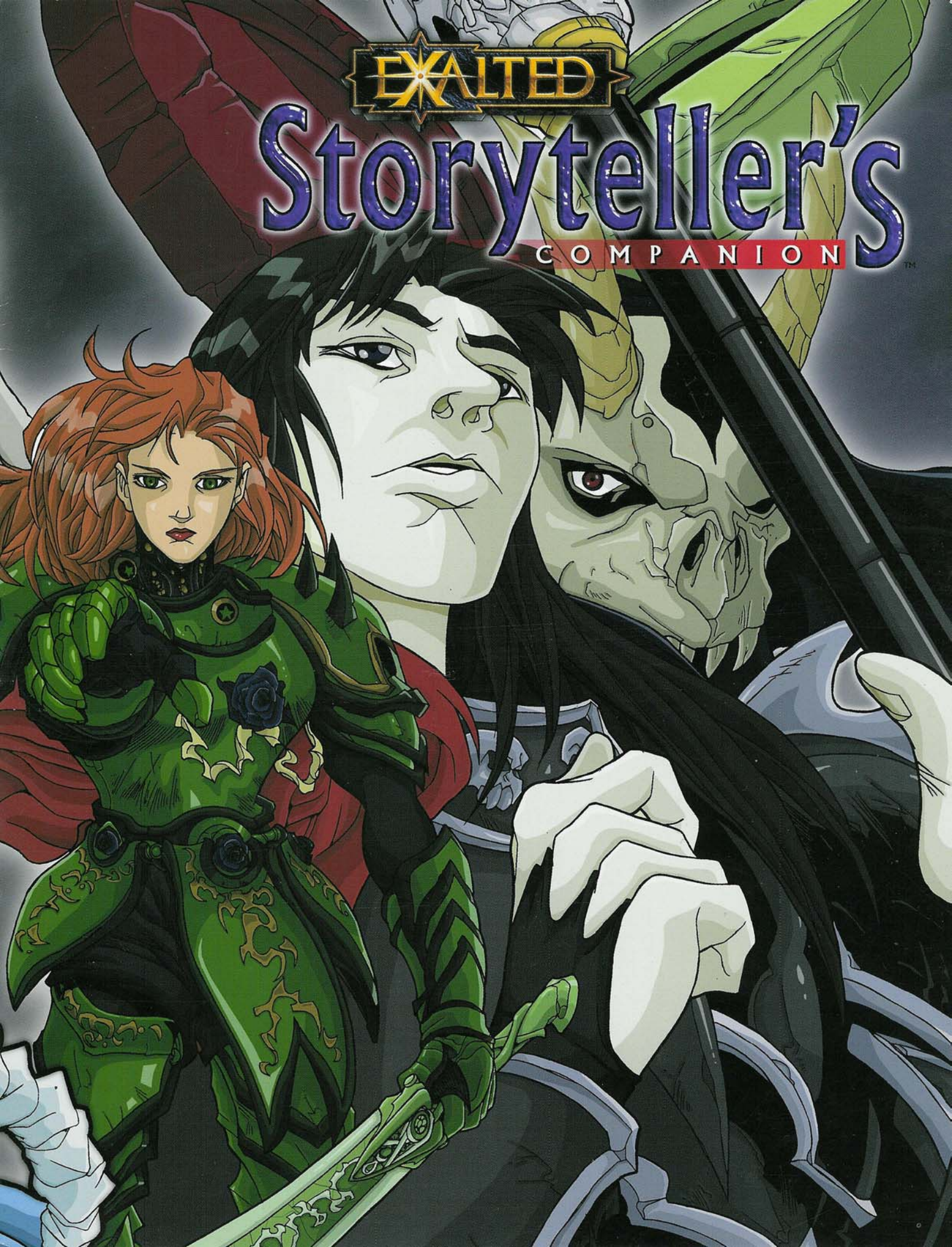


EXALTED

Storyteller's

COMPANION









ORDER OF COMBAT EVENTS

1) Attack Roll: The attacker's player rolls Dexterity + the Ability that governs the kind of attack the character's making. Characters attacking unarmed may choose to use Martial Arts or Brawl — the only difference is the way the attack is described and the sort of Charms available to Exalted characters. The attacker's player must roll at least one success for his character to stand any chance of hitting the target.

2) Subtract Penalties, If Any: Subtract any fixed penalties from the attacker's number of successes. This typically means the modifiers for shield use and cover, but there may be other factors that subtract a fixed number of dice from the attacker's success. If the attacker still has successes left after penalties have been subtracted, go on to step three. If the penalties negate all the attacker's successes, then the attack misses.

3) Defense Roll (Dodge or Parry): The defender's player may be able to reduce the attacker's successes further by making a roll to dodge or parry the attack. Dodge rolls are Dexterity + Dodge. Parry rolls are Dexterity + whatever Ability governs the weapon the character is armed with. Dodges and parries are actions, and a character cannot necessarily dodge or parry every attack. For every success on the dodge or parry roll, the character subtracts one from the attacker's successes. If, after this, the attacker still has successes remaining, go to step four. If the attacker has no successes remaining, then the attack was successfully dodged or parried.

4) Determine Damage: Take the base damage of the weapon the attacker is using (usually the character's Strength + some fixed value) and add the attacker's remaining successes to it. This

is the raw damage of the attack. Be sure to determine if the damage is bashing, lethal or aggravated — as a rule of thumb, unarmed attacks are bashing, while attacks with weapons are lethal. Attacks doing aggravated damage are very rare and always the result of magic of some sort.

Note To Storyteller Veterans: Most Storyteller system games add (the attacker's remaining successes -1) to damage, to reflect that one success is required to hit at all. Exalted dispenses with this extra step and counts every remaining success in order to speed up combat.

5) Apply Soak: After determining the attack's raw damage, subtract the target's soak value from it. A character's bashing soak is equal to his Stamina plus the bashing soak value of any armor he is wearing. Exalted soak lethal damage with one-half their Stamina (rounded down) and the lethal soak value of any armor they are wearing. UnExalted characters cannot soak lethal damage with their Stamina and must rely on armor to protect them. Soak can never reduce a successful attack's damage below 1.

6) Roll Damage: For every point of damage remaining after soak, roll one die. Every success on this roll inflicts a health level of damage on the target. *This roll cannot be botched, and 10s do not count as two successes for the purposes of this roll.*

7) Apply Damage: Mark down the number of health levels of bashing or lethal damage the target took. If the target has wound penalties, then they take effect immediately. If the target is reduced below Incapacitated by lethal damage, then he begins dying immediately.

HEALING

Lethal: The amount of time a wound takes to heal depends on its severity. For UnExalted characters, -0 health levels heal in but a single day, -1 health levels heal in one week, -2 health levels heal in two weeks, and a -4 or Incapacitated health level takes a month to heal. Exalted characters heal much more quickly, as befits their station as soldiers in the armies of the gods. For Exalted, -0 wound levels heal in just six hours, -1 health levels heal in two days, -2 levels heal in four days, and -4 and Incapacitated levels require a week per wound level.

All healing times assume the character is resting. Exalted characters double their healing times if they refuse to rest. UnExalted characters double the healing time for -0 and -1 health levels and cannot recover from -2, -4 or Incapacitated health levels without rest. Characters recover one health level at a time, starting with those that impose the most serious penalty and working in reverse order until they have healed all their -0 health levels.

For example, Fiona is a Solar Exalted and has taken a -0, two -1 and a -2 health level in damage. With four days of rest, she will heal the -2 health level. After another two days of rest, she will heal a -1 health level, and so on. Assuming she rests, it will take Fiona eight days and six hours to totally recover from her wounds.

Bashing: Bashing damage heals more quickly than lethal damage. UnExalted characters heal one health level of bashing damage per 12 hours of rest, regardless of the wound penalty. Exalted characters heal one health level of bashing damage every three hours of rest, also regardless of wound penalty.

Aggravated: Aggravated damage is just like lethal damage, except it cannot be healed with magic.

ORDER OF MODIFIERS

Many things can modify a character's dice pool in Exalted. During certain complex situations, there may be three or four things modifying the character's dice pool. In order to prevent things from being hopelessly complex, you can go through the following checklist for an action to make sure you didn't miss anything.

Step 1 — Apply Bonuses: Add dice pool modifiers from stunts, specialties, equipment and any other similar effects.

Step 2 — Apply Negative Modifiers: Subtract negative modifiers. These are typically the negative modifiers for splitting the character's dice pool for multiple actions but also include range and wound penalties. Note that if you're splitting your dice pool to perform multiple actions, things like range and wound penalties apply to every action.

Step 3 — Apply Charm Modifiers: Apply Charms that alter the character's dice pool. Remember that, unless stated otherwise, when a character spends motes of Essence to add dice to her dice pool, she cannot add more dice than the Attribute + Ability that form the basis of the character's dice pool for the action.

FEATS OF STRENGTH

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

Motes of
Peripheral Essence

1-3

4-7

8-10

11-15

16+

EXTRAS

WEAK OPPONENTS

MILITIA, HIRED THUGS, CITY WATCH

Base initiative 4, 4 dice in any relevant combat dice pools.

Valor 2, Willpower 3

COMPETENT OPPONENTS

TRAINED TROOPS, PROFESSIONAL LEGBREAKERS, CITY GUARD

Base initiative 5, 5 dice in any relevant combat dice pools.

Valor 3, Willpower 4

ELITE OPPONENTS

CRACK TROOPS, PROFESSIONAL ASSASSINS, PRAETORIAN GUARD

Base initiative 6, 6 dice in any relevant combat dice pools.

Valor 4, Willpower 6

OBJECT STRENGTHS

Object	Soak (B/L)	Health Levels to Damage	Health Levels to Destroy
House Door	3/1	3	10
Oak Door	5/3	10	20
Fortress Gate	10/8	20	40
Wood Statue	4/2	3	16
Stone Statue	8/4	4	28
Iron Statue	12/6	6	50
Wood Wall*	5/3	8	12
Brick Wall*	10/6	24	40
Stone Wall*	18/12	40	80

*This is for a section of wall large enough for a single character to squeeze through at a time.

An Exalted's motes, to shepherd his mystical enemies. An Exalted can (combat, most forms of m not completely relaxed (su or debating with a Realm. When he's completely relaxed, motes at the rate of eight regaining motes of their P

In addition, character Characters within a Manse times the Manse's rating. A skin gains a bonus of two Hearthstones, see their ent attuned to Manses gain the Players' characters:

ANIMA DISPLAY

Effect

The character's Caste Mark glitters and is visible from certain angles. Anyone seeing the Exalted may make a Perception + Awareness roll at standard difficulty to notice the Caste Mark. The character can use the Stealth Ability normally, and may still hide behind Stealth Charms and other concealing magic without fear of detection. This effect can persist for as long as an hour after the character has ceased to burn Essence.

The character's Caste Mark burns and will shine through anything placed over it. It is impossible to mistake the character for anything but what she is. Stealth Charms and other such magic, including the Night Caste's ability to mute sensory impressions, fail. A character may use the Stealth Ability to hide in natural cover, but all such attempts are at +2 difficult.

The character is surrounded by a coruscant aura bright enough to read by, and his Caste Mark is a burning golden brand on his forehead. Stealth is impossible.

The character is engulfed in a brilliant bonfire of Essence, which burns from his feet to at least a foot above the character's head. Objects that come in contact with the aura may be left bleached or faded, as if they had been exposed to the sun for many days. The character is visible for miles. The light is bright and steady enough to read by out to a spearcast's distance. The character's Caste Mark will remain etched in the vision of anyone who sees it for minutes afterward.

The character is surmounted or surrounded by a burning image totemic to his person — a warrior might be surrounded by a great golden bull, an Twilight Caste magician by an incredibly elaborate mandala, and so on. This effect fades during any turn the character does not spend Essence, but leaps back into existence from the solar bonfire of the character's anima if the character again burns Peripheral Essence.

REGAINING ESSENCE

Once spent, return to him only gradually — thus, an Exalted has his energies carefully, lest he find himself powerless and beset by enemies. He does not recover any motes if he engages in strenuous activity (manual labor, hikes or forced marches and so on). If at ease, but not engaged in such as watching an artistic performance, taking a leisurely stroll (as a courtier), he recovers spent motes at the rate of four per hour. If he is relaxed (for example, sleeping or receiving a massage), he recovers motes at eight per hour. Characters first regenerate their Personal Essence, then Peripheral Essence only when their Personal Essence pool is full. Characters who are attuned to Manses recover their Essence more quickly. Characters who are attuned to gain a bonus to their hourly recovery rate of four motes per hour. For more information on Manses and their bonuses, see the "Background" section of *Exalted*, page 145. Characters who are attuned to gain a bonus to their hourly recovery rate of four motes per hour. For more information on Manses and their bonuses, see the "Background" section of *Exalted*, page 145. Characters who are attuned to gain a bonus to their hourly recovery rate of four motes per hour.

HAND-TO-HAND WEAPONS

Name	Speed	Accuracy	Damage	Defense	Resources
<i>Blades</i>					
Chopping Sword	+0	+1	+4L	+0	•••
Great Sword*	+0	+2	+6L	-1	•••
Knife	+3	+0	+1L	-2	•
Short Sword	+0	+1	+2L	+1	•
Slashing Sword	+3	+1	+2L	+1	••
Straight Sword	+0	+1	+3L	+1	••
<i>Impact Weapons</i>					
Axe	+0	+0	+5L	+0	•
Club/Staff	+0	+0	+2L	-1	•
Great Axe*	+0	+0	+7L	-1	••
Hammer	-3	+1	+4L	+1	•
Mace	-3	+1	+5L	+0	•
Poleaxe*	-3	-1	+8L	+0	••
Sledge*	-6	-1	+10L	-1	••
<i>Spears</i>					
Lance**	+10	+0	+2/+8L	-3	•
Short Spear*	+1	+1	+3L	+0	•
Spear*	+3	+1	+3L	+0	•
<i>Brawling Aids</i>					
Bare Fist	+0	+0	+0B	+0	N/A
Cestus	-3	+0	+0L	+0	•
Fighting Gauntlet	+0	+0	+1L	+0	•
Khatar	-3	-0	+2L	-1	••
Kick	-3	-1	+2B	-1	N/A
Tiger Claws	-3	-1	+2L	+0	••
<i>Martial Arts Weapons</i>					
Hook Sword	+0	-1	+3L	+3	•••
Seven-Section Staff	+3	-2	+2L	+2	••
Wind-Fire Wheel	+0	-2	+0L	+2	••

* This weapon can be used by a character on foot to attack a mounted opponent without a penalty.

** This weapon does extra damage on a charge, see its description for details.

THROWN WEAPONS

Name	Accuracy	Damage	Rate	Range
Chakram	+0	+1L	3	20
Hatchet	-1	+3L	2	10
Javelin	+1	+3L	2	30
Throwing Baton	+0	+3B	2	10
Throwing Knife	+0	+2L	3	15

HAND-TO-HAND (THROWN)

Name	Speed	Accuracy	Damage	Defense
Hatchet	+0	+0	+2L	-1
Javelin	+1	+1	+2L	+0
Throwing Baton	+0	+0	+2B	-1
Throwing Knife	+2	+0	+1L	-2

WEAPONS AND ARMOR CHART

Minimums

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Minimums

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BOWS

Name	Accuracy	Max Strength	Rate	Range	Resources
Self Bow	+0	3	2	150	•
Long Bow	+1	4	3	200	••
Composite Bow	+0	5+	3	250	•••

ARMOR

Name	Soak(L/B)	Mobility Penalty	Fatigue	Resources
<i>Light Armor</i>				
Breastplate	4/2	-1	1	••
Buff Jacket	3/4	-1	2	•
Chain Shirt	3/1	-0	1	••
<i>Medium Armor</i>				
Chain Hauberk	6/7	-3	2	•••
Lamellar	6/8	-2	1	•••
Reinforced Buff Jacket	5/6	-2	2	••
(Concealed Plates)	5/6	-2	3	••
<i>Heavy Armor</i>				
Articulated Plate	9/9	-3	2	•••••
Plate-and-Chain	8/10	-4	3	••••
Reinforced Breastplate	7/6	-2	1	••••
<i>Superheavy Armor</i>				
Chain Swathing	11/14	-6	5	••••
Superheavy Plate	12/12	-4	3	•••••

Accuracy: This value is added to or subtracted from the character's Dexterity + Ability total when rolling for attacks using the weapon.

Damage: This value is added to the character's Strength + extra successes to determine damage when she attacks with the weapon.

Defense: This value is added to the character's Dexterity + Ability total when she parries with the weapon.

Fatigue: The difficulty of the armor type's fatigue roll.

Max Strength: The maximum Strength a bow of this type can be built for.

Minimums: The minimum number of dots in specific Attributes or Abilities required to wield the weapon effectively. The information is presented as a letter or letters followed by a number of dots. The letter indicates which Attribute or Ability is required. S stands for Strength, D for Dexterity, and MA for Martial Arts.

The number of dots is the minimum value the character must have to wield the weapon without penalty. For each dot the character is missing from any minimum, she subtracts 1 from the speed, attack and defense of the weapon. This penalty can cause a weapon's speed, attack and defense to become negative and can worsen already negative values.

Mobility Penalty: The penalty subtracted from all rolls requiring agility or balance while wearing the armor.

Name: The name of the weapon.

Rate (Bow): The maximum number of arrows that can be fired from the bow in a given turn without the use of Charms.

Rate (Thrown): The maximum number of that type of weapon that can be thrown in a given turn without the use of Charms.

Range (Bows): The range interval of the weapon in yards. Ranged weapons can shoot out to their range without penalty. They can fire at up to twice their range with a -2 penalty and can fire at up to three times their range at a -4 penalty.

Range (Thrown): The range interval of the weapon in yards. Ranged weapons can be thrown at targets out to their range without penalty. They can be used against targets at up to twice their range with a -2 penalty and at up to three times their range at a -4 penalty.

Resources: The minimum Resources value necessary to purchase the weapon.

Soak (L/B): The lethal and bashing soaks of the armor.

Speed: This value is added to or subtracted from the character's initiative total when she is wielding the weapon.