

(we tried to avoid house rules but some may have snuck in, apologies)

Characters may perform the following on their turn:

- One Movement Action (Move)
- One (Combat) Action (Act)
- One Simple Actions (Sim)
- One Reflexive Action (Ref)
- Any Number of Free Actions (Free)

Special Action Notes:

- (Full) Round Action uses all actions (except Free)

Movement (m = Metres) (+ in addition)

Standard Move	Move [SPD]m. Clear 1m obstacles
Running	+Sim Move 2*[SPD]m
Sprinting	Full Move 3*[SPD]m
Jumping	+Sim [STR]m horiz, [1/2 STR]m vert
Swimming	Move [1/2 SPD]
Flying	Move [SPD]m or Flying (X) Ignore Diff-terrain
Crawling	Move [1/2 SPD] Prone
Climbing	Move [1/2 SPD]. Faster w/ Athletics

Note: Athletics test for Difficult Terrain.

Simple Actions

Reload	Reloading a weapon.
Draw/Ready	Drawing or readying a weapon/item.
Bypass	Kicking open a locked door
Search	Use Awareness to look (not move) around.

Combat Actions

Interaction Attack	Weaken a target with an Opposed test.
Melee Attack	Attack an engaged target.
Ranged Attack	Attack a target in weapon range.

Free Actions

Simple Shout	Shouting a warning or short sentence.
Open	Opening an unlocked door.
Sense	Using Psyniscience.
Soak	Rolling Determination to reduce damage.

Shifts

Each Exalted dice (6) not used to pass a Test can convert to:

Speed	Complete the task faster.
Quality	Improve the results of the test.
Information	Get additional information.
Extra Damage	Get +ED when rolling damage.
Glory	Gain a Glory. One per Test.

Help Action

Players may assist another. Helper grants bonus dice equal to their Attribute or Skill Rating.

Weapon Ranges

< Short = +1d; > Medium = +2 DN; > Long = +4 DN or more
Melee + Pistol = +2 DN

Sizes

Small = +1 DN hit/detect +step; Large = +1d hit/detect +step.

Combat Options

Aim	Move. +1d Ranged or Ignore Firing into Melee.
All Out Attack	Act. Gain +2d to Melee, -2 DEF. No M-Act. Yes M-Atk.
Brace	Move. Ignore Heavy trait.
Bypass Armour	Act. Called Shot. GM Determines AR Bypassed.
Called Shot	Free. +1/+3/+5 DN for +1/+2/+3 ED.
Charge	Full. Move 2*[SPD]m (min 4m) gain +1d to Melee.
Combined Attack	Act. Lead a Combined Attack for Held Players.
Disarm	Act. Called Shot, No ED. 1/2 DMG = STR DN to Resist.
Fallback	Act+Move. Move min [1/2 SPD] out of Engagement.
Full Defence	Full/Ref. Roll INI add as Def +1. Opt Move [1/2 SPD]m.
Grapple	Act. Opposed STR to Restrain target.
Hold Action	Full. Delay. Opposed INI to interrupt.
Multi-Action	Act. +2DN for each +action. Cannot attack twice.
Multi-Attack	Act. +2DN for each +target. Roll once. Crit one Target.
Shoot Thru Cover	Act. Target gains +RES from Cover, not DEF.

Combined Attack

Leader select target. Allies (held/avail.) may Attack w/ BS or WS (all same). Ea Success = +1d for Leadership test vs target Defense. Success = Shift for +ED. Select Helper to Deal damage, add ED from Leader and Ally Successes.

Ammo Actions

Gain "out of ammo" condition to perform following:

Full Auto	Act. Gain +Atk BD = Salvo. No M-Atk.
Pinning Attack	Act. Ballistic vs Resolve to Pin. +Targets = extra Icons.
Spray Fire	Act. M-Atk. Reduce DN = Salvo.
Spray Mob	Full. M-Atk. Spend +Ammo. Reduce DN = Salvo per.

Engaged in Melee

If engaged, only: Melee, Range w/ Pistol Trait, Bayonets, Fall Back, Simple Actions, or Free Actions. Moving out of Melee without Fall Back = Reflexive Action.

Firing into Melee

On a Complication, a random target in melee is hit. Pistols are also affected, and you count as a valid target. Canceled with the Aim action. You don't gain +1d.

Critical Hits

6 On Wrath + Successful Hit = Critical Hit.
Deals minimum 1 Wound. Even if Resilience reduces to 0.

Cover

Concealment: < Half +1 Def, > Half +2 Def
Materials: +1 to +5 Resilience

Stealth

Once per scene, generate a Stealth Score.
Stealth Score < Passive Aware or Search = Discovered
Stealth Score Reduction: -1 to -6 based on Noise

Action	Effect
Hide	Act. Gain a Stealth Score.
Move Stealthily	Move. Move [1/2 SPD].
Surprise Attack	Act. Gain +2d, +2 ED. Reduce Stealth Score.

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Glory

Gaining Glory	
Wrath Dice	Roll a 6. Not on Atks.
Shifts	Convert 6s. One per Test.
Using Glory	
Bonus Dice	Gain +1d to a roll.
Extra Damage	Gain +1 base damage.
Improve Crit	Add Severity to a Critical Hit.
Seize Initiative	Act immediately in combat/ambush.

Wrath

Gaining Wrath	
Completing Objectives	Complete your sessions RP objective.
Furthering Framework	Players completing Framework goals.
Good Roleplaying	Good character-driven decisions.
Using Wrath	
Narrative Declaration	Add a minor narrative element.
Reroll Failure	Reroll failed dice. Not Complications.
Restore Shock	Recover Rank+3 Shock if Conscious.

Standard Interaction Attacks

DN of Enemy Stat. On success, inflict Hinder / Vuln 1 + Shifts.

Shift of 3 or more gain Player's Call.

Special Interaction Attacks do not gain Player's Call.

Interaction	Resist
Athletics	Athletics or Resolve
Deception	Deception or Resolve
Intimidation	Intimidation or Resolve
Persuasion	Persuasion or Resolve
Tech Use	Tech Use or Resolve

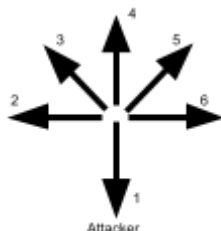
Explosives & Area of Effect Attacks

Attack square DN 3. Affects X targets or X*3m Radius.

Use Full Defence for +Def to avoid \leq Large size attacks.

Miss = Scatter / Ineffective.

Size	Affect
Small	1
Medium	3
Large	5
VLarge	10
Huge	15



Scatter

Distance: Roll 1d6*2m / Direction: Roll 1d6

Mobs

Specify an individual. Icons > Defense = +target (GM choice).

Multi-Attacks = +target per +2 DN.

Injury

Damage > Resilience: X Wounds

Damage = Resilience: 1 Shock

Soak = Roll Determination. Icons = Wounds into X Shock.

Mortal Wounds cannot be Soaked.

Wounded: Less than Max Wounds. +1 DN tests.

Exhausted: 0 Shock. (Additional Shock goes to Wounds)

Dying: 0 Wounds, Remove at 1 Wounds.

Annihilation: Double Max Wounds in Damage = Dead.

Dying

Fall Prone + Memorable Injury (MI).

Can only Crawl, Fall Back, Soak, basic Combat Actions.

Take Wounds = Traumatic Injury (TI). Tier+1 TIs = Dead.

Each TI = +Wrath Die per test. Complication = TI. Crit = NA.

Healing

Medicae can heal 1+Shift Wounds

Recover Shock = Medicae + Tool or Wrath.

Regroup ally recovers Wounds up to Medicae + Int

Respite recovers all Shock and Wounds. Reset Wrath.

Corruption

Conviction DN 3+Corruption Level. Wrath = DN -1. On

Failing = 1 Corruption; Complication = 2xCorruption

On Critical = Reduce DN by 2.

Every 5 Corruption, +1 Corruption Level, Test Malignancy

Mutation Test

Conviction Test DN 3 + Corruption Level

Fail = Select Mutation or roll on tables.

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Combat Effects

Combat Effect	Result	Resist/Remove
Bleeding	1 Mortal Wound per Turn	TGH (DN 4). Ally Medicae (DN 4).
Blinded	4 DN to Sight.	GM's Discretion
On Fire	At turn start take 1D3 MW. Hindered.	Resist AGI (DN 3+Blast). Remove AGI. Resist Hinder WILL
Exhausted	Can only Walk, Crawl, Basic Combat Action, or Fall Back. You cannot Soak.	Shock over 0 or other requirement.
Fear	2 DN involving Fear source.	Resist Resolve. Ally Leader.
Frenzied	Must All-out Attack. Immune Fear, Pinning. +1 STR	Resist WILL or Embrace.
Hindered	(X) DN penalty all tests.	1 Round. See Interaction.
Pinned	Retreat to Cover, cannot advance. +2 DN to BS.	Resist Resolve / WILL (DN X). Ally Leader within 5m.
Poisoned	+2 DN to all Tests. Additional effects.	Resist / Remove TGH (DN X). Ally Medicae (DN X).
Prone	-2 DEF within 5m, +1 DEF from 6m threats. If flying, now falling.	Simple / Spend Move. Ally Spend Move to Aid.
Restrained	-2 DEF. No move, run, sprint.	Varies. Opp STR. Resist STR and WILL.
Staggered	1/2 SPD. No run, sprint. 1 Round.	Varies. Resist AGI, Athletics, Pilot.
Terror	2 DN involving Fear source. Flee Terror Source.	Resist Resolve (DN X). Ally Leader (DN X).
Vulnerable	-X DEF 1 Round.	See Interaction.
Wounded	+1 DN to All Tests	Return to Maximum Wounds.

Hazards

Drowning/Suffocation

TGH minutes/round holding breath before unconscious.

Each minute/round TGH (DN 3), Fail = D3 Shock.

0 Shock = Unconscious = X TGH rounds to death.

Electricity

Take damage and TGH (DN X) test, Fail = Restrained,

+Complication = Prone

Intensity	Damage	TGH DN
Light	7+1ED; Agonizing	3
Moderate	12+2ED; Agonizing	5
Heavy	17+3ED; Agonizing	7

Extreme Heat/Cold

Every hour or every TGH rounds, TGH (DN X) test,

Fail = Exhausted; Removable only with Regroup/Respite

Falling

Uncontrolled = 1+Xd3 Mortal, X per 5 Metres

Fire

On contact Agility (DN 3+Blast Size), Fail = On Fire, 1d3 Mortal

Wounds, WILL DN 3 vs Hinder.

Radiation

Each round TGH (X), Fail = D6 Shock + D3 Mortal Wounds,

Staggered; Continued exposure as follows:

Intensity	Damage	TGH DN
Light	1 Mortal Wound	3
Moderate	1d3 Mortal Wounds	5
Heavy	1d6 Mortal Wounds	7