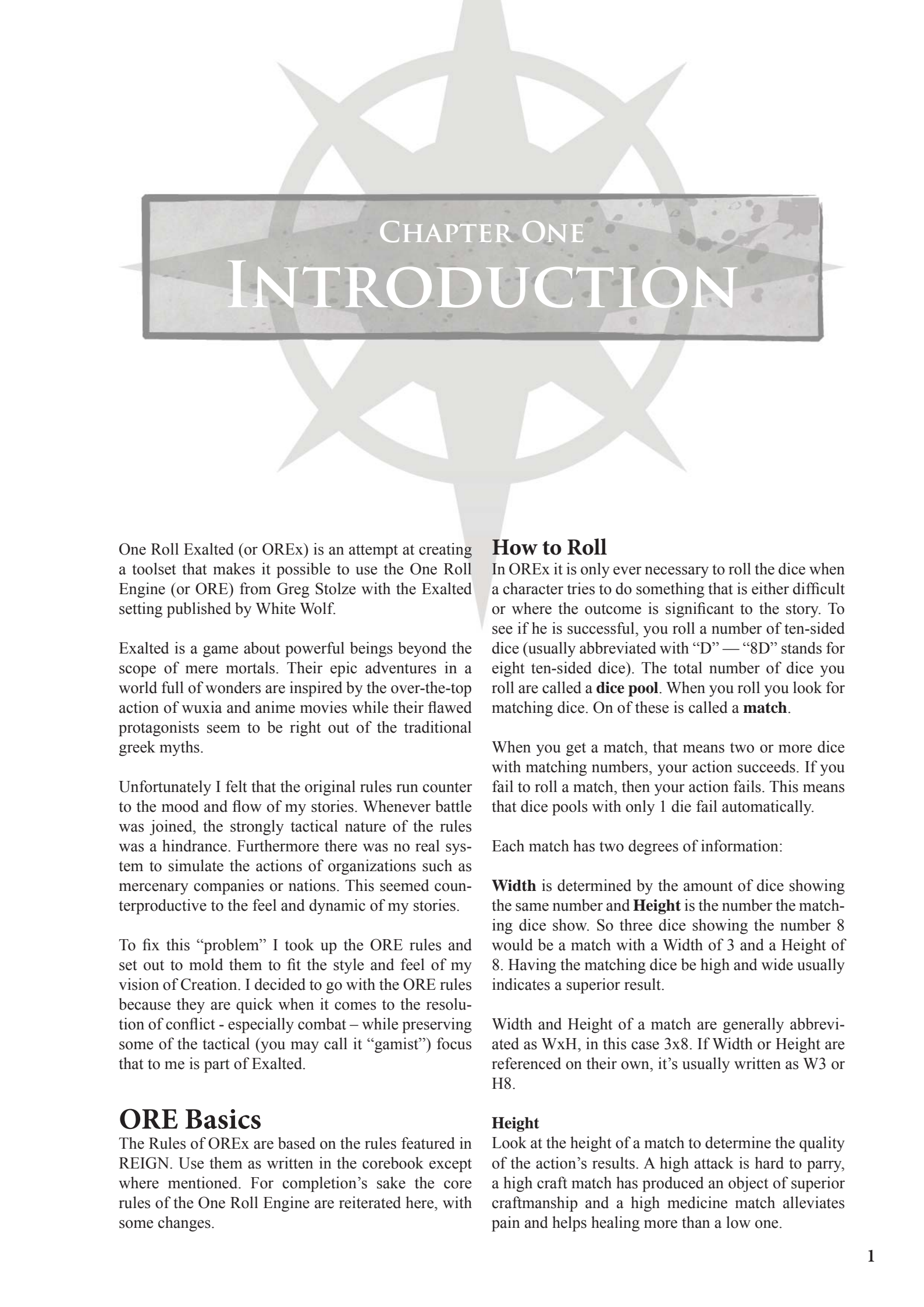
To effectively use this document you should have access to at least two books: the Exalted Second Edition corebook and the REIGN corebook. See the Appendix V: Recommended Reading for more information.

Contents

INTRODUCTION

One Roll Exalted (or OREx) is an attempt at creating a toolset that makes it possible to use the One Roll Engine (or ORE) from Greg Stolze with the Exalted setting published by White Wolf.

Exalted is a game about powerful beings beyond the scope of mere mortals. Their epic adventures in a world full of wonders are inspired by the over-the-top action of wuxia and anime movies while their flawed protagonists seem to be right out of the traditional greek myths.

Unfortunately I felt that the original rules run counter to the mood and flow of my stories. Whenever battle was joined, the strongly tactical nature of the rules was a hindrance. Furthermore there was no real system to simulate the actions of organizations such as mercenary companies or nations. This seemed counterproductive to the feel and dynamic of my stories.

To fix this "problem" I took up the ORE rules and set out to mold them to fit the style and feel of my vision of Creation. I decided to go with the ORE rules because they are quick when it comes to the resolution of conflict - especially combat – while preserving some of the tactical (you may call it "gamist") focus that to me is part of Exalted.

ORE Basics

The Rules of OREx are based on the rules featured in REIGN. Use them as written in the corebook except where mentioned. For completion's sake the core rules of the One Roll Engine are reiterated here, with some changes.

How to Roll

In OREx it is only ever necessary to roll the dice when a character tries to do something that is either difficult or where the outcome is significant to the story. To see if he is successful, you roll a number of ten-sided dice (usually abbreviated with "D" — "8D" stands for eight ten-sided dice). The total number of dice you roll are called a **dice pool**. When you roll you look for matching dice. On of these is called a **match**.

When you get a match, that means two or more dice with matching numbers, your action succeeds. If you fail to roll a match, then your action fails. This means that dice pools with only 1 die fail automatically.

Each match has two degrees of information:

Width is determined by the amount of dice showing the same number and **Height** is the number the matching dice show. So three dice showing the number 8 would be a match with a Width of 3 and a Height of 8. Having the matching dice be high and wide usually indicates a superior result.

Width and Height of a match are generally abbreviated as WxH, in this case 3x8. If Width or Height are referenced on their own, it's usually written as W3 or H8.

Height

Look at the height of a match to determine the quality of the action's results. A high attack is hard to parry, a high craft match has produced an object of superior craftmanship and a high medicine match alleviates pain and helps healing more than a low one.

Width

When you look at the width of the match, it gives you important information about timing. This means it determines how long a task takes or how long the effects of an action last.

An attack in combat for example uses Width for the speed and damage. A wide craft match would show results quicker than a narrow one and a wide presence match is likely to influence the target for a long time.

Time

Depending on the action undertaken, the time scale for a task can be measured in rounds, minutes, hours, scenes, days, weeks, months, seasons or even years. The Storyteller sets the time scale based on the specifics of the action. For example, breaking down a door might take rounds while decoding a complicated spell might take days. There may be cases when picking a lock might take days and deciphering the spell only minutes. Ultimately it's up the Storyteller to set the time scale.

Once the time scale is determined, make the relevant roll. Subtract the width of the used match from 5 to find out how many units of time it takes to complete the task. Extremely lengthy or demanding tasks might use a number of time units larger than 5 as their base.

No matter how wide your match is, a task always needs at least one unit of time to complete, but if you have a match that is at least as wide as your base time, you might be able to reduce the interval. This is best explained with an example;

A solar is working on his magnum opus, an opera. This is a sizeable work so the storyteller sets the base time as 5 Months. The solar has both skill and luck in copious quantities so he gets a whopping W8 match.

Now every point of width reduces the required time by 1 unit of the base interval. Once the time is reduced to 1 unit, further points of width reduce the time by the next lower interval. The following table might explain this more clearly:

W0	5 Months
W1	4 Months
W2	3 Months
W3	2 Months
W4	1 Month
W5	3 Weeks (1 Month -1 Week)
W6	2 Weeks (1 Month -2 Weeks)
W7	1 Week (1 Month -3 Weeks)
W8	6 Days (1 Month -3 Weeks -1 Day)

Difficulty Modifiers

Sometimes actions are particularly hard and so a simple match is not sufficient. At other time things are easier than usual. There are two **modifiers** that the Storyteller can use to adjust the difficulty of a roll.

Height-based Modifiers
One is the to **drop** the roll – this means that the height of a match is reduced by the given the given number. If it is still at least 1 after the drop, the action succeeds. Otherwise it fails because the height is 0 or lower. This can be abbreviated as -H2 for a 2 height drop.

The counterpart to the drop is the **raise**. A raised action has the height of it's match increased by the given number which is often abbreviated as +H2. A raise is only possible through supernatural means.

Dice-based Modifiers
The other option is a **penalty**, often abbreviated as -2D. This removes dice from the dice pool before it is rolled. Dice are removed in the following order:

Order of Penalty Modifiers
1. Remove Stunt Dice
2. Remove Excellency Dice
3. Remove regular dice

This order is important as stunts can prevent the powerful Excellency Dice from being downgraded.

A dice pool can never be reduced to less regular dice than the character's Essence unless he did have less dice in the rolled Stat and Skill from the start.

The other side of the penalty is the **bonus**, adding dice to a roll. Depending on the type of dice added, a bonus is abbreviated as +2D or +2ExD. These dice are subject to the usual limitations for dice pools.

When to use which modifier?
Mechanically the difference between Drops and Penalties is that Drops make the task equally hard for everyone and also reduce the best possible quality (remeber that height equals quality).

Penalties on the other hand reduce the chances of success but do not affect possible quality. Penalties also are a lot harder on people with smaller dice pools than on well trained experts. They are also harder on character with special dice, as those are lost first.

Usually penalties should be used whenever a characters innate capabilities are reduced and it becomes harder for him to suceed. Prominent examples are being in pain or fighting blinded.

Drops should be reserved to model external complications that limit the maximum quality, like trying to repair an essence engine without proper materials.

Dice Types

Besides rolling regular ten-sided dice, ORE also makes use of a number of special dice to spice things up. These types are:

Regular Dice

Regular Dice (D) are normal d10 that are rolled as usual.

Excellency Dice

Excellency Dice (ExD) represent the magical prowess of the different exalted and they are superior to regular dice. The player has more control over their values and thus can produce superior results.

Each type of Exalted has their own brand of ExD and how these dice work is covered in the Excellency Dice chapter on page XX. It might be worthwhile to use differently colored dice for your Excellency Dice when those need to be rolled.

Stunt Dice

Stunt Dice (SD) are awarded for interesting and flavorful descriptions. They are generated by Stunts (see below) and they help emphasize the cinematic nature of Exalted. Stunt Dice are rolled like normal dice but they buy off penalties before Excellency Dice do.

Gobble Dice

Gobble Dice (GD) are dice that are in matches used for defensive actions. They remove dice from other matches that are equal or lower than the height of the Gobble Dice.

Waste Dice

The Waste Dice (WD) are all the dice in a rolled pool that do not come up as matches. Some effects (such as magic) make use of those to generate further information about the result.

Area Dice

Area Dice (AD) are special dice that are rolled when certain effects engulf a large area. Each of these dice is rolled and checked on its own, dealing damage if it rolls higher than the AR of the target. Type and amount of damage is described by the effect. By default AD do 1S for each rolled die.

Stunts

Stunts are a vital part of Exalted that have been introduced to the OREx system to preserve the high action feel of Exalted. A stunt is an interesting, thematic or plain cool description of a character's action that adds to the mood and setting.

For well worded actions that Storyteller can (and should) award Stunts of varying levels. These add different amounts of Stunt Dice to your rolls, improving your performance and making it easier to perform under unfavorable conditions,

Players can also add details to the scenery when they stunt. For example a character could make a jump and hang on to a nicely placed flag instead of falling to his death. Of course the storyteller can always veto such "dramatic edits" if it should be necessary.

Level 1 Stunt

This is a short and interesting description. Add 1SD to your roll.

Level 2 Stunt

This stunt makes use of the surroundings in an interesting way. Add 2SD.

Level 3 Stunt

This stunt makes everyone at the table go "Woah!" You should know when these happen. Add 3SD to your roll and gain 1 XP (max. once per session).

If your character is actively pursuing his motivation while performing a stunt, then you may add 1 extra Stunt Dice to your pool. This means that if you perform a Level 1 Stunt, you may roll 2 stunt dice.

If you do not stunt, then you do not automatically gain the motivation benefit. This means that without a stunt you do not get the extra SD for pursuing your motivation. Also remember that Stunt Dice buy off penalties before Excellency Dice do.

Differences

If you're familiar with either the One Roll Engine or Exalted you will notice a number of differences to their respective rules mechanics. The most important differences are listed here to help you learn the system.

Differences to Exalted

One Roll Exalted focuses on the parts of Exalted that stand out as important to me. This means that a few elements from the original game have fallen by the wayside while others behave differently in the new system. See the list below for information.

Excellency Dice and the New Charm System

To model the supernatural aptitude of the Exalted the system uses Excellency Dice. Players no longer have access to large lists of pre-made powers. Instead they use their Excellency Dice and a freeform system to perform supernatural feats. Characters may also develop certain routines they often use, so called Charm Rotes. This also removes Combos from the game.

No specific Anima Powers

The Exalted still have their iconic animas but they do not cause any special effects such as fear or improved spellcasting. Instead they interact with the game in a more generic manner.

Martial Arts are Sub Skills

Instead of a single Martial Arts skill players learn the refined and structured Martial Arts as sub-skills not unlike the original Crafts skills. The important part is that Martial Arts skills have their parent skill and their weapon proficiencies determined by the Style learned. Most are based on Brawl but some based on Archery are quire possible

No Specialties, Virtues, Willpower or Motes

One Roll Exalted makes no use of any of these elements.

There is no Essence Ping or Hardness

ORExalted doesn't use an Essence Ping mechanic. Strikes still do a minimum amount of damage but it's not based on your Essence.

No Magical Material Bonuses

The coarser rule set of OREx makes it difficult if not impossible to model something like the benefits as granted by the magical materials. There are less statistics available and a single point increase is much more potent.

Artifacts are limited by Essence

To simplify the amount of mote management and to shift the focus to the Exalted and away from their gear, artifacts are now limited by a character's Essence score. The total level of all his personal artifacts can not be higher than twice his Essence score.

Essence is much more powerful

The permanent Essence Trait is used both as a limit and prerequisite much more often than in regular Exalted. Thus it is much more powerful and important.

Virtue Flaws and Motivation

An important source of experience points are now the Virtue Flaw and Motivation of a character. Furthermore intimacies work differently now (see Social

Conflict on page XX).

Differences to REIGN

Using the ORE system from REIGN as a basis, the following rules have been changed, replaced or otherwise altered for One Roll Exalted:

Maximum Dice Pools

The maximum amount of dice rolled is no longer limited to 10. Instead the maximum is either 10 or twice a character's permanent Essence stat. Always pick the higher number for the dice pool limit.

Maximum Height

Another difference is the fact that One Roll Exalted does not have an upper limit for the height of a roll. Even though the dice can only show numbers as high as 10, there are many effects such as Charms or Spells that raise this number even higher.

Different Stats and Skills

OREx uses a Stat and Skill setup that is a mix between Exalted and REIGN. Some stats might seem familar but have new names will abilities are much broader and use the Exalted specific names.

Furthermore it is possible to favor a number of skills or stats, the exact number and type depend on your character. Favored stats or skills are cheaper to improve with XP.

Motivation and Flaw instead of Passions

The passions mentioned in REIGN (Duty, Mission and Craving) are replaced by the Motivation and Flaw Keys that determine a characters desires and shortcomings. They are one of the main sources of XP and do not generate Passion Dice. Instead Stunts have taken over this function.

Different XP System and Character Generation

Experience points are gained differently than in REIGN, and usually in a larger number. Instead of having the GM determine XP players earn them by following motivation and playing out their virtue flaw. This in turn produces larger amounts of XP. To adapt to this, the point costs for character advancement were raised to fit.

Excellency Dice replace Master and Expert Dice

The only types of special dice available to the Exalted are the Excellency Dice. They entirely replace Master and Expert Dice and each type of Exalted has a unique dice mechanic.

No Damage Locations

The high-cinematic kung-fu action world of Exalted is not suited to gritty, location-based damage. The height of a roll in combat is only used to determine quality (who can parry whom) and characters only have a single pool of wound boxes. See the section on health on page XX for more info.

Armor and Ping Damage

In REIGN armor reduces both shock and killing damage by it's rating. In ORExalted it is only applied once. That means it first reduces killing damage and then, if any AR remains, removes shock damage. Also regardless of armor, all strikes do at least 1S of damage if they connect.

Aggravated Damage

A new type of damage, called aggravated damage, is added to the system. It is treated just like killing damage but it's much harder to heal with magical means. More information can be found in the section on Health.

Successful attacks spoil Waste Dice, not matches

In REIGN, when you are hit with a successful attack, you lose a die of your choice from one of your matches, whether they are used or unused. In OREx this is still true for mortals but the Exalted are tougher. When they are hit, they lose a die of their choice. This dice could come from a match or it could be a Waste Die.

Exalted round up, Mortals round down

Some instances of the ORE always round down when fractions of dice (or bonuses/penalties) are concerned. OREx adjusts this rule: Mortals always use the value that's less beneficial (usually by rounding down) while the Exalted use the one they benefit more from.

Dodge is powerful

The ORE rules for multi-actions make it difficult and XP-intensive to be good at both attacking and dodging at the same time. To help make dodge be a worthwhile option, especially instead of armor, Dodge Gobble Dice are not restricted by timing. That means they can gobble attacks that are faster than the timing of the dodge match.

CHARACTERS

The character is the basic building block of the One Roll Exalted role-playing game. Here many of the differences between the regular ORE system and OREx become apparent and are explained. This chapter also features two methods to generate characters.

Stats (Attributes)

OREx makes use of six different stats. These represent the attributes in Exalted but the name Stats is used to maintain closer ties to other ORE modules. Each of these stats can normally range from 1 to 5 dice but a high Essence score can raise this Limit.

Stat List

Strength is the measure of a character's physical might. It includes his raw muscular power as well as his toughness and endurance. How much an individual can lift or carry is also determined by the stat. It is often called Body in other ORE games.

Dexterity is representative of the coordination and reflexes of a character. This includes manual dexterity as well as general body control. This stat is often called Coordination in other ORE games.

Charisma is not unlike Strength in that it measures raw power: social power. This stat stands both for force of personality and a resolute mind. This is often called Command in other ORE games although it includes elements of Cool.

Manipulation represents a character's conscious ability to affect the minds and thoughts of others with his words. It measures a characters skill of navigating conversations It includes both honest persuasion and deceit. Other ORE games often call this stat Charm.

Intelligence represents the intellect of a character. It is a measure for his ability to solve riddles, calculate or to create strategic plans for a battle. It also represents a character's memory and mental "armor". Intelligence is generally rolled when trying to find out whether a character knows about something. Other ORE games call this stat Brains or Knowledge.

Wits, the last of the stats, is the ability to think outside the bounds and to perceive things. This is both used for quick tactical decisions and other actions of a more improvisational nature. Wits is also used as the stat to determine the order of declaration in combat. Character with a lower Wits score have to declare their actions first, allowing those with a quicker grasp on things to react accordingly. Other ORE games use the stats Sense and Cool to represent this.

Charisma vs. Manipulation

Charisma is generally used when trying to personally overpower someone and affect their feelings. Grand speeches to motivate an army are part of this just as the attempt at attracting a potential lover with pure charm.

Manipulation on the other hand is the clever use of arguments and body language to affect other people's thoughts or to convince them of something. This can be used for a lawyer's speech or when haggling based on facts.

Favored Stats

Lunar and Alchemical Exalted choose to favor certain Stats. These favored stats represent a natural aptitude and provide a discount in XP costs when raising the stat and buying Excellency Dice or Charm Rotes. They also determine a character's Caste.

Skills (Abilities)

The OREx system skills are closely based on the 25 abilities found in Exalted. Each one of these can range from 0 up to 5 or a character's permanent Essence, whichever is higher.

Skill List

Archery is generally rolled in conjunction with Dexterity. It's used to determine a character's capabilities with ranged weapons such as bows, crossbows or flame pieces.

Athletics is used for feats of bodily coordination. This includes climbing, running, swimming and lifting things. Depending on the type of activity it is common to either use Dexterity or Strength with Athletics.

Awareness is a measure of a character's acuteness of the senses when not actively searching for something. It is commonly used in conjunction with Wits.

Brawl is used for fighting barehanded. It is used with Strength and represents an untrained but effective fighting style. Weapons such as brass knuckles, fighting gauntlets and reinforced boots can be used with the brawl skill. The use of improvised weapons such as broken beer bottles, shields or stools is also part of this. For more refined fighting styles, both armed and unarmed, see the chapter on Martial Arts on page XX.

Bureaucracy represents a character's aptitude in organizing and navigating bureaucracies. Both when managing them or trying to gain something from them. This is commonly used with Manipulation, Intelligence or Wits.

Crafts is commonly used with Dexterity or Intelligence. It is rolled when a character tries to build things. If he tries to forge a sword or brew a poison, Crafts is the skill to use

Dodge is used when trying to stay out of the way of harmful blows. It is a purely defensive skill and commonly uses Dexterity.

Integrity represents a PCs mental resilience. This is applicable for both social and mental situations. It is commonly rolled in conjunction with Charisma or Intelligence.

Investigation is the skill of choice when characters are actively searching. Usually Wits is the stat to use, but when torturing or interrogating someone, Charisma or Manipulation might be appropriate.

Larceny covers all kinds of criminal activities: Breaking into a house, knowing where and how to steal and disguising oneself. It also covers knowledge of the criminal underground and how to best acquire illegal items. It is commonly rolled with Dexterity or Wits.

Linguistics measures a PC's grasp of languages and his ability to communicate in written form. It is commonly used with Manipulation or Intelligence. Each die in Linguistics grants proficiency in a single language. Each ExD grants fluency in two.

Lore is a general measure for a character's knowledge about the world and its inhabitants, this includes fields such as geography and history. A character also needs a Lore score of at least 1 to know how to read and write. This skill is usually rolled with Intelligence.

Medicine encompasses both the ability to repair bodily harm, combat disease and poisons and knowledge about the human anatomy. It is commonly rolled with Intelligence.

Melee is the measure of proficiency with all manner of killing implements. It is usually rolled with Strength and can be used with a wide variety of weapons. Specialized arms such as rope darts or fighting chains need specialized Martial Arts skills (see page XX).

Occult represents the familiarity with all manner of magic. This includes common wards against the Wyld, knowledge about Ghosts and the circles of magic. It is a vital skill for sorcerers and it's commonly rolled with Intelligence.

Performance measures a PC's ability to play musical instruments, sing, dance and orate. Any kind of impersonal, one-way activity or communiation that aims to affect all observers is part of this skill. Prayers are another element of Performance. The skill is usually rolled with Charisma or Manipulation.

Presence is the opposite of Performance as it deals with personal interaction. Seduction, Persuasion and haggling are common activities for this skill. It is most often rolled with either Charisma or Manipulation.

Resistance represents the ability to withstand pain and

exhaustion. It helps shrug off blows, disease, poison and torture. It is commonly rolled with Strength.

Ride is a measure for a characters ability to control a subservient being. Usually this is a steed like a horse or a wild cat but the skill also deals with the use of personal vehicles such as flying carpets or warstriders. Rise is also applicable when moving other creatures (such as zombies) via mind control. Dexterity, Charisma or Intelligence are usually the stats to use.

Sail covers all actions dealing with all manner of ships. This includes regular ships but is equally true for sand- or airships. It is common to use Dexterity or Strength when manually piloting the craft or Wits or Charisma when only commandeering or steering it.

Socialize is the skill of working crowds and societies. It is used when trying to remain unnoticed in a crowd, when behaving properly at court or when organizing social events. It is also the skill of making people feel good and is used for seduction. It is usually rolled with Charisma or Manipulation.

Stealth covers all activities with the goal of remaining unnoticed. Sneaking, skulking and hiding are all part of this skill. It is usually rolled with Dexterity.

Survival covers the arts of surviving in the wilderness and the handling of animals. It can be used for foraging up supplies, taming a wild beast and knowing which plants are poisonous. It is most often used with Wits.

Thrown is the skill of choice when a character wants to hurl objects at another one. This covers throwing knives, spears and boomerangs. It's commonly used with Dexterity for smaller weapons or Strength for large objects.

War is used both to train troops and people in the art of war and to conduct warfare itself. When used to train it is commonly used in conjunction with Charisma. When used on a strategic level it is commonly rolled with Intelligence, on a tactical level it uses Wits instead.

Favored Skills

Exalted of all types may freely chose a number of Skills to favor. Favored Skills represent a natural aptitude and provide an XP cost discount to raise the chosen Skills and when buying Excellency Dice or Charm Rotes associated with them.

The chosen favored Skills also determine the Caste of a character. See Character Generation for more info.

Martial Arts

The Martial Arts Styles are a special case of skills called sub-skills. Each of these skills represents a certain fighting style. Martial Arts skills are usually linked to the Brawl skill but some are based on Melee or even Archery. A few rare and esoteric skills may even be sub-skills of Bureaucracy or Linguistics.

Regardless of their parent skill, Martial Arts always grant proficiency to a number of weapons and modes of attack specified in the skill description. It is also important to note that most Martial Arts sub-skills use Dexterity to attack, while the Brawl and Melee parent-skills both rely on the Strength stat.

If the parent-skill is favored then all relevant sub-skills are granted the same experience discount. Rankings in the sub-skill are unaffected by the parent skill and vice versa. So a character could have Brawl 0d and Brawl (Tiger Style) with 5d. Note that Sub-Skills are usually written with the parent skill in front and the sub-skill in brackets.

Martial Arts and Charms

Proficency in a sub-skill does not fulfill requirements for parent-skill charms but they grant the user access to a specialized Charm Path. Each style has a path that is usually 5 to 8 Charms in length. These Charms can be learned by any exalt capable of mastering that level of Martial Arts (see below).

The limitation to Martial Arts is that the when using a Martial Arts skill to attack or defend, the character may not use Charms from the parent skill and has to rely solely on the Charms of the Martial Arts used. However a character may, for example, make a multi action and attack with a style compatible weapon using his Brawl (Snake Style) skill and defend with his Melee skill. He could then use Snake Style charms with his attack and Melee charms with his defense but he will suffer Multiple Action penalties as usual.

> **The Perfected Lotus**
> **Sidereal Martial Arts.** The most powerful arts can only be used by Sidereals, Abyssals and Solars. Lunars require special charms first.
>
> **Celestial Martial Arts.** The Sidereals, Solars, Lunars and Abyssals can use them. Terrestrial Exalted need to unlock them.
>
> **Terrestrial Martial Arts.** Every Essence User can learn them. Mortals need to become enlightened and reach an Essence of 2 .

Essence

Essence is a special characteristic that measures an individual's command of the mystical energies of the world. Only the enlightened and the Exalted have ratings between 2 and 10. Normal mortals themselves are limited to a level of 1.

The Effects of Essence

Tie-Breaker

Whenever there is a tie between two characters and it is unclear who acts first or who wins the contested roll, the character with the higher Essence trait wins. If the characters are still equal simply roll a d10.

Stat and Skill Maximums

Essence determines the maximum levels of skills and stats. These are both set at 5 or permanent Essence, whichever is higher. For example an Essence 7 Solar may have Stats and Skills as high as 7d.

Dice Pool Size

Essence also has an effect on the maximum amount of dice a player may roll. Usually you never roll more than 10 dice or twice your permanent Essence, whichever is higher. Essence also determines the minimum dice pool size: Penalties can never cause a dice pool to contain less regular dice than your Essence score. This is of course only true if the stat and skill were higher than your Essence in the first place.

Excellency Dice Limit

Another effect of a higher Essence score is that it allows access to more cosmic power: A character can never have more Excellency Dice in a skill or stat than he has Essence. For more information see Chapter Three: Magical Powers on page 25.

Artifact Limit

Essence also limits the amount and power of artifacts a character can use: Every character can carry a total number of Artifact Levels equal to twice his Essence.

Anima

Each Exalt has what is called an Anima. This halo of Essence surrounds them. It is normally invisible but once the Exalted perform impossible feats it will begin to show and grow in intensity and power. Other Essence Users such as gods, ghosts or enlightened mortals do not possess an Anima.

The Anima is often visible as an iconic image that exemplifies the Exalt, such as an ethereal bull made of sunlight or a mandala formed of shadows.

Anima Track

The Anima Track represents the power and visibilty of the Anima. It consists of a number of boxes, each with a specific Level that determines it's effects.

Exalted Anima Tracks

Solar Anima	[0] [0] [1] [2] [3] [4] [5]
Lunar Anima	[0] [0] [1] [2] [3] [4]
Sidereal Anima	[0] [0] [0] [1] [2] [3]
Terrestrial Anima	[0] [0] [1] [1] [2]

There are a number of stages through which the Anima of a character progresses as it intensifies. The more imposing it becomes the harder it is for the Exalt to hide but the greater the benefits are. A high level Anima is also bound to deal more and longer lasting damage to the scene (see section XX).

Anima Levels

0	No Anima	No Penalty
1	Caste Mark glitters	-1 penalty to Stealth rolls
2	Caste Mark shines	-2 penalty to Stealth rolls
3	Glowing Aura	Stealth impossible
4	Anima Bonfire	Stealth impossible
5	Totemic Image	Stealth impossible

Increasing the Anima Track

Whenever a Character has rolls and uses a match with a height above 10, then his Anima track increases by one. Simply check out one box. If he makes use of a match that is higher than 20 the track increases by 2.

Each round only the highest used match of a character counts. Also note that the match is checked before spending Height for Charm Effect (read the chapter on Magical Powers, p XX for more information). For Example: 2x11 and 2x14 from the same roll only increase the track by one step while a roll with 2x22 and 2x11 increases the track by two steps.

The Anima Track can not be increased voluntarily but a caste mark can be shown at will.

At the end of a scene (roughly every 15 minutes), the Anima Banner of a character automatically decreases by 1 box.

Anima Power

While the Anima is active, the minimum Height of all the Exalt's matches related to the favored Skills and Stats are increased by the current level of the Anima.

This increase applies to regular dice and ExD and it is applied after the dice are rolled and the ExD are set or exchanged but before any raises or drops are applied.

This increase is also true for unrolled actions: here the base height can be increased. Again this change is before the Height Cost for Effect is paid.

Personality

Apart from Stats, Skills and Essence, a character also has a few non-numerical traits that describe his personality and goals. These are one of the primary methods for a character to gain experience and improve.

Motivation

The motivation is an essential part of each character. This should be larger than life goal to suit the epic style of Exalted. When choosing a motivation it is your duty as a player to make sure that it is compatible with the Motivations of your fellow players and the intended campaign of the storyteller. This helps avoid problems of incompatibility down the road.

Once you have decided on a motivation (for inspiration check out the example motivations in Appendix I: Example Keys on page XX) write it down on your character sheet.

While pursuing his motivation the player can add 1 Stunt Die to every Stunt he makes. See the section on Stunts on page XX for more information. He also gains Experience Points (XP) when acting in accordance with his Motivation. See below for more information. Either the storyteller or the player may point appropriate behavior out but it is ultimately up to the Storyteller to decide whether or not to award the points. A player can only gain XP from the highest option each scene.

Attempt an Action
Whenever the character attempts an action towards fulfilling his motivation he gains 1 XP.

Succeed at an Action
Whenever the player succeeds at a step to fulfill his motivation he gains 2 XP.

Complete a Milestone
Whenever a significant portion of your Motivation is fulfilled you gain 5 XP.

Complete your Motivation
When a character manages to complete his motivation the character automatically gains 20 XP and can raise his Essence score without long training times.

Abandon your Motivation
Pivotal events in the life of a character may change his outlook on things. When there is sufficient reason,

a character may abandon his Motivation in favor of a new Motivation. Buying off a motivation costs you 5 XP and should only be caused by truly significant events. Choose a new Motivation immediately.

Virtue Flaw

The Virtue Flaw of the Exalted is similar to the Motivation, except that is a negative behavior based in on overly strong character trait. This flaw is the manifestation of the Great Curse and its mechanics are similar to that of a Motivation.

The main differences are the strong interaction with the **Limit** trait (see below) and the fact that a Virtue Flaw can never be bought off (with the exception of the breaking of the Great Curse). Instead Virtue Flaws possess Break Conditions through which they accumulate Limit and eventually trigger a Limit Break.

Break Conditions

When a Break Condition comes up, or at other times where it would be appropriate, the Storyteller can offer the opportunity for one or multiple XP to the player if he acts as appropriate to his flaw.

Should the player refuse to act appropriately when pointed out by the storyteller then he does not get the XP and instead accumulates a point of Limit. A player can only gain 1 Limit in this manner per scene.

Of course the player can act in accordance with his Virtue Flaw on his own and then point these opportunities out either before or after the fact. The Storyteller may disagree and not hand out the XP but this should not be the normal case. Either way a player can only gain XP from the highest option each scene.

Limit

Limit is a trait that ranges from 0 to 10. It is a measure for the mental stress of the Exalted. The higher this value is, the closer the Chosen is to losing control and succumbing to his Virtue Flaw. If a character ever hits 10 Limit then he immediately enters Limit Break.

Limit Break

Limit Break is when an Exalted looses all control over himself and succumbs to the Great Curse. The character has his Limit reset to 0 but he has to act as defined by his Virtue Flaw. This automatically happens if Limit reaches 10.

The player can also choose his character to suffer Limit Break whenever a Break Condition comes up, even if he has not reached 10 Limit yet.

During Limit Break the character has to behave ac-

cording to the tenets of his Virtue Flaw. A character with a cruelty Flaw will hurt people for no reason and whenever he is able to. The Limit Break usually last for an entire day.

Benefits of Limit Break

While suffering from Limit Break, the character's passions fuel him and he's stronger than ever. The minimum Height of all his dice is raised by half the accumulated Limit.

As with the benefits granted by an Anima, this increase applies to both regular dice and ExD. It is applied after the dice are rolled and the ExD are set or exchanged but before any height modifiers apply are applied.

Yes, this increase is in fact cumulative with the bonus from your Anima. That means a Solar with his Anima flaring at the 5 Level and a 10 Point Limit Break is a dangerous foe indeed, as each dice he rolls is upgraded to H10.

Picking a Flaw

A flaw is something that will inconvenience your character but hopefully not do the same to you, the player. To avoid this you should take care when picking a flaw and choose one whose adverse effects would be interesting for you to portray in the game.

If you play a very social character, then picking a flaw which makes you fly into a murderous rage whenever someone insults him might not be a good idea. On the other hand the conflict it causes with your characters' specialty might just as well provide for interesting and challenging situations as the character has to cope with the results of his outbursts afterwards.

Regardless of your choice it is your responsibility to make sure the other players and the storyteller accept your Flaw and think that it would be interesting and fitting. If the entire group wants to play in a highly social setting, reveling in the social maneuvering, then the aforementioned berserker might hamper their enjoyment of the game.

See Appendix I: Example Keys on page XX for example Virtue Flaws.

Creating your own Flaws

It's encouraged to build your own flaw if you do not find one that is suitable to your character. If you decide to create a custom flaw, be sure to talk this through with your Storyteller before you do any work. If possible work out the flaw in close cooperation with him and possibly your other players too.

A Virtue Flaw generally results from an imbalance of character: A virtue is too pronounced in the characters personality, which causes him to resort to extreme behavior.

Once you know what your Flaw is about it's time to think about the specifics. What exactly are the behaviors and results? It's important to clearly define the three stages (1XP, 2XP and 5XP) of the flaw.

When writing up the specifics keep in mind that the Limit Flaw should only grant XP if it inconveniences the player while at the same time making for interesting situations. Also for most flaws the full Limit Break should always last an entire day.

You also need to set a few Break Conditions for your flaw. These should be closely linked to your character and common enough to possibly show up at least once a session. Also make sure to have more than one condition to allow for more varied situations.

Intimacies

An Intimacy is a very strong belief or emotion that is part of the core identity and personality of a character. Examples would be the religious beliefs of a monk, the code of honor of a warrior or a ghost's undying hate for his murderer. A character may gain or lose Intimacies during play but these events should have an effect on the portrayal of the character.

What do Intimacies do?

Intimacies work similar to the Motivation of a character: it affects a characters behavior and can grant the player XP, though on a smaller scale than the Motivation:

Every Intimacy provides 1 XP at the end of each session in which it appeared and the player portrayed his character accordingly. As always, the Storyteller is the final arbiter when the Intimacy is applicable and when not but Intimacies should be always be considered applicable when they make things more interesting (read troublesome) for the character. This doesn't mean that the character always blindly follows his Intimacy, struggling before giving in is perfectly viable.

For example, an Eclipse Caste Solar with a „Love for Gambling" who spends some time gambling and risking a priceless artifact definitely earns his XP. Another character who tries to be „Faithful to his Wife" will earn his XP if he stays true and suffers the wrath of the woman he scorned.

Intimacies can also provide vulnerabilities and resistances in Social Combat (see page XX).

Gaining and Abandoning Intimacies

A starting character begins play with up to (Charisma) Intimacies. This is the maximum limit and a character who exceeds this number during play must discard one Intimacy after his next resting period.

This is not a free choice and is determined in accordance with the Storyteller. Intimacies that could be lost in this way are ones which are of less importance to the Character than others or Intimacies that haven't been used for a while, such as a friendship fading due to lack of contact.

New Intimacies can be gained through Social Conflict (see the appropriate chapter) or by simply mentioning it to your Storyteller. If it fits with the story and portrayal of your character you can simply write it down on your character sheet. Alternatively you can also change one of your existing Intimacies, such as a passion turning into hatred after a betrayal.

You can also abandon an Intimacy by constantly acting against it. Your Storyteller can decide when to remove the Intimacy but he has to warn you if a planned course of action will lead to this before you act accordingly.

Health

Health Boxes

Where other incarnations of the ORE use hit boxes assigned to different body locations, One Roll Exalted makes use of a single pool of health boxes. This also means that armor now only has a single AR rating that covers the entire body.

Each adult human has access to 15 health boxes, the first eight of which represent minor and superficial damage. The second set of 4 boxes consitute moderate damage and a character with at least one of those boxes filled with shock or killing damage incurs a -1 penalty to all actions. The second set of 2 boxes constitute serious damage. With one of these filled, a character incurs a -2 penalty on all actions.

Additionally the final box of each character is the incapacitated (or "X") box. If this is filled, regardless of type of damage, then the character is taken out of the fight. If it is filled with shock then the character is unconscious but will come to his senses after the fight (removing half the taken shock as usual). If it is filled with killing then the character is in mortal danger and will eventually bleed to death (see the section on Death below).

Damage

If a character has all his boxes filled with shock damage, then additional damage just makes things a lot worse. Each further point of shock damage transforms one already shocked box into one killing box. Each additional point of killing damage changes two shock boxes into killing damage.

Aggravated Damage

Aggravated Damage (abbreviated as A) acts like Killing damage in every regard, except that it is much harder to resist or heal magically. Magical effects that do not specifically mention that they prevent or heal aggravated damage do not do so. Aggravated damage is marked with an asterisk or by blacking out the box in question.

Healing

Because of the changed wound-box setup as compared to REIGN, characters also heal differently.

Natural Healing

Killing damage heals slowly and only if the character did not take any damage during the day. The time it takes for a single wound box to be transformed into shock depends on the penalties it inflicts. Mortals need 2 days of rest for a -0 killing box, 4 days for -1 and 8 days for -2. Double these times if the character is active. The last box requires 16 days and can not be healed without rest.

Exalted need only half a day for a -0 killing box, 1 day for -1 and 2 days for -2. The final box requires 4 days of rest. All of these times are doubled when the exalt is up and about.

Shock damage is healed much faster and regardless of penalty level. At the end of each combat, half of the shock damage suffered in that battle is healed. In addition to that, the exalted require one hour of rest to remove one shock box, two hours if active. Mortals need 4 hours and eight if not resting.

Medical Healing

When treating shock damage, a medic may roll Intelligence+Medicine and if successful heal a number of shock boxes equal to the width of the match. When trying to treat killing damage, then a successful roll only transforms a single box into shock damage. Aggravated damage may only be healed naturally. A character can only benefit from one healing roll each day.

Dying

Because Exalted is a game of high, cinematic action, death is less likely than in other ORE systems. Un-

like in REIGN a character does not immediately die once his health boxes are filled with Killing damage. Instead a character has an additional set of boxes that stand between incapacitation and final death.

Each character has a number of additional "dying" health boxes equal to his Essence + Strength. These can under no circumstances be hit directly. Any damage taken when the regular boxes already filled with killed or aggravated damage goes directly into these boxes. Should all of them be filled with damage (regardless of type) then the character truly dies.

While has at least a single dying health box filled, the character is in mortal danger. He will automatically suffer 1K to one of these dying health box every three rounds. Either a magical effect or a skilled healer has to come in and stop the blood loss to prevent death. A Wits+Medicine roll with a drop equal to the wounds suffered to the dying health boxes is sufficient to stabilize a character and prevent further automatic health box loss. If this roll is failed, the patient instantly suffers 1K to his dying boxes.

A stable character heals the dying health boxes at the same rate as the X box but as long as a single Dying health box is filled the character remains unable to act, hovering between life and death. It is wholly possible to have a character that somehow has all his regular health boxes healed while still retaining dying health boxes. Such a character might have his body mended while his mind is still in a coma.

Mortals who have at least one of their dying health boxes filled and manage to somehow survive are sure to suffer some permanent damage that is typically reflected as a loss of stats or skills. This might be anything from a missing eye to permanent brain damage or a punctured lung. Discuss with your ST to find something appropriate.

Advantages

Advantages is a catchall term for all positive things a character could either own or have access to that are not part of the stats and skills system. Material resources and loyal followers are as much part of this as are special merits such as having a beautiful face.

Advantages can only be purchased with Generation Points (GP) during character generation. Some of the Advantages can be earned in play, such as an increase in wealth or a stolen artifact, while others (like Beauty) can be bought with XP if your Storyteller approves. In some cases the Storyteller might even want to consider paying XP for advantages you gained in

play as this will make them more "permanent" and less subject to the ravages of the story. More information can be found in REIGN on page XX.

Example Advantages

REIGN presents a large number of advantages for players to choose from. These can be found on page XX but before you use those you should make sure to have the approval of your storyteller. Other, Exalted specific advantages can be found below.

Artifacts (Varies)

Artifacts is an Advantage of which each instance represents an individual artifact. The Advantage itself scales from 1 to 5 to represent the Level of the Artifact associated with it. Each level of this very powerful Advantage costs double during character generation and advancement.

Wealth (Varies)

A very important Advantage is Wealth, as described in REIGN on page XX. It deals with the general resources a character has and it's an abstract measurement for his personal finances. For a rough idea on the amount of money a character with varying levels of the Advantage owns or has access to, see the sidebar Currencies of Creation.

Currencies of Creation

The following tables give rough estimates of the amount of currency a character or company owns depending on their Wealth and Treasure scores:

Wealth	Realm	Silver
1	2-4 Koku	2-5 Dinar
2	1-2 Obols	10-15 Dinar
3	1 Shekel	60 Dinar
4	1 Mina	125 Dinar
5	2 Minae	250 Dinar
6	4 Minae	1 Dirham
7	1 Bar	2 Dirham
8	2 Bars	1 Talent
9	4 Bars	2 Talents
10	1 Talent	4 Talents

Treasure	Realm	Silver
0	1-2 Obols	10-15 Dinar
1	1-2 Minae	100-250 Din
2	1-2 Bars	1-4 Dirhams
3	1-2 Talents	2 -4 Talents
4	6-8 Talents	20-30 Talents
5	50-60 Talents	100-250 Talents
6	300-500 Talents	1000-2000 Talents

Good Breeding (3, Dragon-Blooded only)

In Terrestrials with good Breeding the blood of the Dragons is strong. They are more powerful than most other Terrestrials and they enjoy their respect. In social interactions with other Dragon-Blooded, they can reduce penalties by 1.

The potency of their bloodline also increases the power of their Anima Banner. Replace their normal Anima Track with the one found below:

Well-bred Terrestrial Anima   [0] [1] [1] [2] [3]

Pure Breeding (5, Dragon-Blooded only)

Terrestrials with pure Breeding are more powerful than almost all other other Dragon-Blooded. Their immaculate pedigree also bestows them tremendous amounts of respect from other Terrestrials. In social interactions with other Dragon-Blooded, they gain 1 die to their roll.

The pure blood also increases the potency of their Anima. Replace the regular Terrestrial Anima Track with the one found below:

Pure-bred Terrestrial Anima   [1] [1] [2] [2] [3]

Problems

Example Problems

Stagnant Anima

A character with this Problem has an especially weak Anima. Reduce all the levels of his Anima that are above 1 by 1.

CHAPTER THREE
CHAR. GENERATION

There are two primary methods for Character Generation, the Point Buy System which gives the player great control over the result but takes more time, and the One Roll System that randomly generates stats, skills and a history for a character.

Point Buy System

When using this method the player has full control over the character he wishes to generate. The player can tweak the individual values until he has a character he is happy with. The downside is that it takes more effort and time than the One Roll System.

Step 1: Character Basics

At first you should have a general concept of your character. A concept is usually not much more than a simple sentence. "A spoiled princess trying to further her political influence" is as valid as "An honorable mercenary out for revenge". As with everything it's important that you ensure that the character is compatible with the story and the other players' characters.

Once you have a concept it's time to decide on a type of Exalted and an appropriate Caste for your character. Often the storyteller has a certain type of Chosen in mind for his campaign. This choice determines your magical and mundane capabilities.

Step 2: Favored Traits and Caste

Once you have a rough concept, it's time to chose your favorite Stats and/or Skills and to determine what Caste your character is. Your Exalt Type determines the number of Favored Traits. Simply choose and then mark them on your character sheet.

Exalted Type and Favored Traits

Solar Exalted, Abyssal Exalted	8 skills
Sidereal Exalted	7 skills
Terrestrial Exalted	6 skills
Heroic Mortals	3 skills
Lunar Exalted, Alchemical Exalted	2 stat, 2 skills

Your choice of favored traits determines the Caste of your character: He belongs to the Skill/Stat group with the most favored traits. In the event of a tie, the player may decide freely.

Step 3: Motivation and Virtue Flaw

The next step is to determine your motivation. This is important for your character as it is one of the fastest ways to gain Experience Points and thus to advance. You can find inspiration for a Motivation in Appendix I: Example Keys (page XX).

The second part of this step is choosing a Virtue Flaw. You can select one of the example flaws found in Appendix I: Example Keys or you can make up your own in cooperation with your storyteller.

Step 4: Spend Generation Points

The final step is to spend a number of Generation Points (GP) on Stats, Skills, Charms, Spells, Essence and other attributes. The amount of points you can spend depends on the type of Exalt you choose to play.

Your storyteller might adjust this amount either up or down to suit his campaign but he values given here are appropriate for starting characters, that is young Exalts.

Exalt Type and Generation Points

Exalt Type	GP
Solar Exalted, Abyssal Exalted	1500 GP
Lunar Exalted, Sidereal Exalted	1400 GP
Terrestrial Exalted, Alchemical Exalted	1300 GP
Heroic Mortals	700 GP

Your character automatically starts with 1 in each Stat and an Essence of 2 (unless you decide to play a heroic mortal: they start play with an Essence of 1). The player then uses the assigned Generation Points to build his character. Use the table below to determine the different costs.

Generation Point Costs

Increase a Stat by 1:	50 GP
Increase a favored Stat by 1:	40 GP
Increase a Skill by 1:	15 GP
Increase a favored Skill by 1:	10 GP
Increase Essence to 3:	125 GP
Promote a dice into an Excellency Dice:	50 GP
Promote a favored dice to an ExD:	40 GP
Buy a Charm Rote or Spell:	25 GP
Buy a favored Charm or Spell:	20 GP
Buy 1 level of an Advantage:	15 GP

There are only three restrictions on how you spend your points, apart from the natural trait maximums of course. These restrictions are: At least 25% of your GP need to go into your Stats; At least 25% need to be used to buy Skills and Advantages; At least 25% of your GP need to be spent on magic, which includes everything from raising Essence to buying Charms Rotes, Spells and Excellency Dice. The remaining 25% may be used to round out the character and can be spent anywhere.

For example a starting Solar Exalt has 1500 GP to spend, 25% of this are 375 GP. To raise his stats, each one costing 50GP, the solar has to spend a minimum of 375 GP, which effectively means 400 GP as he can't raise a stat by half a point. This gives him 8 stat increases.Then he needs to spend 375 GP on Skills, which with favored and unfavored Skills roughly gives him 30 Skill/Advantage increases. The next batch of 375GP goes into his magic, giving him about 8 charms or ExD for the cost of roughly 400GP. Whatever is remaining can be spent to increase whatever the Player wants to.

One Roll System

The One Roll Generation System is a fun way to quickly generate a random character to start play with. One advantage of this system is you might end up playing a character you wouldn't have thought of on your own but that ends up being tremendous fun

because it's a change from your usual play style. The system also gives player a rough life path (though that one requires some manual assembly) that helps flesh out the character.

Step 1: Determine Exalt Type

The first (and only) thing you have to do before rolling the dice is to determine what kind of Exalt you will play. Usually this has a strong impact on the campaign and so the Storyteller might restrict you to certain options. This choice determines the amount of Generation Points your character will start with and thus influences the number of dice you roll later on.

If you really want to leave everything up to chance (and your Storyteller is okay with that), then roll a single d10 and consult the following table. You should however be aware that this makes the generation process a two roll system. If you don't mind that, go right ahead.

Nr.	Exalt Type
1	Heroic Mortal (hey, you wanted to roll!)
2	Terrestrial Exalted
3	Terrestrial Exalted
4	Terrestrial Exalted
5	Terrestrial Exalted
6	Alchemical Exalted
7	Sidereal Exalted
8	Lunar Exalted
9	Abyssal Exalted
10	Solar Exalted

Step 2: Basic Stats

Using the One Roll System, your character always begins play with at two regular die in each of the six stats and an Essence of two (or one for Heroic Mortals).

Step 3: Roll the dice

With your Exalt type determined you can go and grab the number of dice appropriate to your Chosen. Each of these dice represents a package of 100 GP. Please note that this system is specifically built for Solar characters but can be adapted for other Exalted.

Exalt Type One Roll Dice Pools

Exalt Type	Dice
Solar Exalted, Abyssal Exalted	12 dice
Lunar Exalted, Sidereal Exalted	11 dice
Terrestrial Exalted, Alchemical Exalted	10 dice
Heroic Mortals	5 dice

If you're wondering why these are less dice than GP you would get normally, remember that you already spent 300 GP for the basic stats.

Now roll the dice. You can find out what the matches

you rolled mean by checking the table below. Each match represents a certain profession, with the height determining the actual profession and the width measuring the general aptitude.

The Waste Dice (that is the dice that do not come up as matches) are applied to one of the 5 other tables, one for each direction of Creation. You can choose to apply them as you see fit. These dice represent special events that happened to your character during his life, either before or after his exaltation. These lists aren't necessarily linked to that location but also to the ideas behind the element. This means that even if your character is someone who never left the blessed isle, you may still select events from the other lists.

If you got a match with a width of 6 or higher, take the excess dice and treat them as Waste Dice and assign them to event lists. Note that in the lists below, stats are always written in capitals so that you don't have to look for them in the skill lists. Whenever Excellency Dice are listed (for example in the form of "1 ExD (Stealth)"), an upgrade is concerned. This means that one of the regular dice in the listed skill is turned into an ExD. If different skills are listed then the player may choose which one to recieve the ExD in.

Additionally when ExD are granted the player may instead choose two Charm Rotes for the skill. If he is given more ExD than allowed, then he has to chose rotes. Occult ExD may be exchanged for spells.

Solar Professions

2x1   Lowly Beggar
    +1 WITS, +2 Larceny, +1 Dodge +1 Awareness. 1 ExD (Larceny), 1 ExD (Awareness)
3x1   Canny Beggar
    +1 Larceny, +1 Stealth, +1 Presence, +1 Performance. 1 ExD (Larceny)
4x1   Experienced Beggar
    +1 Larceny, +1 Performance, +2 Awareness. 1 ExD (Larceny or Awareness)
5x1   Beggar Monarch
    +1 CHARISMA . 1 ExD (Awareness)

2x2   Petty Thief
    +1 DEXTERITY, +1 Larceny, +2 Stealth, +1 Athletics. 2 ExD (Stealth)
3x2   Cutpurse
    +1 Stealth, +1 Athletics +1 Larceny, +1 Advantage: Wealth. 1 ExD (Athletics or Stealth)
4x2   Burglar
    1 ExD (Stealth), 1 ExD (Athletics)
5x2   Criminal Mastermind
    +1 MANIPULATION, +1 Awareness or +1

Investigation, +1 Athletics, +2 Advantage: Wealth
2x3   Street Entertainer
    +1 CHARISMA, +1 Performance, +1 Presence, +1 Socialize, +1 Dodge. 2 ExD (Performance or Socialize)
3x3   Traveling Bard
    +1 MANIPULATION. 1 ExD (Performance or Socialize)
4x3   Successful Player
    +1 Performance, +2 Socialize, +1 Linguistics. 1 ExD (Performance or Socialize)
5x3   Renowned Performer
    +1 Lore, +1 Linguistics, +1 Advantage: Artifact (performance related). 1 ExD (Performance)

2x4   Miserly Merchant
    +1 CHARISMA, +2 Presence, +1 Bureaucracy, +1 Linguistics, +1 Lore. +1 Advantage: Wealth, +2 Advantage: Possession. 1 ExD (Presence)
3x4   Canny Tradesman
    +1 WITS, +1 Bureaucracy, +1 Presence, +1 Survival, +1 Ride or Sail
4x4   Banker
    +1 Bureaucracy, +1 Investigation. +2 Advantage: Wealth. 1 ExD (Bureaucracy or Presence)
5x4   Captain of Industry
    2 ExD (Presence or Bureaucracy)

2x5   Poacher
    +1 WITS, +2 Survival, +2 Investigation. 2 ExD (Survival or Investigation)
3x5   Experienced Hunter
    +1 Awareness, +1 Archery or Thrown, +1 Dodge, +1 Resistance. 1 ExD (Survival)
4x5   Expert Woodsman
    +1 STRENGTH, +1 Awareness, +1 Crafts, +1 Archery or Thrown, +1 Linguistics
5x5   Master Wildsman
    1 ExD (Investigation), 1 ExD (Survival or Investigation)

2x6   Foot Soldier
    +1 STRENGTH, +2 Brawl or Melee, +1 Awareness, +1 Resistance. 2 ExD (Brawl or Melee)
3x6   Veteran Soldier
    +1 DEXTERITY, +2 Archery or Thrown, +1 Brawl or Melee, +1 War
4x6   Elite Warrior
    +1 Medicine, +1 Resistance, +1 Archery or Thrown, +1 Awareness. 1 ExD (Brawl or Melee)

5x6 Master of Combat
1 ExD (Archery or Thrown), 1 ExD (Archery, Brawl, Melee or Thrown)

2x7 Lowly Sage
+1 INTELLIGENCE, +2 Lore, +1 Medicine, +1 Linguistics. 1 ExD (Lore), 1 ExD (Lore or Medicine)

3x7 Canny Sage
+1 Lore, +1 Crafts, +1 Dodge, +1 Medicine. 1 ExD (Lore or Medicine)

4x7 Expert Sage
+1 WITS, +1 Investigation, +1 Occult, +1 Linguistics, +1 Medicine

5x7 Master Sage
+1 Lore, +2 Medicine, +1 Crafts. 1 ExD (Lore or Medicine)

2x8 Squad Leader
+1 STRENGTH, +2 War, +2 Melee. 1 ExD (War), 1 ExD (War)

3x8 Officer
+1 Awareness, +1 Melee, +1 Ride, +1 Performance or Presence. 1 ExD (Performance or Presence)

4x8 Commander
+1 WITS, +1 War, +1 Lore, +1 Integrity, +1 Advantage: Status

5x8 General
+2 War, +1 Performance or Presence, +1 Advantage: Status. 1 ExD (Presence, Performance or War)

2x9 Sorcerer's Apprentice
+1 INTELLIGENCE, +2 Occult, +1 Lore, +1 Dodge. 2 ExD (Occult)

3x9 Hedge Wizard
+1 Occult, +2 Crafts, +1 Dodge. 1 ExD (Crafts)

4x9 Adept
+1 INTELLIGENCE, +1 Occult, +1 Investigation, +1 Integrity, +1 Lore

5x9 Master Enchanter
1 ExD (Occult or Crafts), 1 ExD (Occult)

2x10 Noble By-Blow
+1 DEXTERITY, +1 Socialize or Bureaucracy, +1 Melee or Archery, +1 Advantage: Wealth, +1 Advantage: Status. 2 ExD (Socialize or Bureaucracy)

3x10 Minor Noble
+1 MANIPULATION +1 Dodge, +1 Ride, +1 Melee or Archery, +1 Advantage: Wealth

4x10 Prominent Noble
+1 Linguistics, +1 Integrity, +1 Socialize or Bureaucracy, +1 Advantage: Status. 1 ExD (Integrity)

5x10 Of Royal Blood
+1 Integrity, +1 War, +1 Advantage: Wealth, +1 Advantage: Status. 1 ExD (Integrity)

With the Professions done, we go over to the Random Events for the different regions of Creation. Apply your Waste Dice to the sections as you see fit.

Events of the North
These events often deal with the rugged conditions of wild nature. The strongly intellectual nature of the element of Air stands in contrast to this.

1 Lost Artifact
You've found a useful artifact that looked like someone had lost it and kept it. Maybe you found it on the remains of a battlefield or in a ruin hidden away from the rest of the world.
+1 WITS, +2 Awareness, +1 Advantage: Artifact

2 Wilderness Explorer
You enjoy being outdoors and moving through the world. Maybe you've been a very active child climbing on trees and rooftops in between work. You know how to move and where to go.
+2 Athletics, +1 Dodge, +1 Brawl. 1 ExD (Athletics)

3 Keeper of the Traditions
You were taught the old legends and traditions by a teacher, parent or hired sage. You still know most of them and the truth they contain always comes in handy.
+2 Performance, +2 Lore. 1 ExD (Lore or Performance)

4 Bureaucratic Swindle
You've noticed the loophole and you've exploited it to your heart's content. You took some of the money for yourself or you've secretly rerouted some shipments with a few well placed letters. Now you're richer and noone's any wiser.
+1 MANIPULATION, +2 Bureaucracy, +1 Advantage: Possession, +1 Advantage: Wealth

5 Lived with Barbarians
You spent some time with a roving barbarian tribe. Did they snatch you during a raid? Did they find you lost in the wilderness? Did they let you go or did you escape? Regardless of the circumstances, you learned many a useful thing from your captors, not the least their language.
+2 Survival, +1 Resistance, +1 Linguistics. 1 ExD (Survival)

6 Harsh Winter
It came as a surprise to everyone and it was the coldest winter in ages. It might have been wyld storms, air elementals on strike or just plain bad

luck but the people suffered and fought for food with only the toughest surviving. You did but at what cost?
+1 STRENGTH, +1 Brawl, +2 Resistance, +1 Survival

7 Left for Dead
Attacked by bandits, barbarians or beasts you were left behind for dead. With sheer will and endurance you managed to survive, patch yourself up to the best of your abilities and then stumble back into civilization.
+2 Medicine, +1 Resistance, +1 Dodge. 1 ExD (Medicine)

8 Exiled
You rivaled the leaders of your community with your personal influence and new ideas and you were exiled. Or did you maybe just commit a heinous crime?
+1 CHARISMA; +2 Presence, +1 Integrity, +1 Dodge

9 Learned from a Shaman
Just how it did it come about that you spent some time learning about the spirits and their secrets from a Shaman? Whatever the cause he taught you many occult secrets.
+2 Occult, +1 Lore, +1 Medicine. 1 ExD (Occult)

10 Strict Physical Regimen
You decided to undergo a dietary restriction and daily training for personal or religious reasons and it led to a clarity of mind. But what do or don't you eat? And why did you start?
+2 Integrity, +1 Lore, +1 Brawl or Athletics. 1 ExD (Integrity)

Events of the Blessed Isle
The events from this list deal with society and its pitfalls. They are also based on the stable and creating nature of the element of earth.

1 False Hero
You were considered a hero for a deed you never accomplished. Maybe you made the story up or someone else was responsible and you just took credit for it. What was the deed?
+1 CHARISMA, +2 Performance, +1 Larceny, +1 Presence

2 Secret Love
The two of you were deeply in love but it had to remain secret, for the sake of both of you. Maybe the social standing was too different or she/he was of a feuding family or religion. Whatever the cause, your love had to remain a secret and you spent a lot of your time sneaking about.
+1 DEXTERITY, +2 Stealth, +1 Athletics, Advantage: Beauty (1)

3 The Unseen Eye
You've been hired by someone to spy on someone else. The question is why? And were you successful?
+1 Stealth, +1 Performance, +1 Presence, +1 Socialize. 1 ExD (Stealth or Performance)

4 Marriage of Convenience
Maybe you were forced into it by your family or you chose your spouse on your own but you're stuck in an uncomfortable marriage of convenience. What was the reason for buying into a dry and loveless marriage? And are you still stuck with him/her or did you flee one night?
+2 Bureaucracy, +1 Dodge, +1 Integrity. 1 ExD (Bureacracy)

5 Uncovered a treacherous Plot
Either through dumb luck or cunning you stumbled over a treacherous plot against one of the powerful. You uncovered the conspiracy and unmasked the traitors leading to their swift execution. You have been sufficiently rewarded but you might have earned some enemies.
+2 Investigation, +1 Integrity, +1 Advantage: Wealth. 1 ExD (Investigation)

6 Privately Tutored in the Art of Combat
At some point during your life you had the luxury of being trained in the arts of Combat by a talented master of his art. Someone most likely spend a lot of money to get you there or maybe your master just discovered your hidden talent.
+1 STRENGTH, +2 Brawl or Melee, +1 Archery, +1 Integrity

7 Librarian to the Powerful
For some reason or another you spend some time of your life tending the library of the rich and influential. You've learned many a thing from the books and your masters alike.
+2 Lore, +1 Socialize, +1 Bureaucracy. 1 ExD (Lore)

8 Board game Master
At some point you've discovered that you had an aptitude for the strategic board games in vogue with the powerful. You actually won a few tournaments and earned some accolades for yourself. You might have even taught a few spoiled children how to play the game and think strategically, preparing them for their future careers as officers.
+2 War, +1 Presence, +1 Lore. 1 ExD (War)

9 Secret Workshop
You were once working on secret projects for a lord. You might have been part of the workforce secretly building catapults for a siege or you've been the master craftsman forging a masterful blade in secret.
+3 Crafts, +1 Stealth. 1 ExD (Crafts)

10 Bastard Child
You're the bastard child to someone with a significant degree of influence. You had to hide your identity and you've hardly known your real parent. Who is or was your parent? And who raised you?
+1 MANIPULATION, +1 Integrity, +1 Stealth, +1 Socialize, +1 Advantage: Wealth

Events of the East
The events from this deal with the manifold lands of the east and their large variety in vegetation and inhabitants. Other elements are the themes of growth, life and death that can be found in the element of Wood.

1 Murder!
You had to commit a cruel and cold act of murder. Was it long planned and out of spite or greed? Or didn't you have any choice left and just did what had to be done? Who did you kill, and why?
+2 Melee, +1 Stealth, +1 Larceny. 1 ExD (Melee or Stealth)

2 Scavenger Expedition
You've taken part in at least one expedition trying to unearth the secrets of the First Age. You might have been the leader of the expedition or just someone responsible for carrying the food. Either way you managed to snatch something of great value for yourself.
+2 Stealth, +1 Athletics, +1 Larceny, +2 Advantage: Artifact

3 Growing Capital
You are involved with a bar or brothel or other establishment that benefited from a burst of growth: You might be the owner or just someone who invested into the project but you reap the rewards.
+2 Socialize, +2 Advantage: Wealth. 1 ExD (Socialize)

4 Survived a Death Sentence
You were supposed to be hanged, or decapitated but you managed to free yourself at the last minute. Maybe someone rescued you or general turmoil allowed you to escape. Maybe someone even declared you innocent at the last second.
+2 Presence, +1 Bureaucracy, +1 Dodge. 1 ExD (Presence)

5 Adopted an Animal
Maybe you rescued an injured animal or you raised it from its birth. Whatever the reason you have a trusty animal that not only follows your commands but that also loves and wants to protect you.

+1 WITS, +1 Survival, +3 Advantage: Animal Companion

6 Caught in a War
A war broke out and you were right in the middle. Maybe the neighboring kingdom decided to invade or it was an attack from one of the lords of the Underworld. Regardless of the cause you were forced to fight for your life and maybe even for the life of your family.
+1 Melee, +1 Brawl, +1 Stealth, +1 Athletics. 1 ExD (Melee or Brawl)

7 Spontaneous Midwife
You never intended to get your hands this dirty but for some reason you were the only one on site to deliver the baby. And you actually succeeded in bringing the child out alive. Whose baby was it and is the mother still alive?
+1 DEXTERITY, +2 Medicine, +1 Lore, +1 Survival

8 Band of Drifters
You've joined the rowdy bunch roaming the countryside and before you knew it you were their leader. The group might be a few cutthroats or a few honorable deserters from a lost war but they are loyal to you.
+1 CHARISMA; +1 War, +1 Presence, +1 Archery or Thrown, +1 Advantage: Followers

9 Gravedigger
You've dug your fair share of graves in your lifetime. Maybe you worked for a big morticians guild or you've just been the only one with a proper shovel in your village. Whatever the reason, you learned a lot about life and death.
+1 INTELLIGENCE, +2 Occult, +1 Medicine, +1 Athletics

10 You rescued them!
You were at the right place at the right time and managed to save someone important from a dire fate. Not only did they reward you they also gave you all the duly deserved glory and people know your name now.
+2 Integrity, +1 Advantage: Wealth, +1 Advantage: Status. 1 ExD (Integrity)

Events of the South
These events are inspired by the hot lands of the southern Direction. Because the element of Fire is closely linked to the wide range of human passions these events are often social in nature.

1 Blind Love
You've met her (or him) and you've been swept off your feet from the first moment. You were madly in love and it took you too long to figure out that he/she just wasn't good for you. He/she got you involved in things that you'd rather

not be involved in and you've done things for him/her you'd rather not have done. But you've left him/her and you're over it now, right?
+2 Larceny, +1 Stealth, +1 Melee. 1 ExD (Larceny)

2   *Professional Athlete*
You were at one time a professional athlete, performing in theaters for the amusement of the audience.
+1 DEXTERITY, +2 Athletics or +2 Ride, +1 Resistance, +1 Advantage: Status

3   *Served in a Harem*
You might have been one of the beautiful wives or husbands of an influential potentate or you had just been the boy to clean the pool, serve the wine and change the sheets. Whatever you did, you know what people desire and how to use this for your own ends.
+1 MANIPULATION, +1 Presence, +1 Performance +1 Socialize, +1 Stealth

4   *Bureaucratic Nightmare*
For some reason or another you were lost in a bureaucratic nightmare and had to navigate the offices and bureaus of a city to keep your life intact. Did you succeed?
+1 WITS, +2 Bureaucracy, +1 Presence, +1 Integrity

5   *Lost in the Desert*
You were part of a caravan traveling the southern sands when something went awry. Bandits attacked, the guide lost his way or a wyld storm raged. Whatever the cause, you got separated and lost in the desert. Only through sheer will did you manage to survive and stumble back to civilization.
+1 STRENGTH, +2 Resistance, +2 Survival

6   *Fought as a Gladiator*
You fought for money or fame in an arena while the crowd cheered on. Did you do so at your own volition or at the behest of others? Whatever the cause you've emerged a strong fighter.
+2 Brawl or Melee, +1 Dodge, +1 Performance. 1 ExD (Brawl or Melee)

7   *Learned Slave*
You lived some time of your live as a slave to the rich and mighty. Maybe raiders snatched you from a caravan or your family sold you into slavery to survive? Instead of the life of hard work that awaited most other slaves you were taught in the arts of medicine as to be a useful servant to your lord.
+2 Medicine, +1 Lore, +1 Resistance. 1 ExD (Medicine)

8   *Vengeance!*
You were wronged by someone in a way that only blood could wash away the stain. Whether in boiling rage or cold vengefulness you got your revenge and someone got what he deserved. But just what happened?
+1 Integrity, +2 Brawl or Melee, +1 War. 1 ExD (Brawl or Melee)

9   *Favored Artist*
Your talent and work captured the eyes of the important and they supported you with both contracts and exposure. You lived the good life, taking part in parties and showing your works to the influential. But what now? Do you still own their favor or did you fall from grace?
+3 Crafts, +1 Socialize. 1 ExD (Crafts)

10 *Drug Delirium*
You've been a regular drug user and seller but at some point you just took too much of the drug of your choice and nearly killed yourself. You're lucky to have survived and now you're trying to stay sober. Luckily the money you made dealing with drugs helps to distract you from your cravings.
+1 Integrity, +1 Socialize, +1 Resistance, +1 Advantage: Wealth. 1 ExD (Integrity or Resistance)

Events of the West
The events of the West not only deal with water and sailing but with sudden changes of fortune and the characters success (or failure) in adapting to those.

1   *Theft of Opportunity*
You always had a thing for shiny and expensive things, especially when they belonged to other people and that one time you just couldn't resist. You've snatched something valuable and nobody suspects you.
+2 Larceny, +1 Dodge, +1 Advantage: Wealth. 1 ExD (Larceny)

2   *Escape in the Night*
Things changed suddenly and drastically and you had no other option but to flee in the dark of night.
+2 Stealth, +1 Athletics, +1 Resistance. 1 ExD (Stealth)

3   *Traitor!*
You betrayed someone or something and promptly switched sides. Unfortunately your betrayal has become more widely known than you might have desired.
+1 MANIPULATION, +2 Performance, +1 Presence, +1 Dodge

4   *Robbed*
You were robbed and somebody took almost everything you owned. Maybe pirates raided the merchant expedition that you invested all your money in. Or you were simply mugged with brute force.

+1 WITS, +2 Bureaucracy, +1 Awareness, +1 Integrity

5 *Shipwrecked*

Through some ill fortune you were onboard a ship that was wrecked. But how exactly did you survive? And did anyone else or are you the only one left?

+2 Sail, +1 Survival, +1 Resistance. 1 ExD (Sail or Survival)

6 *Ambushed*

Someone ambushed you and you had to fight back to survive. Was it a group of bandits or a single stealthy assassin? And what was the reason for the attack?

+2 Awareness, +1 Dodge, +1 Melee or Brawl. 1 ExD (Awareness)

7 *Unlikely Tutor*

A wise old man told you a lot of surprisingly accurate stories about the world. Maybe it was your uncle or the old sailor you traveled with. Or you simply shared a room with him because you couldn't afford one on your own.

+1 INTELLIGENCE, +2 Lore, +1 Linguistics, +1 Crafts

8 *Press Ganged*

You were pressed into military service aboard a war ship against your will. Just how did you manage to get out of this?

+1 STRENGTH, +2 Resistance, +1 Sail, +1 War

9 *Religious Convert*

An occult revelation caused you to change your beliefs. What did you believe in and who do you pray to now? And just what happened to change your mind?

+2 Occult, +1 Lore, +1 Performance. 1 ExD (Occult)

10 *Unexpected Treasure*

Maybe you won it or you've just stumbled over it on a deserted Island. Either way fortune has been smiling at you and now you're in possession of something very valuable.

+1 Integrity, +1 Socialize, +2 Advantage: Artifact or +4 Advantage: Posession, +2 Advantage: Wealth

Smoothing the Edges

After rolling up your character you'll still have to some manual assembly. The first thing you have to do is to check if you have more points in a skill or stat than would be possible. If so, then simply rearrange those skill points as you see fit. You also have to do this whenever a heroic mortal is granted ExD or Charms. Simply transform them into GP and spend them as you please.

Step 4: Caste and favored Skills

The next step is to mark off your favored skills (or stats). Simply check below how many you have available and then assign half of that number to highest skills on your sheet. The other half can be distributed freely.

Exalted Type and Favored Traits

Solar Exalted, Abyssal Exalted	10 skills
Sidereal Exalted	9 skills
Terrestrial Exalted	8 skills
Heroic Mortals	3 skills
Lunar Exalted, Alchemical Exalted	2 stat, 2 skills

The choice of skills determines the caste and should be appropriate to the character's different traits and previous lifepath. The character belongs to the caste that has most of it's skills favored. If there is a tie, the player may decide freely.

Step 5: Charm Rotess

With your caste determined and all your stats & skills set you might want to think about the Charm Rotes you want to start with. Remember that if you have more ExD in a skill than you are allowed to that you have to take 2 Charm Rotes instead. Talk to your Storyteller about the Rotes and their functions.

Profession Sets and Castes

Prof. Nr.	Solar	Abyssal	Lunar	Sidereal	Terrestrial	Alchemical
1	Night	Day	No Moon	Serenity	Water	Moonsilver
2	Night	Day	Changing Moon	Endings	Air	Soulsteel
3	Zenith	Midnight	Changing Moon	Serenity	Wood	Soulsteel
4	Eclipse	Moonsh.	Casteless	Endings	Water	Moonsilver
5	Zenith	Midnight	Full Moon	Journeys	Wood	Jade
6	Dawn	Dusk	Full Moon	Battles	Fire	Jade
7	Twilight	Daybreak	No Moon	Secrets	Earth	Orichalcum
8	Dawn	Dusk	Full Moon	Battles	Earth	Orichalcum
9	Twilight	Daybreak	No Moon	Secrets	Air	Starmetal
10	Eclipse	Moonsh.	Changing Moon	Integrity	Fire	Starmetal

Step 6: Personality

The last step is to determine the Motivation, Intimacies and the Virtue Flaw of the character. Here a random system would be poorly placed as the personality of your character is something only you can really decide on. During this step be sure to be in touch with your Storyteller and your fellow players to ensure compatible and interesting characters.

Strategies and Tips

A few handy tips about using the One Roll Character Generation system can be found below. They provide ideas on how to shape the results and interpret them.

Roll again

Remember that this system is a tool to quickly come up with cool characters. If the character you rolled up just doesn't look like he's going to be fun for you, then don't hesitate to scrap it and start over.

Use the same events to bond

If you want to make your character mesh well with those of your fellow players, look if you have the same events appearing in both histories. If you do then you can easily use those to bring the two characters closer together. If there are no identical events or professions, then maybe you can use similar (or even opposed) ones and interlink them. However this technique requires the players to go through the One Roll Character Generation together.

Keep them or roll them?

If you have a match with a width of 6 or more then you usually treat the excess dice as Waste Dice and apply them to events. This creates more focused characters as is typical for Exalted. If you want a less focused but better rounded character, then re-roll the excess profession dice and apply the results as usual.

Roll less dice

You might want to roll a few dice less than you are allowed to and then spend GP just as in the regular character generation after you rolled. For each die held back in that manner you gain 100 GP to spend as you see fit.

Fix some dice

Instead of taking out some dice you can simply set them to a desired number to make sure you end up with a character that has the skills you desire. Either look at the various event and profession tables and find those that interest you or check out the table below to find out which number on the dice roughly corresponds with what skills and stats.

Nr.	Relevant Stats & Skills
1	Charisma, Wits, Larceny, Performance
2	Dexterity, Manipulation, Stealth, Athletics
3	Charisma, Manipulation, Performance, Socialize
4	Manipulation, Wits, Presence, Bureaucracy
5	Strength, Wits, Investigation, Survival
6	Strength, Dexterity, Close & Ranged Combat
7	Intelligence, Wits, Lore, Medicine
8	Strength, Charisma, War, Presence
9	Intelligence, Occult, Lore
10	Dexterity, Manipulation, Integrity, Socialize

Where are the Martial Arts Styles?
Outdated

What about the favored GP discount?
The One Roll Generation requires a certain degree of abstraction. Because favored skills and stats are not determined at the time of the rolling, it is impossible to determine the actual point cost of the varying trait changes. To compensate the various stat packages add slightly more traits than 100 GP would allow them to but this might still result in less effective characters than when using the point buy method.

Advancement

During the course of his existence, a character can learn and improve. The resource to do this with is called Experience Points (or XP for short). They are earned during and at the end of a session and can be spent to raise Stats and Skills, buy Excellency Dice or learn Charms and Spells. All improvements usually require the okay of the Storyteller.

Earned Experience Points

There are a number of sources for experience points, most of which are awarded at the end of a session. Some however can be gained mid-game.

Attendance

Simply for attending the game you get 2 XP at the end of the session.

OOC Enhancement

For enhancing the game through out of character actions, your character can gain 1 XP at the end of the session. This can include the guy getting the pizza or writing a journal about his character.

Player-Award

At the end of each session, the players may award 1 XP to one of their ranks. They can nominate and vote for whomever they want. This is generally used to award cool actions and interesting role-playing.

Storyteller-Award

Similar to the Player-Award, the Storyteller can also grant 1 XP to one of the players for interesting ideas and in character action.

Level 3 Stunts

Level 3 Stunts can award the PC an extra point of experience. This is limited to 1 XP per session however but that one is gained immediately.

Motivation

Whenever a PC acts in accordance to his motivation he gains XP as appropriate (see page XX). These XP are gained immediately, even mid-session.

Virtue Flaw

When succumbing to his Virtue Flaw, a character can also gain XP similar to that of his motivation. See the Virtue Flaw section on page XX for more information. Also these XP are gained mid-session.

Story Achievment

At the end of the session, the Storyteller may also award up to 5 XP to the players if a story-arc was brought to its conclusion. This can be more or less as appropriate. A particularly tough challenge might herald 7 XP while a minor plot point might only net the PCs 3 XP.

Note that the average experience point gain of the players should be about 15 XP per session. Of course this will sometimes be more (usually at the end of a story arc) and sometimes less but the experience point costs were designed with this number in mind. If you desire faster or slower character advancement, be sure to tell that to your players and modify the XP gain as appropriate.

Long-Term Experience Points

When calculating the amount of XP character gain during off-screen time, consult the table on page 275 of the Exalted Second Edition corebook and double all XP values.

Spending Experience Points

Now it's time to spend those sweet, sweet experience points. To do so you need to decide what you want to increase and then pay the appropriate amount of Experience Points from your reserves. If you do not have enough XP then you can not improve in that area.

Experience Point Costs

Increase a Stat by 1:	(10 x New Level) XP
Increase a Skill by 1:	(5 x New Level) XP
Increase Essence by 1:	(20 x New Level) XP
Promote a dice to an ExD:	50 XP
Promote a favored dice to an ExD:	40 XP
Learn a Charm or Spell:	25 XP
Learn a favored Charm or Spell:	20 XP
Learn a Charm of another Exalted Type:	40 XP
Buy an Advantage:	(5 x Level) XP
Increase a Company Stat by 1:	(50 x New Level) XP

Favored Stats and Skills

The Exalted may favor certain Stats or Skills. These represent an exception talent for the trait in question and they provide an XP cost discount to raise the chosen trait and when buying associated Excellency Dice or Charms. Always calculate the XP cost as if the new Skill or Stat Level was one lower but never less than 1.

It is also easier to raise those stats as the player doesn't need a specific reason to do so or commit to training time. Solar, Abyssal, Sidereal and Terrestrial Exalted favor Skills while Lunar and Alchemical Exalted primarily favor Stats.

Converting Dice to Excellency Dice

Whenever a character spends Experience Points to gain Excellency Dice he has to upgrade a regular dice. This means that going from a 3d Melee pool, the player will have a 2d+1ExD pool.

Combat

Area Dice

Area Dice deal their specified damage if their height exceeds the target's Armor rating. Generally that's 1S but particularly nasty effects might cause even more than 1 damage.

Free Actions

A Free Action is an action that can be added without incuring a multiple action penalty. Note that you still have to check for the lower pool. Effects such as artifacts may grant Free Actions.

Unworthy Opponents

Uwnorthy Opponents (or Extras) are mostly treated according to the rules in REIGN on p. 191. One difference is that Threat may exceed 4 through magical influence. Also Unworthy Opponents in OREx have an Essence rating. This is equal to the average of it's members and it has a number of effects:

More dice

When supernatural creatures become unworthy opponents, each creature is worth a number of dice equal to it's Essence score. This way, a gang of 5 Essence 3 demons is able to roll 15 dice - as many as 15 Essence 1 mortals. However each killed demon takes out 3 dice, quickly reducing the pool.

Tougher opponents

With the powerful attacks of the Exalted, Unworthy Opponents need to be a bit stronger to provide a bit more of an obstacle. Unworthy Opponents add half their Essence (round down) to their Threat Rating when checking to see if they are killed by a blow. To take out a Threat 3, Essence 3 minion you need a blow that does at least 4 shock or 4 killing. For weapons that deal both types of damage simply add the amounts together.

Other Things

Dodge is independent of timing (Width)

Weapons = armor piercing have 2 types, dodge/parry resistant have 1 type

Movement

Walking

As written on REIGN p. 189 a character moves 15 feet per combat round. If he wants to move faster then he has to take a running action.

Running

An action to run is resolved with Dexterity+Athletics, each point of width adding 5 feet to the base speed. Taking other actions while running requires a multi-action as usual.

Jumping

Characters can jump as a combat action. This can be done in addition to the free move action or part of a multiple action. In these cases, the jump action incurs a multiple action penalty as usual.

A character can jump his Strength+Essence in yards. If he wants to jump farther, or if the jump is particularly

tricky, the action is rolled based on Strength+Athletics. Each point of Width can add 1 yard to this distance. Half the total for vertical jumps. If the Jump action fails, the character is downed.

Feats of Strength

Lifting
Add table for Str = weight

Throwing
Add table for Str = weight & distance

Social Conflict

When a Zenith prays to the Unconquered Sun, when two monks have a heated debate over the Immaculate Texts and when a Lunar holds a speech in front of an entire City, then the Social Conflict system is used. It is there to resolve conflicts of will: when one character wants to influence another through words and arguments.

Basic Terms

Because Social Conflict is a rule system unique to OREx designed to resolve social situations. Not every conversation has to be modeled with the Social Conflict system. It is only when two parties have conflicting goals that you join a Social Conflict.

Social Conflict is roughly similar to regular Combat. An overview with the rule terms highlighted is provided below:

A **Debate** is the entirety of a single conflict resolved with the system. Debates are made up of consecutive **Rounds** at the beginning of which the different **Speakers** announce their **Intent**. Then the players roleplay their discussion if they want to.

During the round the characters make **Arguments** at their opponents.If successful they cause **Influences**. These encourage or discourage a certain behavior based on their **Effect** through penalties and bonuses. They are grouped into **Categories** (**Emotion**, **Belief**, **Compulsion**) and the dice modifier is based on their **Impact**, while their duration is roughly measured by their **Strength**.

To defend, Speakers can **refute** Arguments. They can either **disproof** them through words or **dismiss** them by steeling their mind against the influence. If a character still finds themselves loosing the conflict they can chose to offer up a **Concession**.

How to Debate

First, figure out who is involved, and what the different parties want to achieve. This means that before conflict starts all involved parties have to clearly state that they with to initiate Social Conflict and what their intent is for doing so. This intent may be vague and it may be changed at the start of each round of conflict, but it does have to resemble the general goals of the characters. Note that if none of the involved parties have any intent, then this is a normal conversation and it needs no conflict resolution. Based on the intentions you can decide whether to run the conflict using Simple or the Complex system.

If the conflict has only two sides, one being primarily active while the other is passive, then it seems like a good idea to use the **Simple Social Conflict** system. However if there are multiple active parties that want to convince one another (or a third party) or if the influence is supposed to affect the target on a deeper level, then the **Complex Social Conflict** system should be used. You'll find more information on the differences of the two systems below.

With the system decided, simply roleplay the conversation as you would without mechanics. When a participant in the conversation has heard and said enough, the character's player (or the Storyteller in the case of NPCs) raises his hand to signal his willingness to resolve. Once all parties' players have raised their hands the conflict resolution begins. Alternatively the Storyteller may ask for a roll to resolve the conflict if things seem to be dragging out for no reason.

This roleplaying up until the point of resolution and the quality of the arguments are considered stunts. If a player makes an effort at speaking in character, then he gets a Level 1 Stunt bonus. If the arguments and acting are convincing he can gain a Level 2 Stunt and if his line of reasoning or character portrayal is exceptional then he can gain a Level 3 Stunt.

Of course the benefit of a social conflict resolution system is also that the players may simply skip the roleplaying by saying something along the lines of „I seduce the barmaid", „I try to fast-talk my way past the guards" or „I refute his arguments by pointing out his previous indiscretions.".

This is helpful when trying to save time, when a player has no inspiration at the moment or when he or she simply isn't the best talker. However if you skip the roleplaying, then the player gets no Stunt Dice for speaking in character. He can still gain a Level 1 Stunt for good arguments but a Level 2 Stunt is very unlikely and a Level 3 Stunt is flat out impossible

without first person dialogue.

Simple Social Conflict

This simple system can be used when there is only one active side while the other parties are primarily passive. All participants have to agree to use the simple system before the conversation begins. When the passive audience is composed of Extras, then they have to automatically accept the use of Simple Social Conflict. Heroic characters on the other hand always have the right to refuse which will force the conflict to be resolved using the Complex System instead.

The reason for this is that the Simple System can be used to get past that doorman and into the party but can't be used to convince a fanatic Dragon-Blooded to love the Anathema, even if only for a scene. The simple system is also an excellent way for a social character to show off his skills, just like a martial character would mow down extras.

If Simple Conflict is accepted, state your intent and debate as usual until all parties are ready to resolve. Then the active party rolls to resolve the Argument, while the defender rolls to Refute the Argument. See below for more information on these two rolls. If the active party wins, they create the desired Influence in the target. If the active party loses, nothing happens except that the target might get irate. Regardless of the outcome, there is only this one round of debate allowed.

Note that the Arguments made in Simple Social Conflict can not have an Argument Modifier drop higher than the attacker's (Manipulation + 3). In these cases the argument is simply too difficult to quickly convince someone except for the smoothest of talkers. Also Influences created through Simple Social Conflict only last for a single scene, disappearing afterwards. Multiple Actions are also not used.

Complex Social Conflict

This system provides a bit more complexity in the task resolution. While it becomes more difficult to succeed, the spoils become greater as well. With this system, characters and their words can have an enduring effect on the minds of other characters, but they open themselves up to the same effects from their opponents. Complex Social Conflict is used against Heroic characters that refuse to be swayed easily, when multiple active parties or concerned or when a character attempts to create an Influence that lasts more than a scene.

After all parties have spoken it is time to declare Actions. The aggressive party, that is the one who has initiated the conflict, has to declare first. If there is no clear aggressor, then determine as if there was a tie. After this resolve the remaining characters' actions in clockwise order around the table.

After declaring, characters collect their dice pools as usual and roll. The rules for multiple actions and different skills work as usual.

Whenever an argument is successful, it causes what is called an Influence in the target. Influences are temporary, being able to erode or be strengthened. They also provide bonuses and penalties to the character depending on his actions. For more information see the Influences section below.

Once all rolls are made and all Arguments are resolved, see if all parties want to continue to debate. If this is the case, simply begin the next round of debate. If this is not the case and both parties want to end the discourse, simply end the system at this point. If only one party wants to go on while the other wants to retreat, the unwilling party needs to offer up a Concession. Such is the price of entering a Social Conflict.

Making Concessions

A Concession is a sort of compromise that a character can offer to the other parties if he finds himself on the losing end. The Concession needs to be serious and appropriate to the situation, generally be resembling the intent of the opposing parties. For example if a character was being persuaded to hand over the city to the attacker, then he may instead offer to give them a noticeable stake in the city.

The character automatically gains an Influence reflecting the Concession with an Impact and Strength of 10 (see below). If he was already suffering an Influence (in the above example this would be the compulsion to hand over the city) then this is replaced by the new Concession Influence. If at least one of the opposing parties does not accept the Concession, then the loser is forced to remain for one more round of Social Conflict. Regardless of the outcome of this round, after it is resolved he may leave the debate and stops being a target for Arguments.

Making Arguments

An Argument is to Social conflict what an attack is to physical combat. It is an attempt to use words to influence someone's, feelings or thoughts. Where a strike with a sword deals damage, an Arguments causes an Influence in the target. Generally Arguments use either the Charisma or Manipulation stat coupled with one of the available social skills.

The Stats and Skills section explains when the different traits are to be used. Of course in special situations other skills may be used. An Example could be Charisma + Bureaucracy when trying to impress someone with your knowledge of such matters.

This pool is then rolled as normal. Special circumstances may provide bonuses and penalties to this roll and multiple actions may be declared as normal. These can be used to make multiple Argument(s) or Refutations (Defense) or most likely to combine both.

If used to barrage a single target with arguments causing the same Influence it is necessary that the player actually has a number of avenues of argumentation equal to his attacks.

Argument Modifiers

Argument Modifiers is are raises and drops that are applied to added to a match's height before the target defends against it. Arguments that are beneficial to the target and in line with his personality do not produce a drop while those that go against his nature and which are likely to cause negative consequences increase the drop. After the Argument match is modified, see if it is still successful. An Argument match - like all other actions - needs to have a height of at least 1 to be successful, otherwise the action fails and the target need not protect himself.

The player of the attacking character should be at least roughly aware of the Argument Modifiers he has to expect before he rolls. To figure out the net Modifier simply compare the argument to the guidelines below and then drop or raise the appropriate match(es) by this value. If you can not decide between two options, simply use the number in between.

Complexity of Influence Effect
- -H4   Extremely convoluted (multiple conditions)
- -H2   Complex(containing at least two conditions)
- +H0   Normal Influence
- +H2   Simple Influence (base desires, emotions)

Benefits of Influence Effect
- -H4   very negative results (possibly even fatal)
- -H2   negative results (minor danger)
- +H0   negligible results
- +H2   positive results

Permanence of Influence Effect Fallout
- -H4   Very Long (forever or unlikely to overcome)
- -H2   Long (roughly 3 stories)
- +H0   Medium (roughly as long as a story)
- +H2   Short (roughly a scene)

Effect relates to Personality
- -H∞   Opposing Motivation
- -H1   for each opposed Intimacy or Influence
- +H0   No effect on personality
- +H1   for each aligned Intimacy or Influence
- +H4   in accordance with Motivation

If the Argument is successful the target can use any of his Gobble Dice, compared to the modified height of the match, to try and refute the argument. This means that outrageous Arguments with a significant drop are easier to defend against than those that are in line with the target's beliefs.

Refuting Arguments

When trying to refute an argument the player needs to take an action that produces Gobble Dice with which he may break argument matches. The player has two options of refusal: He may either try to disproof the argument or to dismiss it.

Disproval of an argument is similar to a parry in regular combat. Here the character uses rational arguments to counter another's line of reasoning before the target (which may or may not be be the character disproving) considers the content of the words. It works like a parry in that any of the attack skills can be used, but only in cooperation with the Manipulation Stat. That means Manipulation+Presence could be used as could be Manipulation+Investigation. Also note that Disproval Gobble matches need to be equal or higher than the argument match in both Width and Height.

When dismissing an argument the player steels his mind and dismisses the words without necessarily disproving them. This is a personal form of defense and can not be used to protect arguments that target others. To disprove simply roll Charisma + Integrity. The resulting match(es) can be used as gobble dice . Note that – just like dodge in normal combat – dismissal matches may gobble argument matches that are wider than they are. They only need to be at least as high as the argument. A 2x8 match may gobble a 4x6 match down to a 2x6.

If the defender causes the attacker to fail, then he has steeled himself against the influence and is unaffected from that Argument. Regardless of the outcome, no further attempts aiming to create a similar Influence may be made against the defending party for the rest of the Story, unless the active party brings a different line of arguments to bear.

Note that arguments which oppose a target's Motivation fail automatically. The same is true for Arguments of which the target is aware that they will cause his

death without any doubt and potential gain for him. Convincing someone to enter a potentially fatal situation because he could gain something from this is acceptable but difficult. Asking someone (who is not already suicidal) to jump into a bottomless chasm is not.

Resolving Arguments

Arguments are resolved from the highest match to the lowest, with wider matches happening before narrower ones. The owner of the match declares which of his declared actions corresponds to the match and then the target has the option to use his Gobble Dice as normal to defend. If the attack is still successful then it creates an Influence in the target (more about those below). The Impact of the Influence is equal to the height of the match, it's Strength equals the match's width.

After resolving one action in this manner go on to the next available match and resolve the action as described until there are no more matches remaining. Then the round ends.

Sidebar: Written Arguments

It is possible to use written language to carry out Arguments. To do so, the character has to simply write an appropriate letter and roll Manipulation (Charisma is not applicable) plus either the appropriate Skill or his Linguistics Skill, whichever is lower. Once the target has read the letter, the effect takes hold. The target may still roll to resist as normal.

Note that written a Argument written in a language only affects those that can actually read and understand it. Also if a letter is explicitly addressed to a single target, then it will only affect this target and no other readers. Also only the first reading by a target will cause the Argument to take effect, further readings by the same person show no effect. Additionally a written attempt at persuasion is always handled via the Complex Social Conflict system.

Influences

In Social Conflict, a successful Argument creates an Influence in the target. Influences are ideas or feeling that have found root in the target's mind. This can be anything from blossoming love to the belief that the Anathema are not demons. A target might feel that he disagrees with the ideas in his head but the words of the attacker have affected him and he will find himself thinking about them.

A target may have an influence that he disagrees with, one that conflicts with an existing Intimacy. For example an Immaculate Monk after a debate with a particularly sly Eclipse may find himself wondering if the Anathema really are devils. He may be looking at old texts to make sure his beliefs are right but he might still find that when he faces an Anathema, the doubt in his heart makes his fists hesitate.

An Influence has a number of traits. The first is it's Effect, that which describes it. The second is it's Category, a rough grouping depending on the type of effect it has. The final two traits are Impact and Strength. Impact symbolizes how deeply the Influence affects the character's mind. High Impact Influences keep returning to the character's mind, occupying his thoughts even when his mind is not idle. Strength gives is a rough measurement of how long the ideas will last in the character's head. Impact is determined by the height of the Argument's match, while Strength is equal to it's width.

Influence Effect

This is a short descriptor of the Influence. It should give a good idea of what the influence means to the target and how it affects his thoughts, feelings and behavior. This can range from a single word for a basic emotion („Rage") to a sentence for a more complex belief („The Red Piss Legion will attack at dawn").

Influence Categories

There are three primary categories of Influences. Some magics may interact only with certain types of effects.

Emotion effects deal with feelings. This covers everything from desire to hate to fear. The fires of emotion are easy to fan if the mood is right but causing emotions contrary to the scene, such as wild laughter during a serene funeral, is increasingly difficult. Emotions are also - by their very nature - very imprecise. You can cause grief in a character but there is no way to know how he or she will react to this emotion.

A **Belief** Influence affects the ideals and thoughts of a target. This can be religious conviction or simply the idea that green tea is the best there is. Some supernatural effects can cause Illusion effects, which are somewhat similar to Beliefs: They make a target believe that the Illusion is in fact real. The reactions of the target are not supernaturally fueled, only the belief in the Illusion is.

The last group are the **Compulsion** effects. These effects influence the target to act a certain way, be it the command to surrender or the request that the target grabs the fleeing pursuer. These effects are hardest to invoke but they give the attacker the most direct control over the target's actions compared to Beliefs or

even Emotions. The supernatural version of Compulsion Influences are the Control effects. These can go so far as to give the attacker total control over every conscious action of the target.

Impact

Whenever a character acts in line with an Influence, he gets a bonus to all relevant rolls. Should he act against the Influence he suffers a similar penalty. Both penalties and bonuses are determined by the Impact of an Influence. Simply divide the Influence by 4, and round from the point of view of the target. Exalted with an Impact 9 Influence use a result of 2, while mortals use 3. The Influence provides a bonus or penalty based to all relevant actions. If dice are added in this manner, they are Stunt Dice and not regular dice.

Strength

The Strength of an Influence measures it's durability. This trait can be affected by a character's actions beginning with the scene after the Influence was created.

If a character acts against an Influence, then he suffers the penalties based on it's Impact but by doing so he also reduces the Strength of the Influence by 1 at the end of the scene. By acting against the ideas in his head he suffers from doubt but if he preservers, then he is one step closer to overcoming the influence. An Influence can not be reduced by more than 1 per scene but if he reduces the Strength to 0 in this manner, then the Influence is overcome and removed. Emotions and Compulsions automatically have their Strength drop by 1 after each Scene in which they were not relevant.

If the character acts according to the Influence, he gains the appropriate bonus to the relevant rolls but he also increases the Strength of the Influence by 1. Just as with reducing Strength, an Influence can not be increased by more than 1 per scene in this manner. Acting with and against an Influence in the same scene will keep it's Strength on the original level as both changes cancel each other out.

Now if the Strength reaches a level at least equal to the target's (Charisma + Integrity) and the target has voluntarily acted in accordance with the Influence for at least one scene, then it becomes a part of the character's belief system and turns into an Intimacy. Note that an Influence can easily have a Strength higher than this threshold. This simply means that the target can oppose the Influence for multiple scenes and still be in danger of making the Influence permanent if he agrees with it only for a single scene.

A character who already has his maximum number of Intimacies when he gains a new one in this way must discard his least important or least frequently used Intimacy after his next resting period. The removed Intimacy may not be the one just created.

If a character has an Intimacy which directly conflicts or competes with the newly created one, then he has the option to immediately discard the old Intimacy in favor of the new one. He may also retain both, if he has not yet reached his limit for them. This can provide great fuel for drama, such as a character torn between his two loves or a monk who loves alcohol but has sworn an oath of sobriety. Conflicting Intimacies have no negative effect on the XP gained through them, in fact they might even make it easier to gain XP.

Unnatural Influence

Unnatural Influence is caused by supernatural effects. It uses Essence to add weight to words and to keep ideas in the target's mind. Not only does Unnatural Influence divide the Impact by 3 instead of 4 to calculate the dice penalties an bonuses, it can also have a minimum duration for the Influences it causes.

Such an Unnatural Influence persists as long as the duration lasts, even if it was already reduced to Strength 0. Influences with a Strength of 0 no longer levy any penalties when the character acts against them and they can not be reduced in Strength any further. They do however still grant bonuses, tempting characters to act that way and to add Strength to them again. At which point the penalties come back into play as normal.

Aggravating Influences

Instead of trying to create a new Influence with an Argument you can also try to aggravate a previously created Influence. To do so simply state your intention to do so when announcing the action and then resolve as normal. If the newly created Influence would have a width or height that is higher than that of the existing one, simply use the higher values. If width or height of the new Influence is equal to the old, simply add +1 to the value. In all other cases, the Influence does not change.

If an attempt at aggravation fails, then the target is resistant to further arguments with the same intent for this scene and the already existing Influences is reduced by 1 in both Impact and Strength.

Abusing Influences

This system has a few ways in which crafty players could abuse it to give themselves advantages. An example is a circle of exalts convincing one another

of the importance of attacking a demon to gain bonus dice in combat with that demon. That's clearly using the system for something it was not designed for, so beat your players with a stick if they try to pull that one on you.

Alternatively to the stick treatment you can also just be very strict about the bonuses and penalties from such an Influence. Your player characters try to influence one another with a compulsion to attack the demon to improve their chances? Simply give out penalties to everything else that's not directly related to destroying that demon.

Another avenue of abuse is the fact that it's mechanically easier to get rid of an Intimacy than of an Influence since Intimacies do not levy Penalties. Again, if they try to abuse this – hit them with a stick. Or alternatively show them the downsides of having an Intimacy like that. Simply let your NPCs make a lot of arguments that are in line with the Intimacy.

MAGICAL POWERS

Excellency Dice

Excellency Dice simulate the superhuman potential of the Exalted. The Chosen are far better at what they focus on than any ordinary mortal can ever hope to be. Every type of Exalted has a unique kind of Excellency Dice that they can buy. These dice provide superior results as the player has more control over an Excellency Die's result.

Buying Excellency Dice

To gain access to Excellency Dice a character has to upgrade his existing dice. By spending Experience Points, he can exchange one die for an Excellency Dice native to his character's type.

A character can never have more Excellency Dice in a Trait than he has Essence. All Exalted can only buy Excellency Dice for their Skills with the exception of the Lunar and Alchemical Exalted who buy these Dice for their Stats instead.

Using Excellency Dice

Before a player can use his Excellency Dice, the pool for his action(s) has to be determined. This is neccessary to see how many Excellency Dice the character has available because penalties remove them before they affect regular dice. Keep in mind though that Stunt Dice are removed before Excellency Dice are and can be used to protect your precious power.

Once it is determined how many ExD a character has, he can decide how to use them before he rolls. The two basic principles are described below. More advanced uses follow in the Charm section.

Using for Width

A player can choose to use his ExD as normal in his roll. In this case they behave as described below, which means they improve his chances at getting matches. The more ExD a character **rolls**, the more matches he will get and the wider they will be. Powerful beings have ExD that also increase their chances at getting a match with an above average height. Remember that actions with wide matches are finished faster.

Using for Height

Alternatively the player can decide to **spend** his ExD for Height. In this case he takes the ExD out of the pool and does not roll it. Instead he says on what kind of action he will spend the die. If he gets a match for this action, the height of all dice in that match will then be raised by an amount based on the **Potency** (the number behind the name) of the ExD.

Multiple ExD used in thie manner are cumulative and raise the height of a match beyond 10 and produce supernatural results such as blows that cannot be parried by mortals. This also provides the player with more height that he can use to create magic effects, but you can read more about that below.

ExD and Multiple Actions

When determining the smaller of two pools for a multiple action. You count the regular dice and the ExD seperately and then take the lesser of each pool.

For Example, if a character with a 3d+2ExD for Melee and 5d+1ExD for Dodge pool would try a Melee/ Dodge multi-action, then he would roll a base pool of 3d+1ExD before penalties.

Types of Excellency Dice

The following provides a list of ExD for the most common types of supernatural beings. If you are looking for ExD for other supernatural beings simply choose a Dice Type from the list below that you feel is most appropriate. If this is not satisfying take a look at other ORE games for inspiration on other types of dice.

Solar Dice (SoD) +4

Solar Dice embody perfection. A blade wielded by a Solar means death and a skilled seducer is irresistible to all. All Solar Dice in a pool are set to the highest rolled number.

Abyssal Dice (AbD) +4

Abyssal Dice act exactly like Solar Dice.

Lunar Dice (LuD) +3

Lunar Dice are as flexible and mercurial as the moon. After the roll Lunar Dice can be set to any number the player chooses. However no two Lunar Dice can ever be set to the same number. This makes Lunar Dice very useful when taking multiple actions.

Sidereal Dice (SiD) +3

The Sidereal Dice are bound to the fickle strands of fate. SiD are rolled as normal and can then be used to spool one regular die each. The player can set the value of both dice to whatever number he likes provided that the sum of the two dice does not change and that the values remain within the range of 1 to 10.

Terrestrial Dice (TeD) +2

Terrestrial Dice are built for teamwork. They are rolled just like normal dice but after the roll TeD may be exchanged with the TeD of allies, as long as both execute similar or compatible actions. A TeD that is not exchanged may have his rolled number adjusted up or down by 1. The die may not exceed 10.

Alchemical Dice (AlD) +2

Alchemical Dice are modular but mechanical. They are not rolled and instead are always set to a certain number between 1 and 6. The player may choose this number for his character and it may be changed whenever he undergoes maintenance. This change applies to all his AlD regardless of Stat.

Spirit Dice (SpD) +1 / +2 / +3 / +4

These dice are used by beings made out of Essence: Gods, Demons, Ghosts. They are rolled as normal but afterwards they can be raised or dropped. The amount that the die can be shifted is one-third the being's Essence. The dice may never exceed 10 in this way. Spent for height they provide a bonus equal to that amount to the entire match.

Charms

Charms are the personal powers that supernatural beings have access to. While Excellency Dice allow the Exalted to perform better and more reliable than any mortal, Charms are what let them to do the impossible. With them they can leap across mountains or fashion objects ouf of the raw wyld.

Using Charms

To use a Charm the character in question needs to naturally have at least one ExD in the relevant skill or stat. Then the player thinks up what he wants to do, the **Effect**. Since the system is primarily freeform the character given enough power, an Exalt can do pretty much everything, as long as it is within his **Power Theme** (more on that later).

After knowing what to do, it's time to talk about the price of the Effect: To successfully perform the effect, the player has to pay a certain amount of Height, this is called the **Height Cost**. To pay this cost, the player has to willingly drop the Height of a relevant match by the given amount after all other modifiers are applied. If the match is still valid, because it's higher than 0, then the Charm works.

To figure out the Cost, ask your Storyteller. There is a table of example Effects and Height Costs at the back of the book, which should provide you with inspiration and guidelines when it comes to pricing Effects.

Rolled Actions

Charm are frequently used for a rolled actions, opposed or not. In these cases, the character rolls his dice and chooses a match to use for the action as usual.

If he scores no match, the Effect does not happen or it does but the character still fails at the task. If he has a match and it is still higher than 0 after all drops (including Height Cost) and raises, then he succeeds and the Effect is activated when the match goes off.

If the roll is opposed, the final Height of the match, after Height Cost and other modifiers, is used to determine the winner. This final Height is also used for the applicability of Gobble Dice.

Example: The Solar Nate Degenhart is firing at one of those pesky Dragon-Blooded and he won't let himself be stopped by mundane things such as excessive range so he shoots even though he's a mile away. Being able to fire such a range costs H5. With a 2x13 he has enough height to power the effect but this also makes the shot easier to dodge: It's reduced to a 2x8 and so any Gobble Die with H8 or higher applies.

Unrolled Actions

When trying to use a Charm to improve a normally unrolled action (such as a simple jump or the drawing of a sword), the player can simply spend an ExD for height to create and improve a virtual match.

This match has a Width (used for timing purposes only) and a Height equal to the relevant skill (or stat for Lunar Exalted). Add the raise granted through the spent ExD to this and then use the result to pay the Height Cost.

For example improving your jumping distance dramatically would use the Athletics skill, while the drawing of a sword would make use of Melee. To explain: Trying to draw a sword that is lying halfway across the room would be an effect that would cost 3 Points. This means that this is such a basic Effect that a Terrestrial with Melee 2 is able to do this by spending one ExD for Height.

To jump over a mountain the character would have to drastically increase his jumping distance for an unrolled action. This effect would cost 16 Height points, so to do so, a Solar with Athletics 5 has to spend 3 ExD, while a Terrestrial with the same skill would have to spend 6 ExD.

Committed Effects

The Exalted can also use Charms to power up at the some point in a scene to receive longer lasting bonuses. To do so, a Commitment Action has to be declared. This action is rolled and works like any other action and might incur multiple action penalties etc. One ExD needs to be spent and committed to simply enable such an action. Further ExD may be used to improve the action

If the action poroduces a match that has the necessary Height, then the rolled match is used for the commitment. All ExD used for this match (including the initial one to start the roll) are committed and can not be used in any other way until the effect is released.

As long as they are committed however, the player can automatically apply the rolled match to all unopposed actions on that skill. If this match exceeds 10, then it only adds to the Anima track once, in the round that the scenelong is activated (see the Anima section).

For example, a Solar might want to commit 2 ExD (1 to start the action, 1 used for Width) to Athletics to maintain perfect balance for a scene. He rolls a nice 2x10 which he can apply for any balance roll during the scene: Whenever he would have to roll for balance, he would simply use that roll and succeed and

not incur multiple action penalties.

If however someone would actively fight against his balance and the roll would become opposed, then he would no longer be able to use this saved 2x10 match. However if the commited effect was relevant to the opposed roll, all the ExD spent to improve the original roll (excluding the one to pay for the commitment) can be used as normal. To reiterate:

Samusin Tigerpaw from the examples above is balancing with his 2x10 match just fine. Now a Air Aspected Terrestrial comes up and tries to disturb his balance with a sorcerous gust of wind. As the two effects now oppose, Samusin has to forfeit the 2x10 match for the action. Note that this does not end the comittment. However the 1 ExD he used for Width is available for this action. If on the other hand he was trying to tear out a door that some extras are holding onto from the other side, the ExD would not be available as it's not a balance related roll.

Additionally, the character can use this virtual match to spend height points for an effect. This effect will then be in play for as long as the dice are committed.

Again an example: Samusin has learned much and he now wants to balance weightlessly for a scene. This effect has a Height Cost of 5. Just as before he rolls a 2x10. This is reduced to an effective 2x5 balance match that remains as long as the ExD are commited. During this time he can stand on a thin branch without breaking it.

Charm Rotes

In addition to the freeform Charm system the exalted may also formulate often used effects into Charm Rotes. For a few Experience Points, the Exalt gains access to a technique that works at a reduced Height Point cost (reduced by the height of one ExD to be precise) and often with more refined mechanics.

This system is optional. The game can be played entirely without it as it requires more book keeping. In return it provides players with inspiration for effects and a sort of "shopping list" for cool powers.

If the system is used, then the players are encouraged to come up with their own Rotes for often used effects on their own. Talking to your ST about this and giving the Rotes a flowery name is a must, otherwise it is a regular freeform Charm Effect and there is no Height Cost discount.

Charm Rotes are usually associated with a Skill or in

Obvious or obvious?

Some Charms might create effects that are obviously magical in nature (such as balancing on a twig) without the Obvious keyword.

The difference between these Charms and those with the Obvious keyword is that the latter are clearly identifiable upon activation. They make their purpose visible to the learned savant (or experienced fighter) who might be able to make intelligent (or tactical) deductions based on this information.

the case of Lunars and Alchemicals: a Stat. Regardless of Skill or Stat, all Charm Rotes have a number of common attributes that help understand them. These are cost, requirements, type, duration and keywords and they are described below:

Cost

To use a Charm, the exalt has to pay a Height Cost as usual. This Cost is usually written as H1 or H5.

A few very powerful Charms can also use the life of the caster to power themselves, which means that they do either shock or killing damage to the character. The type and amount of damage are specified in an abbreviated form: 1S or 2K for example.

Requirements

Charm Rotes require a minimum Essence score before they can be learned.

Type

Type determines the timing and usage of a Charm. Usually a character may use as many Charms in a Combat Round as he can spend Height.

Simple

Simple Charms requires a separate action, whether it requires a dice roll or not. If it is executed on its own, an unrolled charm activates at the start of the round and a rolled one activates as determined by the width and height of the roll.

If a Simple Charm is part of a multiple-action and does not require a roll, then it is timed to activate together with the character's first match – or at the end of the round if the character has no match. If it is part of a multiple-action and is rolled it is resolved according to the match assigned to the Charm Use.

In either case, a Simple Charm has to be declared as one of the actions of a character at the start of a round.

Supplemental

Supplemental Charms supplement a certain action usually specified in the charm text. They need to be announced when the action is specified. The match assigned to this action is enhanced and the Charm goes off at the start of this action. If a character takes multiple actions in one round that could be enhanced by a Supplemental Charm, then he can choose which ones to improve but he needs to specify so when announcing his action.

Extra Action

Extra Action charms make it easier to multiple actions of a certain kind - Brawl-based attacks for example. The type of action is specified in the Charm text.

For each level of Extra Action, an additional action (not the first action) of the appropriate type has it multiple action penalty reduced by one. Additionally for each such action, a point of width may be applied to any of the rolled matches. Matches modified with these points have to be assigned to actions of the type specified by the Charm.

You can never have more than one Extra Action Charm active in a round.

Example:
Solar Bob uses Endless Blades Technique, a Charm that gives him a Level 3 Extra Action (because his Essence is 3) for use with the Melee ability. He decides to attack the unworthy opponents around him a total of 3 times while at the same time jumping out of the window. He uses the lower of the two pools which is still an impressive 6d+2SoD.

Knowing that, Bob will execute 1 Jump and 3 Attack actions. Thanks to his Level 3 Extra Action he can ignore the -3 dice penalty from the attack actions and roll his unmodified pool of 6d+2SoD. He decides to activate his Solar Dice paying the required cost.

He rolls and gains 2, 6, 6, 7, 8, 9 and he sets his two Solar dice to 9 to make a 2x6 and a 3x9 match. He then spends the three points of width taken from his Extra Action Charm to bolster his 3x9 into a 6x9 match. He then splits the 6x9 into three 2x9 matches.

Because he used three Extra Action width points to build two 2x9 matches he has to use those to attack. The remaining 2x9 match is used for the jump and the final 2x6 is another attack. He's going to hurt the extras pretty bad, taking out three in one round and still making a perfect jump.

Reflexive

Charms of this type can be used at any point during combat. These Charms need not be announced at the start of the round. If timing is important it is usually mentioned in the Charm text as to when they have to be announced or are applied.

X minutes, hours or days

A few charms specify an amount of time instead of a type. These can not be used in combat and instead require a dramatic action of the given length to work.

If the Type is specified as X-W then substract the width of the used match from the specified number to determine the time it takes (minimum 1 unit of time).

Duration

Many charms have a duration of "Instant", which means that their effects are applied and the charm then vanishes. Other charms have longer lasting effects and these are then measured in (combat) rounds, scenes or even days.

Some Charms have their duration specified as "Commitment", which means they require a commitment of all the ExD used in forming the match. These Charms are active until these ExD are released.

Some few charms also have a Permanent effect, which makes them last forever or until broken (if possible).

Keywords

Keywords are short words that give an insight into the workings of a charm. These are important for the rules to clarify which Charm can affect or resist against what. Keywords in brackets are optional and not automatically active. See the Charm text for more information.

Area

These effects affect a larger area and often everyone within. In many cases these effects cause Area Dice to everyone affected.

Company

Charms with this keyword can be used to hinder or improve Company actions.

Crippling

Effects with this keyword either physically or magically cripple an opponent. These effects normally persist far longer than the duration of the charm.

Environmental

This keyword means that the effect in question either creates or manipulates the environment. Turning lava into Ice is as much an Environmental effect as is summoning up a deadly storm from nothing.

Holy

Charms with the Holy keyword transform their Killing damage into aggravated damage if used against Creatures of Darkness.

Morale

Charms with this keyword can be used to cause Morale attacks to extras. The specific conditions are detailed within the charm text.

Obvious

A charm using this keyword displays a clearly identifiable burst of Essence upon activation. Hiding such a charm is hardly possible and learned savants might be able to recognize the kind of charm activated. If a witness has a chance to know the charm (from previous experience or written descriptions) he may reflexively roll Intelligence+Occult. Success gives the character a rough idea of what the Charm will do. Rare charms might impose a difficulty on the roll.

Poison

Charms with the Poison keyword make use of natural or magical toxins to poison the opponent. These effects usually last longer than the Charm they were caused by.

Shaping

These Effects work great changes on the world of Creation and its inhabitants. They are very powerful and luckily pretty rare. The effects of the Wyld on visitors are also considered Shaping effects.

Sickness

Just as the Poison or Crippling effects cause long lasting impairment so does the sickness keyword. Charms or Spells with this keyword cause diseases instead.

Social

Charms with this keyword can be used in social situations to enhance appropriate rolls.

Stackable

The effects of this Charm stack. Multiple uses or instances of this charm increase the potency.

Touch

These charms require the user to touch the target of the effect with their hand. This means that the character has to make a successful unarmed attack (usually with the Brawl skill) against an unwilling target. This attack does not have to deal damage to be considered successful.

Spells

Spells provide predefined powers on a great scale. Unlike Charms, which are mostly personal in nature, Sorcery is often shaping the environment of the sorceror. This greater power comes at a cost however: Spells are very expensive and they usually take a few actions to cast.

To become a sorcerer, a character needs at least one ExD in the Occult skill. Once that ExD is purchased, he can freely learn, shape and cast spells of the lowest circle of mastery. For every additional ExD a higher circle can be mastered but the higher circles are restricted to the more powerful Exalted only. See the sidebar for more information.

Cost

As with Charms the Cost of a spell is measured in height or damage.

Range

Spells usually affect other beings which is described in the range. The range attribute defines the distance a spell is still effective within.

Duration

Spells have a predefined duration for their effects just like Charm Rotes do. See the section on Charms (page XX) for more information.

Shaping

Before a spell can be cast it has to be properly shaped. While shaping a character can not use charms or take any actions other than shaping the essence of the spell.

If the player is distracted or disrupted during the Shaping Time then he has to roll his Wits+Occult to keep his concentration. If the distraction caused pain or damage to the character, add a penalty to the roll equal to the boxes of damage caused. If this roll fails the caster is disrupted and the spell fails.

X minutes, hours or days

Spells with a Shaping Time not measured in rounds can not be cast in combat. They take as long as specified.

X Rounds

Many spells have their Casting Time measured in rounds. This means that a character has to spend that many combat rounds preparing the spell before he can cast it. During these rounds the player can only take a single action to cast the spell. He is not able to defend himself actively, although he could have other Charms or Spells active that grant protection to him. The caster can also move only little while shaping: 5 yards per round instead of the usual 15.

Instant

Spells with a casting time of instant do not need to be shaped. The sorcerer can begin this spell directly with a Cast Sorcery action.

Casting

Once a spell's essence is shaped the character has to take a Cast Sorcery action and spend the required cost in order to unleash the spell. Unlike the shape sorcery actions, this action can be combined with other actions. Charms are still prohibited, however, although Excellency Dice may be used and permanent Charms are still in effect.

If the Cast Action does not require a roll, then the spell is timed to go off at the end of the round unless otherwise specified. If the casting of the spell involves a roll is executed to coincide with the match rolled. Some spells may have keywords that determine that they are cast at the beginning or the end of the round, regardless of their match (if any).

Circles of Sorcery

The Solar Circle of Adamant. These spells can only be learned by Solars and the most powerful of gods: the Celestial Incarna.

The Celestial Circle of Sapphire. These spells can only be learned by Lunars, Solars, Sidereals, Abyssals and powerful gods of Sorcery and knowledge.

The Terrestrial Circle of Emerald. Spells of this level can be learned by every type of Exalted and those gods that are willing to do so.

Circles of Necromancy

The Void Circle of Obsidian. These spells can only be learned by Abyssals and the most powerful of ghosts: the Deathlords.

The Labyrinth Circle of Onyx. Spells of this level can only be learned by Abyssals, Solars and powerful ghosts like the hekathonkire.

The Shadowlands Circle of Iron. Spells of this level can be learned by Lunars, Sidereals, Abyssals and Solars and by mighty ghosts.

Keywords

Spells use many of the keywords found in Charms. One of the most frequent keywords is "Obvious" as many spells consist of flashy displays of essence during shaping and casting. In addition to that there are some keywords unique to spells.

Banishment

These spells are built to break the enchantments that keep summoned creatures in their place. This usually only works on creatures that are either magical in nature or that are not native to Creation. For example it can be used to dispel the Infallible Messenger (if one is able to catch it in the first place) or summoned demons.

If a banishment spell is used on a being summoned with a spell of a higher circle (demons use their own circles with First Circle Demons being equivalent to Terrestrial Circle, Second to Celestial and Third to Solar) then it has no effect. If it is used on a summoned creature of equal level, then the sorcerer and the target have to engage in a duel of wits.

As part of his Casting action, the player has to roll his Charisma+Occult while target has to take a defensive action and roll Intelligence+Integrity to resist. Both parties add their Essence score to the height of their chosen match and both rolls may be part of a multiaction. The sorcerer has the higher match then the being is banished according to the timing of his chosen match. Should the target succeed, then the sorcerer may not try to banish it again for five days.

A target automatically becomes aware of an attempt at banishment and can choose to change its action(s) to resist the attempt, even though it might have declared a different action already. A summoned being can resist, even if unconscious, bound or otherwise restrained and does not suffer any penalties from doing so. If the target chooses not to resist then the sorcerer automatically succeeds.

If the spell is used on creatures of a lower circle, then it can either automatically banish a single such creature or it can be used to target multiple such beings but no more than the Essence of the caster. In this case a duel of wits is required but you simply use the stats & skills from the creature with the best traits and add 1 to the height for each additional creature that actively resists. If the caster wins the he banishes a number of summoned creatures equal to the difference in height.

If a banishment spell is used to banish a number of creatures that are two circles lower than the spell, then those creatures are automatically sent back to where they came from. A duel of wits is not required but the restriction on no more than Essence targets still remains.

Countermagic

Spells with this keyword were specifically designed to break other spells. When a countermagic spell is used to cancel a spell of the same circle, the spell shatters with a bright display of essence, causing 4 area dice of Shock damage to anyone close to the spell. This most likely includes the caster and anyone nearby (such as bodyguards).

When a countermagic spell is used on a spell of a lesser circle, then the target is simply snuffed out without any adverse effects. When countermagic is used to affect spells from a different discipline (Sorcery vs. Necromancy for example), then the countermagic spell is considered to be one circle lower.

Go First

A spell with this keyword will go off at the beginning of the round in which the Cast Sorcery action is taken. If multiple spells with Go First compete, then the spell of the higher circle wins. Further ties are resolved by comparing the two casters as normal.

Go Last

Spells with this keyword will always go at the very end of the round, regardless of the match rolled. These Spells are so slow in execution that they always go last, even after unrolled spells without this keyword. Ties with Go Last are broken as with Go First.

Summoning

These effects summon creatures into Creation. Some of these spells control them while others leave the control up to the sorcerer. Either way these beings are less predictable than traditional spells but their varied skills often make them more useful. Another thing of note is that the effect of completed Summoning spells (the summoned creature) can not be affected by Countermagic - unless the creatures themselves can cast magic. Instead Banishment spells need to be used to break the binding that keeps the summoned creatures in Creation.

Artifacts

Artifacts are pieces of equipment that are powered by essence to create magical effects. They are often very expensive and can only commonly be found in the hands of the Exalted. Powerful daiklaves are artifacts just as airships powered by essence.

Using Artifacts

When using personal artifacts (weapons, armor, shields, jewelry, warstriders etc.) a character is limited by his Essence score. The combined level of all artifacts he has in use may never be larger than twice his permanent Essence Score. He simply cannot attune to more artifacts.

Weapon, armor and shields are used just as their mundane counterparts are but they often have improved stats. Also many artifacts have special and unique effects. These are always explained in the description of the artifact.

Purchasing Artifacts

Purchasing an Artifact with money in play is described in REIGN on p345. Simple one-use charms cost their level in Wealth. Proper artifacts cost their level in Treasure with N/A artifacts usually costing 6 Treasure. If you do not have access to Company Level Treasure you can alternatively spend three times the Wealth.

Artifacts and your Destiny

Artifacts you buy during play are subject to the ravages of the story. They might be stolen or lost, damaged or broken. If an artifact is important to your character consider anchoring it in your destiny by paying for it with XP.

Artifacts anchored in this way are part of the character's destiny. They might still be taken away or damaged but they will always find their way back into the hands of the character. They will never just vanish or break down.

When purchasing Artifacts with GP at character generation or with XP during play, then each level of the Artifact Advantage costs double.

I want more stuff!

If you find that using twice the Essence stat to limit artifacts is too restricting for your players, try doubling or tripling this amount to allow characters to carry and use more magical gear.

Alternatively you can use the following rule: For every hearthstone slotted in an artifact it has it's effective level reduced by one, but only for the purpose of calculating the allowed maximum.

EXAMPLE KEYS

Example Motivations

The following list of motivations might serve as inspiration for your own character and his ultimate goals. They are grand and epic and suitable to all Exalts.

Creative / Generating

- Build a merchant empire
- Create a level 5 or N/A artifact or manse
- Create a new race of sentient beings
- Create a secret society
- Create the largest harem in creation
- Establish Creation spanning education system
- Establish training center for new Exalts
- Forge a new Creation and leave the old behind
- Forge an empire
- Make something more addictive than the Games of Divinity.
- Purify the Essence Shard of an Abyssal Exalt
- Rebuild a City
- Turn the southern deserts into a jungle

Destructive / Avenging

- Break the Realm
- Cause the downfall of a Great House.
- Destroy a city
- Destroy the Deathlords
- Destroy the Games of Divinity
- Destroy the Neverborn
- Empty the Underworld
- Incite a civil war in the Realm
- Kill a god
- Kill all Sidereal Exalts and sink their shards to a prison at the bottom of the ocean

Personal Gain

- Become a god
- Become the best artist/fighter/sorcerer/thief ever
- Build a massive army to defend Creation
- Buy the Realm
- Conquer Heaven
- Create an Underground Empire
- Discover what happened to the empress.
- Learn the language of the Primordials
- Move the Lords of the Underworld to weep in response to your song/poetry/prose
- Rescue the Scarlet Empress
- Sire 100 children (And then become a legacy your children will be proud to be a part of)
- Steal a Peach of Immortality
- Unite all the criminal empires under your banner
- Unite the Hundred Kingdoms and rule them

Societal

- Abolish all organized religion
- Awaken the essence of every mortal in creation
- Bring enlightenment to everyone in creation
- Bring the Yozis back as rulers of Creation
- Close all Shadowlands and separate the Underworld and Creation
- Close Oblivion
- Discover the one weakness for each Deathlord
- Abolish corruption in the Celestial Bureaucracy
- Find and Lift the Great Curse
- Liberate all the slaves
- Permanently block off the Wyld
- Redeem the Abyssals
- Redeem the Deathlords
- Remove Malfeas from Creation

Example Virtue Flaws

Compassionate Martyrdom

The Exalted suffering from this flaw often puts the wellbeing of the weak and innocent above his own needs. This can go so far that he is willing to suffer pain, injury and possibly even death in their stead.

Give to the weak

The character gives material goods to those in need. It is important that the gift is a loss to the character. An example would be for a compassionate character to give his own boots to a beggar while on the road himself. Gain 1 XP.

Suffer for the innocent

The character goes beyond merely offering material goods to the needy. He will now suffer in their stead if possible. He will take over the work for a prisoner at the side of the road or sit down next to a beggar. The character will do his utmost to keep the situation peaceful. It is necessary that this activity is a severe inconvenience for the character. Gain 2 XP.

Limit Break

The character looses all restraint and will put himself in harms way to protect the weak and innocent from torture, pain or even death. He will take the beating of a whip meant for a slave if he has to. If the character (or those he desires to protect) is attacked then he will fight back, putting the life of the innocents above his. The Limit Break last for an entire day. Gain 5 XP and set Limit to 0.

Break Conditions

The actions of the character cause innocents to suffer or he witnesses the avoidable death of someone poor, weak, help- or defenseless.

Deliberate Cruelty

The character is distanced from the suffering of other beings. Cruelty and pain are useful tools in his repertoire. Whenever he looses control of himself he looses all hesitation and is as likely to use them on his enemies as he is on his friends - as long as he achieves his goals.

Be cruel to lesser Beings

Be deliberately and unnecessarily cruel to animals and other beings you consider inferior (slaves, demons, gods…) in order to achieve your goals. Gain 1 XP.

Be cruel to equal Beings

Be deliberately cruel to humans and other beings you consider equals or superiors in order to pursue your goals. Gain 2 XP.

Limit Break

Break and become stone cold for an entire day. Casual and unnecessary cruelty even to close family members is nothing to you. Gain 5 XP and set Limit to 0.

Break Conditions

Suffer from severe stress, being backed against a wall and seeing your own plans fail because of the incompetence and faults of others.

Contempt of the Virtuous

A character affected by this flaw is unable to accept the shortcomings of those around him. He expects his own righteousness and pure virtues from everyone.

Shun the impure

The character prefers not to talk, touch or speak to someone he considers dishonorable or impure when it would be preferable to do so. The most he can do is sneer with contempt. Gain 1 XP.

Criticize the unworthy

The character can no longer keep his opinion to himself and has to actively and aggressively criticize someone he considers indulgent or impure. The target of his contempt has to be someone that the character better not criticize. Gain 2 XP.

Limit Break

The character no longer merely criticizes or shuns the unworthy, for a full day he will physically intervene whenever he witnesses behavior that he considers indulgent or dishonorable. The character will go so far as to use Charms and other resources at his disposal to force others onto what he considers the true path. Gain 5 XP and set Limit to 0.

Break Conditions

The character is hindered or inconvenienced by the self-centered and indulgent nature of others or he fails to uphold his own moral standards and indulges beyond reasonable measure.

Foolhardy Contempt

A character suffering from this flaw is quick to grab a blade or other weapon to solve his problems. He regards combat as the ultimate tool to solve problems and he cares little for his own safety or that of others.

Prove your Mettle

Be foolhardy and either rush into or escalate things to a physical confrontation that you believe you can easily handle even though it could have been avoided. Gain 1 XP.

Force the Challenge

Be brash and rush into a physical confrontation that would be a challenge for you. Alternatively escalate a conflict with parties equal or superior to you to a violent conclusion. Gain 2 XP.

Limit Break

Your mind breaks and you show contempt for even your own life. Rush into every challenge you see with no regard for your own safety and life – or that of others. This lasts an entire day. Gain 5 XP and set Limit to 0.

Break Conditions

The character sees an opportunity to prove his prowess or he has to restrain himself and not resort to physical connflict to solve his problems where this would be a quicker solution.

PANOPLY

The panoply lists and explains the various pieces of equipment that the Exalted of Creation have access to. Be they weapons, armor or occult artifacts.

Weapons

The different weapons are grouped into a few rough categories detailed below:

Brawl

These weapons are natural attacks and brawl implements that are an extension of unarmed fighting and can thus be used with the Brawl skill. Most Martial Arts also allow use of natural weapons.

Melee

Military weapons generally used with Melee. Most Martial Arts allow use of one or more weapons.

Martial Arts

Exotic arms generally used with specific Martial Arts. They can not normally be used with Brawl or Melee.

Archery

Long Range Weapons generally used with Archery. A few rare Martial Arts allow their use.

Thrown

Short Range Weapons generally used with Thrown, can be used with some Martial Arts.

War

Large implements of war such as siege engines. They are not detailed in this document.

Weapon Stats

Weapons are defined by a few different stats:

Cost

This stat is only applicable for mundane weapons. Here it designates the amount of Wealth an average copy of the weapon costs.

A weapon with a cost of "N" is a natural attack and can not be bought.

Rank

The analogue to cost for Artifacts. The number here determines the Rank of the artifact.

Damage

This stat includes two numbers, the Shock and the Killing damage written as "S / K", where W references the Width of the attack. "W / 1" means the weapon does Width Shock damage and 1 Killing.

Range

The range given in yards. Shooting up to twice the range incurs a -2 penalty. Beyond the doubled range, hitting a target becomes impossible without magic.

Tags

Tags are special capabilities that are common. The different tags are explained on the opposite page.

Mundane Weapons

Archery	Cost	Damage	Range	Tags
Shortbow	1	W / 1	120	2
Longbow	2	1 / W+1	200	2
Flamepiece	4	W / W-1	8	S1
Firewand	5	W+2 / W	10	2, S2

Brawl	Cost	Damage	Tags
Bite (human)	N	1 / 0	Y
Punch / Kick	N	W / 0	C, Y
Brass Knuckles	1	W+1 / 0	Y
Fighting Gauntlets	1	W+1 / 0	Y
Iron Boots	1	W+1 / 0	Y

Martial Arts	Cost	Damage	Tags
Tiger Claws	2	0 / W+1	-
Punching Dagger	2	0 / W+1	-
Wind Fire Wheel	2	0 / W+1	-
Nunchaku	2	W+2 / 0	-
Seven Section Staff	3	W+3 / 0	2, C
Fighting Chain	4	W+4 / 0	2, C, R

Melee	Cost	Damage	Tags
Dagger	0	0 / W	-
Short Sword	1	0 / W+1	-
Hand Axe	1	0 / W+1	-
Sword	2	0 / W+2	-
Battleaxe	2	0 / W+2	-
Greatsword	3	0 / W+4	2
Greataxe	3	0 / W+4	2
Short Spear	1	0 / W+1	R, P1
Long Spear	2	0 / W+3	2, R, P1
Club	0	W+2 / 0	-
Mace	1	W / W-1	-
Sledge	2	W+1 / W	2
Flail	1	W / W	U1
War Flail	2	W+2 / W	2, R, U1

Thrown	Cost	Damage	Range	Tags
Rock	-	W / 0	15	-
Shuriken / Knife	0	0 / W	15	-
Chakram	1	W+1 / 0	20	-
Boomerang	1	W+1 / 0	20	-
Sling	1	W+1 / 0	20	-
Javelin	1	0 / W+1	30	-

Artifact Weapons

Archery	Rating	Damage	Range	Tags
Short Powerbow	2	1 / W+1	250	2, P1
Long Powebow	3	2 / W+2	350	2, P1
Inferno Piece	2	W / W	12	A, S1
Inferno Wand	3	W+2 / W+1	15	2, S2

Brawl	Rank	Damage	Tags
Smashfists	1	W+1 / 1	A, C
God-kicking Boots	1	W+1 / W+1	T

Martial Arts	Rank	Damage	Tags
Razor Claws	1	0 / W+1	A, Q1

Melee	Rank	Damage	Tags
Switchklave	1	1 / W	A, P1
Short Daiklave	1	0 / W+1	A, Q1
Daiklave	2	0 / W+3	-
Grimcleaver	2	0 / W+3	-
Reaper Daiklave	2	0 / W+2	Q1
Reaver Daiklave	2	1 / W+2	O2
Dire Lance	2	0 / W+1	R,P1,Q1
Goremaul	2	W / W	-
Grand Daiklave	3	0 / W+5	2
Grand Grimcleaver	3	0 / W+5	2
Grand Goremaul	3	W+1 / W+1	2
Grimscythe	3	2 / W+5	2, R, U1
Grand Dire Lance	3	0 / W+3	2, R, P2

Thrown	Rating	Damage	Range	Tags
Rainspike	1	1 / W	20	A, P1
Typhon Wheel	1	1 / W	20	A, P1
Cloudsplitter	1	W+2 / 0	30	-
Skycutter	1	W+2 / 0	30	-
Windlance	2	0 / W+2	50	P1

Weapon Tags

2   Weapon requires two hands to use
A   Offhand weapon can add 1 free attack/parry
C   Clinching, can be used to pin w/o penalty
D   Ignores Called Shot penalty for Disarm
L   Lance, can only be used when mounted
O# Overwhelming, deals at least as much S dmg
P# Piercing, ignores # armor levels
Q# Fast, adds # to width for initiative
R   Reach, weapon is exceptionally long
S# Slow, weapon takes # actions to reload
T   Can be used to trip without penalty
U# Uniweldy, Opposite of Quick
Y   Yielding, can not be used to parry K damage

Armor

In OREx armor is divided into three categories. Light, Medium and Heavy. This distinction is generally only relevant for Martial Arts that might only be used if the particioner restricts himself to certain armor types.

Armor Stats

Armors have a few relevant stats.

Cost / Rating
See the weapon description for details.

Armor Rating
The Armor Rating (AR) is the amount by which the damage from a blow is reduced. The AR is first substracted from the Killing damage and any remaining AR are then applied towards Shock damage.

Keep in mind that every blow, even if completely prevented by armor, does at least 1S. If magic or weapons with the O (Overwhelming) tag are involved, this minimum amount of shock damage might increase.

Mobility Drop
This modifier drops the height of agility based matches by the given amount. This includes attempts at keeping balance, climbing or moving silently. This is also always true for all attack and defend (dodge and parry) rolls.

The Mobility Drop is doubled for all weight sensitive actions such as swimming as the bulk of the armor weighs the user down..

Minimum Resistance
Armor requires a certain amount of training to be used properly. The user needs to have a Resistance Value equal to this value or the Mobility Drop doubles.

Mundane Armor

Light	Cost	AR	Drop	Min. Res.
Buff Jacket	1	1	2	0
Chain Shirt	1	1	1	1
Breastplate	2	1	0	2

Medium	Cost	AR	Drop	Min. Res.
Reinf. Buff Jacket	2	2	2	1
Lamellar armor	3	2	1	2
Reinf. Breastplate	3	3	3	3

Heavy	Cost	AR	Drop	Min. Res.
Plate mail	4	4	4	4
Articulated Plate	5	5	4	5

Artifact Armor

Light	Rating	AR	Drop	Min. Res.
Chain Shirt	1	1	0	1
Breastplate	2	2	0	2
Silken Armor	2	1	0	1

Medium	Rating	AR	Drop	Min. Res.
Reinf. Buff Jacket	2	3	2	1
Lamellar armor	2	3	1	2

Heavy	Rating	AR	Drop	Min. Res.
Reinf. Breastplate	3	4	4	3
Plate mail	4	5	6	4
Articulated Plate	5	5	5	5

Personal Artifacts

Level 1 Artifacts

Monkey Stone Bracers
May add 1 Dodge Action to multi-action without penalty, raise one Dodge match by 2

Level 3 Artifacts

Cat's Grace Tiara
Dexterity +1, Athletics +1, Stealth +1

RECOMMEND. READ.

To properly use and understand this document familiarity with the ORE rules and the Exalted setting is mandatory. The following books are recommended as they do an excellent job at explaining either the one or the other.

ORE Rules

The most important thing you need is a book that details the ORE mechanics. While the basics are described in this document, the full breath of their options can be found in the official books. The individual books and their advantages are explained below.

REIGN

REIGN is particularly noteworthy because it is based in a fantasy setting and contains a number of very interesting rules. Among those are the mechanics for Unworthy Opponents. These faceless masses behave similar to the extras from the original Exalted. Furthermore REIGN features extended tactical options for melee combat such as tackling, tripping or strangling your opponent.

The most important point however is the Company rules. These allow both the Storyteller and the Players to quickly and simply model the actions and influence of larger groups – be they grand empires or small cults. This works very well with the world of Exalted, where the Chosen often find themselves in positions of power among the mortals.

REIGN is available at: www.gregstolze.com/reign

WILD TALENTS

WILD TALENTS is an ORE book specifically geared towards superhero roleplaying. However its treatment of the rules system and possible superpowers is so modular that it can easily be used to model effects for spells, charms or artifacts. In fact a few of the effects in this book are inspired by WILD TALENTS.

Furthermore the WILD TALENTS book can be used for attempts to transport the world of Exalted into a modern day setting as it features rules for vehicles, firearms, explosions, radiation and other wonders and perils of the modern day and age. This is not directly supported by OREx but the modular nature of the ORE makes this possible with only few changes.

WILD TALENTS is available at: www.arcdream.com/wildtalents

NEMESIS

This PDF download is a free version of the ORE rules (called Dark ORE) modified for use in modern horror settings. The main advantage of NEMESIS is that it is freely available and downloadable but the downside is that it's strongly focused on the horror genre and it lacks the depth of the other books.

It is however a good (and cheap!) start to understanding the ORE system and the Madness Meters are an interesting take on sanity mechanics that you might want to use in your heroic mortals games...

NEMESIS is available at: www.detwillerdesign.com

Exalted Setting

These two books cover the rules (or crunch) side of things but to learn more about what Exalted actually is, you'll need some other books. I guess that you're most likely already familiar with the setting, otherwise you wouldn't have downloaded this book I guess. Either way, there are a lot of excellent Exalted books released by White Wolf that you should check out. They do a wonderful job of explaining and detailing the setting (or fluff) of the game.

Exalted Second Edition

The core book for the second edition of Exalted is a must read if you want to play a game in the rich setting of Exalted. The book does a good job at condensing the information about the world and its inhabitants into a single tome. The full color artwork and multiple comics also help a great deal in evoking the proper mood and mindset.

The book deals primarily with the Solars and rules appropriate to them but it's useful even if you have no interest in them. The Antagonists chapter in particular should be enough to give you ideas for many a story. Furthermore the Charm, Sorcery and Panoply sections might be good inspiration in creating your own powers.

Exalted is available at: www.white-wolf.com/exalted

Other Exalted books

There are a huge number of other Exalted books published by White Wolf, especially considering that it's in its second edition. Only newer books pertaining to this new edition are listed below, most of which are arranged in smaller series of five books each.

Manuals of Exalted Power

The most important books are the Manuals of Exalted Power. These hardback books deal with the various types of Chosen. Each of these supplements offers a deep insight into the various playable factions of Exalted. They describe their history, their mindsets as well as their powers and capabilities.

Each of these supplements also contains some specific rules such as charms and character generation. Those rules are of course of little use in the OREx system but the powers might provide a wealth of inspiration to you.

Regardless these books are well worth their money if you're interested in Exalted, even if you should make no use of their rules.

Compass of Celestial and Terrestrial Directions

The other two noteworthy series are the Compass of Celestial and Terrestrial Direction. These detail the various locations of the world of Exalted and primarily contain setting information. Even though there are some rules in there thes books are still very helpful when playing with the One Roll Exalted System.

These books are especially recommended if you want to set your campaign in an area closely detailed in one of those books. The Terrestrial Direction books are available for each of the elemental poles and the Celestial series deals with the supernatural locations of Malfeas, the Wyld, the Underworld and Yu-Shan.

QUESTIONS / TODO

- Abyssal Dice: Can they have something unique and cool?
- Feats of Strength
- Grappling, Throwing, Crushing
- Using drops for maneuvers?

Charm Design Maxims - Companies

Company Effects begin at Essence 3 (for Solars) for primary group related abilities. Ess 4 for tangential ones. Ess 5 for unrelated ones.

Solars easily get high Sovreignity in their Companies.

Solars are the only ones who can really take Company actions themselves. (maybe Lunars in Behemoth form can do so too?).

Primary Company Skills

Bureaucracy - Organizing things. Can help with treasure and Influence

Socialize - Graces. Can help with Influence and Sovreignity

War - Leading. Can help with Might.

Secondary Company Skills

Crafts - Building things. Can help with Territory

Investigation - Finding out. Can possibly help with Influence.

Lore - Learning. Can help with Territory & Influence.

Performance - Talking. Can help with Sovreignity.

Intergrity - Sovreignity

Charm Height Cost Table

Cost	Combat
1	
2	Call a nearby weapon to your hand (Melee)
3	Shape ammunition from Essence (Archery) Double your jumping distance (Athletics)
4	
5	Dodge without leaving your spot (Dodge) Disguise yourself without materials (Larceny) Remember the contents of an book perfectly (Lore)
6	Guarantee you don't say or do anything inappropriate (Socialize) See spirits (Occult)
7	Shoot an arrow at anything in your line of sight (Archery)
8	Banish your weapon to Elsewhere (Melee) Balance as if weightless (Athletics) Improve the potency of alcohol at a party (Socialize)
9	Create a mundane hand weapon from elemental Essence (Melee) attack spirits (Occult)
10	speak with animals (Survival)
11	Resist Dangerous Environments (Resistance) Disguise your Essence Signature (Larceny)
12	Understand the power structure of a royal court within minutes (Socialize)
13	heal at 5 times the speed (Resistance) Identify clues and evidence at a glance (Investigation)
14	Sense Essence (Occult)
15	affect units subtly (War) affect societies subtly (Socialize)
16	silence the hit target (Thrown), ignore crippling (Resistance)
17	walk on walls (Athletics), Steal from plain sight (Larceny)
18	summon horse from Essence (Ride)
19	Make your stealth retroactively affect viewers (Stealth) destroy spirits (Occult)
20	affect units significantly (War) affect societies significantly (Socialize) rewrite memory (Presence)
21	
22	
23	Be awarene of all soldiers under your command (War) Jump over mountains (Athletics)
24	
25	
26	See everything (Awareness)
27	
28	
29	

Now that you've hopefully read and enjoyed all of One Roll Exalted it's time for the afterword. In here the author usually talks about the history and development of a book. I'll of course do that but I'll also talk about the future of this game.

But first, the history.

As you can propably guess, this document was a lot of work. Spawned from a forum post by Bailywolf on rpg.net and my reading of the great REIGN book from Greg Stolze, the project quickly grew beyond it's originally envisoned scope of a quick hack: It transformed into a full fledged supplement.

And that was a lot of work. Not only did I write all of the material from scratch and playtested it with the help of a few nice people, I also poured a lot of time and effort into presentation, designing the cover and layout artwork. But rest assured, I had a lot of fun building OREx. Otherwise I propably wouldn't have spent my precious spare time to write something that is given away for free.

Which is where we come to the future.

If you're familiar with Exalted then you surely know about the depth and breadth of the setting. There easily is more than enough material there to fill ten times as many pages as are in this document.

I have set up a wiki for all those interested in the development OREx. Up there fans can write up material for the different Exalted Types including Charms and one-roll character generator tables. I will frequent that wiki to provide input where needed and once enough material is collected, then I'll compile it into a nice supplement, just like this book, complete with graphics and layout.

You can read the Wiki at http://www.tricktonic.com/OORExalted/wiki

Either way, I hope that you've had some fun reading OREx and that it inspired you to run it.

Thank you,

Martin Nerurkar