

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

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

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

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

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

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

7. Calculate Raw Damage
Add remaining successes to Base
Damage of weapon.

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

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

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

Combat Actions

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

* Aborting does not refresh DV

Join Battle

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

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

Aim

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

Coordinate Attack

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

Flurry Penalties

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

Action Penalties

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

* Can reduce dice pool beneath Ess.

** only some Dexterity based actions

Called Shots

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

DV Calculation

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

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

DV Modifier

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

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

* Long weapons can offset modifier
Also applicable as penalty on foot

** Only applicable to Dodge DV

Called Shots

Showing Off	-(1-4)e
Used for dramatic purposes such as gracing and marking attacks.	
Coup de Grace	-1e
If the attack would kill the target, the it may instead inflict less damage and permanently maim the target.	

Movement

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

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

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

Grappling

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

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

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

Hold: Attacker pins victim motionless

Attacker must renew the clinch each
tick that he can act on.

Helpers roll to attack, and if success-
ful add one die to the leader's roll.

Called Shots

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

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

Stunning

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

Knockdown

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

Healing Times

	at rest	active
Exalted		
any B HL	3 hours	6 hours
-0 L HL	6 hours	12 hours
-1 L HL	2 days	4 days
-2 L HL	4 days	8 days
-4 L HL	1 week	2 weeks
Mortal		
any B HL	12 hours	24 hours
-0 L HL	1 day	2 days
-1 L HL	1 week	2 weeks
-2 L HL	2 weeks	n/a
-4 L HL	1 month	n/a

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

