Character Name

CONCEPT: _____

PERSONALITY: _____

CASTE: _____   BUILD: _____

ANIMA TOTEM: _____   FEATURES: _____

HAIR: _____

HOMELAND: _____   SKIN: _____   EYES: _____

SEX: _____   AGE: _____   MANNERISMS: _____

PORTRAIT/ANIMA BANNER/QUOTE

MOTIVATION

_____

ATTRIBUTES

STRENGTH ●○○○○   CHARISMA ●○○○○   PERCEPTION ●○○○○

DEXTERITY ●○○○○   MANIPULATION ●○○○○   INTELLIGENCE ●○○○○

STAMINA ●○○○○   APPEARANCE ●○○○○   WITS ●○○○○

ABILITIES

Caste/Favoured		Excellencies

DAWN
- ○ ARCHERY ○○○○○ 123
- ○ MARTIAL ARTS ○○○○○ 123
- ○ MELEE ○○○○○ 123
- ○ THROWN ○○○○○ 123
- ○ WAR ○○○○○ 123

ZENITH
- ○ INTEGRITY ○○○○○ 123
- ○ PERFORMANCE ○○○○○ 123
- ○ PRESENCE ○○○○○ 123
- ○ RESISTANCE ○○○○○ 123
- ○ SURVIVAL ○○○○○ 123

TWILIGHT
- ○ CRAFT 123
- ○ _____ ○○○○○
- ○ _____ ○○○○○
- ○ _____ ○○○○○
- ○ _____ ○○○○○
- ○ _____ ○○○○○
- ○ INVESTIGATION ○○○○○ 123
- ○ LORE ○○○○○ 123
- ○ MEDICINE ○○○○○ 123
- ○ OCCULT ○○○○○ 123

NIGHT
- ○ ATHLETICS ○○○○○ 123 ✴
- ○ AWARENESS ○○○○○ 123
- ○ DODGE ○○○○○ 123 ✴
- ○ LARCENY ○○○○○ 123 ✴
- ○ STEALTH ○○○○○ 123 ✴

ECLIPSE
- ○ BUREAUCRACY ○○○○○ 123
- ○ LINGUISTICS ○○○○○ 123
- ○ RIDE ○○○○○ 123 ✴
- ○ SAIL ○○○○○ 123
- ○ SOCIALIZE ○○○○○ 123

SPECIALTIES

Specialty (Ability)

_____ ○○○   _____ ○○○   _____ ○○○

_____ ○○○   _____ ○○○   _____ ○○○

✴ = Commonly affected by Mobility Penalty

VIRTUES

COMPASSION
●○○○○
□□□□□

CONVICTION
●○○○○
□□□□□

TEMPERANCE
●○○○○
□□□□□

VALOUR
●○○○○
□□□□□

circle primary Virtue

VIRTUE FLAW: _____

EFFECT/DURATION: _____

LIMIT BREAK CONDITION: _____

LIMIT □□□□□□□□□☀

ACTING AGAINST VIRTUES: Acting against any virtue of 3 or above requires rolling the Virtue and scoring no successes. If any successes are scored, a Willpower point may be spent to suppress the virtue each scene. This causes the Solar to gain a dot of Limit if acting againt his primary Virtue.

ESSENCE, WILLPOWER & EXPERIENCE

PERMANENT ESSENCE
●○○○○○○○○○

WILLPOWER
●○○○○○○○○○
□□□□□□□□□□

PERSONAL MOTES
[ ]
(Essence x 3) + Willpower

PERIPHERAL MOTES
[ ]
(Essence x 7) + Willpower + All Virtues

EXPERIENCE

Unspent	Spent

SPENDING WILLPOWER: Up to one Temporary Willpower per action may be spent to gain a free success on a roll, activate a Virtue (adding a number of extra dice equal to the Virtue's rating to a roll) or to resist mental influence.

REGAINING WILLPOWER:
- Roll Conviction on waking, each success restores one point.
- Two or three dice stunts can provide 1 point instead of Essence at the player's option.
- Achieving a special success, moving the plot forward or defeating a major enemy restores one point.
- At the end of each story, regain points equal to WP.
- Limit Breaks restore points equal to primary Virtue.

INTIMACIES

Established	Rank	Established	Rank
□	[ ]	□	[ ]
□	[ ]	□	[ ]
□	[ ]	□	[ ]
□	[ ]	□	[ ]
□	[ ]	□	[ ]

Maximum = Willpower + Compassion
New Intimacies do not become "established" until ranked equal to Conviction
Reducing an Intimacy to rank zero destroys it, although "established" Intimacies continue to function even when damaged
Only one rank per Intimacy may be gained or lost each scene

SOCIAL COMBAT

JOIN DEBATE [ ]
Wits + Awareness

DODGE DV [ ]

	DV	1st Ex. Max Dice	2nd Ex. Max Sux	3rd Ex. +DV

DODGE: (Willpower + Integrity + Essence) / 2
EXCELLENCIES: 1st: (WP + Integrity), 2nd: (WP + Integrity) / 2, 3rd: (Integrity / 2)

PARRY DV

	Honesty DV	1st Ex. Max Dice	2nd Ex. Max Sux	3rd Ex. +DV	Deceit DV	1st Ex. Max Dice	2nd Ex. Max Sux	3rd Ex. +DV

HONEST PARRY: (Charisma + [Presence, Performance or Investigation]) / 2
DECEITFUL PARRY: (Manipulation + [Presence, Performance or Investigation]) / 2
EXCELLENCIES: 1st: Attribute + Ability, 2nd: (Attribute + Ability) / 2, 3rd: Ability / 2

ATTACK

ATTACK	SPEED	HONEST ATTACK	1st EX Max Dice	2nd EX Max Sux	DECEIT ATTACK	1st EX Max Dice	2nd EX Max Sux	RATE
PRESENCE	4							2
PERFORMANCE	6							1
INVESTIGATION	5							2
		Charisma + Ability	Charisma + Ability	(Charisma + Ability) / 2	Man + Ability	Man + Ability	(Man + Ability) / 2	

READ MOTIVATION

	Read Mood/ Intimacy	Read Lie	Hide Mood/Lie	Hide Intimacy

READ MOOD/INTIMACY: Perception + (Socialize or Investigation); READ LIE: Perception + Investigation
HIDE MOOD/LIE: (Manipulation + Socialize) / 2; HIDE INTIMACY: Manipulation + Socialize

MDV MODIFIERS

RELATIVE APPEARANCE: The difference in Appearance attributes modifies MDV in favour of the more attractive combatant. Maximum modifier: +3/-3.
INTIMACY, VIRTUE or MOTIVATION: Attacking these Traits grants a bonus while supporting them provides a penalty. Add/subtract:
+1/-1 per Intimacy
+2/-2 per Virtue
+3/-3 Motivation
Only the highest bonus and penalty apply.
ONSLAUGHT: Each subsequent attack in a Flurry reduces MDV by one.
COORDINATED ATTACK: As physical combat except uses Socialize instead of War (p144).
MONOLOGUE/STUDY: As AIM in physical combat (p142). Can reduce MDV by up to 3.

ATTACK EFFECTS

BUILD OR ERODE INTIMACY: Either add or remove a point from an existing Intimacy or create a new one with just one point. Only one point may be added or removed per scene. Intimacies are not "established" util they have a number of points equal to Conviction, although established Intimacies continue to function until destroyed.
COMPEL BEHAVIOUR: The target is convinced against their better judgement to spend the rest of the scene doing one task.
BREAK MOTIVATION: Targets reduced to zero Willpower by social attacks opposing their Motivation who do not regain full Willpower for (Permanent Willpower + Essence) days have had their will broken. Only a life-changing event or magic can actually change their Motivation.

BACKGROUNDS

	Rating	Details		Rating	Details
_____	○○○○○	_____	_____	○○○○○	_____
_____	○○○○○	_____	_____	○○○○○	_____
_____	○○○○○	_____	_____	○○○○○	_____
_____	○○○○○	_____	_____	○○○○○	_____

LANGUAGES/DIALECTS

LANGUAGES: 1 Native + Linguistics / DIALECTS: 1 Native + any bought with specialties

_____   _____

_____   _____

_____   _____

1. Declare Attack **3.** Attack Roll **5.** Subtract Penalties/Apply Defenses **7.** Calculate Raw Damage **9.** Counterattack
2. Declare Defense **4.** Attack Reroll **6.** Defense "Reroll" **8.** Apply Hardness & Soak, Roll Damage **10.** Damage, Knockdown & Stunning

COMBAT
AND SOLO UNITS

JOIN BATTLE
Wits + Awareness

ARMOUR

	SOAK Bashing	Lethal	HARDNESS Bashing	Lethal	MOB. PEN.	FATI-GUE

SHIELD
vs. Melee / vs. Ranged

WEAPON

WEAPON	SPEED Weapon	ACCURACY Weapon	Total	DAMAGE Weapon	Total	RATE Weapon	RANGE Weapon	PARRY DV Weapon	Total	TAGS	FLURRY x2	FLURRY x3	FLURRY x4	1st EX Max Dice	2nd EX Max Sux	3rd EX +DV
PUNCH	5	1		OB		3	—	2			/ /	/ /	/ / /			
KICK	5	O		3B		2	—	-2			/ /	/ /	/ / /			
CLINCH	6	O		OB		1	—	O			/ /	/ /	/ / /			
#1											/ /	/ /	/ / /			
MASS COMBAT (War caps Ability)		↳						↳			/ /	/ /	/ / /			
#2											/ /	/ /	/ / /			
MASS COMBAT (War caps Ability)		↳						↳			/ /	/ /	/ / /			
#3											/ /	/ /	/ / /			
MASS COMBAT (War caps Ability)		↳						↳			/ /	/ /	/ / /			

+Dex +Ability   +Strength   (Dex+Ability +Weapon) / 2

Accuracy -2 / -3 Accuracy -3 / -4 / -5 Accuracy -4 / -5 / -6 / -7 Dex+ Ability (Dex +Ability) / 2 Ability / 2

DODGE DV

	Base	Armoured	1st Ex. Max Dice	2nd Ex. Max Sux	3rd Ex. +DV
NORMAL					
MASS COMBAT					

BASE: ([Dex + Dodge + Essence] / 2)
ARMOURED: ([Dex + Dodge + Essence] / 2) - Mob. Pen.
MASS COMBAT: Dodge capped by War

MOVEMENT

WOUND PENALTY	MOVE	DASH	JUMP Horizontal	Vertical	MASS COMBAT Move	Charge
-O						
-1						
-2						
-4						

MOVE: Dexterity - Mob. Pen. - Wound Pen. (Min 1)
DASH: Dex + 6 - Mob. Pen. - Wound Pen. (Min 2)
JUMP (HORIZONTAL): (Strength + Athletics - Mob. Pen. - Wound Pen.) x 2
JUMP (VERTICAL): Strength + Athletics - Mob. Pen. - Wound Pen.
MASS COMBAT (MOVE): MOVEx 100
MASS COMBAT (CHARGE): DASH x 100

SOAK

		SOAK Bashing	Lethal	Agg.	HARDNESS Bashing	Lethal	Agg.
PERMANENT	BASE SOAK			O			
	ARMOUR						
	TOTAL:						
	TOTAL vs. PIERCING:						
TEMPORARY							
	TOTAL:						
	TOTAL vs. PIERCING:						

Bashing is soaked with Stamina, Lethal with (Stamina / 2)
Use armour's Lethal soak for Aggravated damage
Piercing damage halves armour

Use highest Hardness, value not the total.

MISC
DICE POOLS

UNEXPECTED ATTACK Hide / Spot
Dex + Stealth / Perception + Awareness

STAUNCH BLEEDING
Stamina + Resistance

KNOCKDOWN Threshold / Dice
Sta + Resistance
[Sta or Dex]+ [Athletics or Resistance]
Difficulty = 2

STUNNING Threshold / Dice
Stamina / Stamina + Resistance
Difficulty = [Damage - Stamina]

ENDURANCE Max / Current
Stamina + Resistance (minus Mob. Pen. unless spent previous few hours resting)
Roll (Charisma + War) after making or receiving a successful attack or suffer -1 Endurance
When no Endurance remains, all physical actions suffer a -2 external penalty

HEALTH

WOUND PENALTY	HEAL TIME	HEALTH LEVELS Natural	Ox-Body Technique
-O	12h	☐	☐ ☐ ☐ ☐ ☐
-1	4d	☐	☐ ☐ ☐ ☐ ☐
		☐	☐ ☐ ☐ ☐ ☐
-2	8d	☐	☐ ☐ ☐ ☐ ☐
		☐	☐ ☐ ☐ ☐ ☐
-4	2w	☐	
INCAP./ DYING	2w	☐	Dying Health Levels

Stamina

☒ Bashing ☒ Lethal ☒ Aggravated

DAMAGE

KNOCKDOWN: Knocked down if an attack deals more raw damage than their (Stamina + Resistance). Roll [Stamina or Dexterity] + [Athletics or Resistance] (difficulty 2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all non-reflexive physical rolls.

STUNNING: If you suffer more health levels of damage than your Stamina in a single blow, make a reflexive Stamina + Resistance roll (difficulty = [damage - Stamina]) or be stunned until their attacker next acts.

Stunned characters take a -2 internal penalty to all non-reflexive physical rolls.

DEATH & DYING: Characters reduced below Incapacitated by L damage, must take the Inactive action, losing one Dying Health Level each action. All character's should have the opportunity for a last dramatic soliloquy before death.

HEALING: Halve healing times if resting. Bashing damage takes 3 hours per level to heal. Aggravated damage cannot be healed magically.

ATTACK OPTIONS

AIM (3/-1): Abort on any tick, adding one die per tick. Does not refresh DV.

ATTACK (Varies/-1): Speed depends on weapon. Pulling Blows, Showing Off, Disarming and Fierce Blows (p158) may all further increase DV penalty.

COORDINATE ATTACK (5/None): Roll (Charisma + War). Difficulty equals (number of attackers / 2), round up. On success, every member who attacks on the commander's next action reduces the target's DV by the number of successes rolled (max = number of attackers). Attackers may AIM to further increase their chance of hitting successfully when the commander's tick comes.

DASH (3/-2): Move (Dexterity + 6 - Mob. Pen.) yards per tick. Cannot parry.

FLURRY (Varies/Varies): Speed equals highest rating of any action. All DV penalties stack. No weapon can attack more times than its Rate.

JUMP (5/-1): Only one jump allowed per FLURRY.

GUARD (3/None): Abort on any tick. Does not refresh DV.

INACTIVE (5/Special): Character is helpless. Cannot defend; they start with DV 0.

MISCELLANEOUS ACTION (5/Varies): DV penalty reduces DV to 0 if character concentrates entirely on the action. Otherwise it is generally only -1 but the character suffers a -2 internal penalty.

READY WEAPONS (5/-1): No roll needed. If the only other actions in the FLURRY are attacks, use the weapons's Speed if faster.

RISE FROM PRONE (5/-1): No roll needed.

SIMPLE CHARM (6/-1): Using a simple charm counts as an action.

SHAPE SORCERY (5/Varies): DV is -2 for Terrestrial, -3 for Celestial & -4 for Solar. Cannot move, speak, use Charms not already in effect or take any reflexive actions.

CAST SORCERY (Varies/-0): Still cannot even take relexive actions. Make a JOIN BATTLE roll to re-enter combat.

HEARTHSTONES/ARTIFACTS/CHARMS/COMBOS

CURRENT DV

BEST DV	
DODGE	
PARRY	

-O -1 -2 -3 -4 -5 -6 -7 -8

Write your Dodge and best Parry DVs in the -0 boxes, seperating ranged and close combat values with a slash if using a buckler or tower shield, subtracting one each time, then use paper clips or markers to track your character's current DV penalty. DV Penalties reset on your action.

CHARMS/SORCERY

MAGIC

Obvious		COST	TYPE	DURATION	SPEED / STEP	KEYWORDS / DESCRIPTION	PAGE
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	_____	____	____	____	____	_____	____
☐	First (Ability) Excellency	1m/die	Reflexive	Instant	1 or 2	Add dice to roll. Max = (Attribute + Ability)	Ex p183
☐	Second (Ability) Excellency	2m/success	Reflexive	Instant	1 or 2	Add successes to roll. Max = (Attribute + Ability) / 2	Ex p184
☐	Third (Ability) Excellency	4m	Reflexive	Instant	4 or 5	Reroll and choose best of two results or add (Ability / 2) to DVs	Ex p185
☐	Infinite (Ability) Mastery	2m + 1wp	Simple	1 Scene		Reduce cost of 1st – 3rd excellencies by 1m per 2m committed	Ex p185
☐	(Ability) Essence Flow	none	Permanent	Instant		1st – 3rd excellencies do not count as charms	Ex p187

GENERAL CHARMS

	FIRST (ABILITY) EXCELLENCY	SECOND (ABILITY) EXCELLENCY	THIRD (ABILITY) EXCELLENCY	INFINITE (ABILITY) MASTERY	(ABILITY) ESSENCE FLOW
Archery	○	○	○	○	○
Athletics	○	○	○	○	○
Awareness	○	○	○	○	○
Bureaucracy	○	○	○	○	○
Craft	○	○	○	○	○
Dodge	○	○	○	○	○
Integrity	○	○	○	○	○
Investigation	○	○	○	○	○
Larceny	○	○	○	○	○
Linguistics	○	○	○	○	○
Lore	○	○	○	○	○
Martial Arts	○	○	○	○	○
Medicine	○	○	○	○	○
Melee	○	○	○	○	○
Occult	○	○	○	○	○
Performance	○	○	○	○	○
Presence	○	○	○	○	○
Resistance	○	○	○	○	○
Ride	○	○	○	○	○
Sail	○	○	○	○	○
Socialize	○	○	○	○	○
Stealth	○	○	○	○	○
Survival	○	○	○	○	○
Thrown	○	○	○	○	○
War	○	○	○	○	○

Solar Exalted may use only one Charm each action. Supplemental and Reflexive Charms may be used multiple times until the user's next action. Simple and Extra Action Charms cannot be included in mundane flurries. Permanent Charms permanently enhance a character's capabilities. Charms may never add more than the relevant Attribute + Ability in dice (or half that in successes) to any given roll.

ESSENCE

PERSONAL MOTES

COMMITTED
_____
_____
_____

☐ - ☐ - ☐ = [AVAILABLE]

PERIPHERAL MOTES

COMMITTED
_____
_____
_____
_____
_____

☐ - ☐ - ☐ - ☐ - ☐ = [AVAILABLE]

ESSENCE REGAINED

	AT EASE	RELAXED
BASE	4	8
HEARTHSTONES		
CULT		
TOTAL / HOUR:		
CALIBRATION (150%):		
SHADOWLANDS (50%):		
UNDERWORLD:	O	O

COMBOS

_____
_____
_____
_____
_____
_____
_____

ANIMA

ANIMA EFFECTS: _____
_____

PLUS, 1 mote to cause caste mark to glow, anima to glow brightly enough to read by or know the precise time of day.

ANIMA

CASTE MARK GLITTERS		CASTE MARK SHINES (Stealth -2)		CORUSCANT AURA (No stealth possible)		BRILLIANT BONFIRE (Anima activates)		TOTEMIC

⓪ ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯

Use paper clips or markers to track peripheral Essence expenditure. Anima power activates on 11+ motes

MASS COMBAT

MANOEUVRE POOL

	Rally	Other/ Endurance

RALLY: Charisma + (War or Performace)
OTHER MANOUEVRE & ENDURANCE POOL: Charisma + War

DODGE DV

	DV	1st Ex. Max Dice	2nd Ex. Max Sux	3rd Ex. +DV

Dodge capped by War when calculating DV and excellencies

SHIELD

	vs. Melee	vs. Ranged

ENDURANCE

Max	Current

Drill + Stamina

Subtract Mob. Pen. unless fully rested
Roll (Charisma + War) after making or receiving a successful attack or lose 1 Endurance. When no Endurance remains, all physical actions suffer a -2 external penalty

WEAPON

	SPEED	ACC.	DAMAGE	RATE	RANGE	PARRY DV	TAGS	FLURRY x2	FLURRY x3	FLURRY x4	1st EX Max Dice	2nd EX Max Sux	3rd EX +DV
#1								/	/ /	/ / /			
#2								/	/ /	/ / /			
#3								/	/ /	/ / /			

| | +Dex + Ability* | + unit's Damage rating | | | (Dex + Ability* + Weapon + unit's Attack rating) / 2 | | Accuracy -2 / -3 | Accuracy -3 / -4 / -5 | Accuracy -4 / -5 / -6 / -7 | Dex+ Ability* | (Dex + Ability*) / 2 | Ability* / 2 |

KEY
- - - - = Unchanged from normal combat
Ability* = Ability capped by War

UNIT

NAME: _____

DESCRIPTION: _____

MOTTO: _____

DRILL	MIGHT	MORALE	CLOSE COMBAT		RANGED COMBAT		ARMOUR
			Attack	Damage	Attack	Damage	

Special Characters [ ] = [ ] Heroes + [ ] Sorcerers + [ ] Relays

SOAK

	SOAK Bashing	Lethal	Agg.	HARDNESS Bashing	Lethal	Agg.
TOTAL:						
TOTAL vs. PIERCING:						
TEMPORARY						
TOTAL:						
TOTAL vs. PIERCING:						

SOAK: normal soak + unit's Armour values; Piercing damage halves armour
HARDNESS: Use highest value not the sum unless specified

MOVEMENT

FORMATION	MOVE	CHARGE
CLOSE (x40)		
RELAXED (x70)		
SKIRMISH (x100)		
UNORDERED (x30)		

MOVE: (Avg. Dex – avg. Mob. Pen.) x Formation multiplier
CHARGE: (Avg. Dex +6 – avg. Mob. Pen.) x Formation multiplier

HEALTH

(health boxes)

MAGNITUDE

Maximum	●	○	○	○	○	○	○	○	○
Lost	□	□	□	□	□	□	□	□	□
Min. Relays:	-	-	3	4	5	6	7	8	9
Max. Special Characters	2	4	6	8	10	12	14	16	18

Join War [ ] [ ] [ ] [ ] [ ] [ ] [ ]
Wits + War - Magnitude

Minimum Damage [ ] [ ] [ ] [ ] [ ] [ ] [ ]
Higher of Magnitude or commander's Essence

Hesitation/ Rout Dice Pool [ ] [ ] [ ] [ ] [ ] [ ] [ ]
Morale + Drill - Magnitude (-2 if unit has insufficient relays)

Disengage Dice Pool [ ] [ ] [ ] [ ] [ ] [ ] [ ]
Wits + War + Magnitude (Difficulty = enemy unit's Magnitude + 3)

Manouevre Difficulty [ ] [ ] [ ] [ ] [ ] [ ] [ ]
Magnitude – Drill (Minimum 1)
Used in the Change Formation, Turn, Split Unit, Merge Unit & Rally miscellanious actions
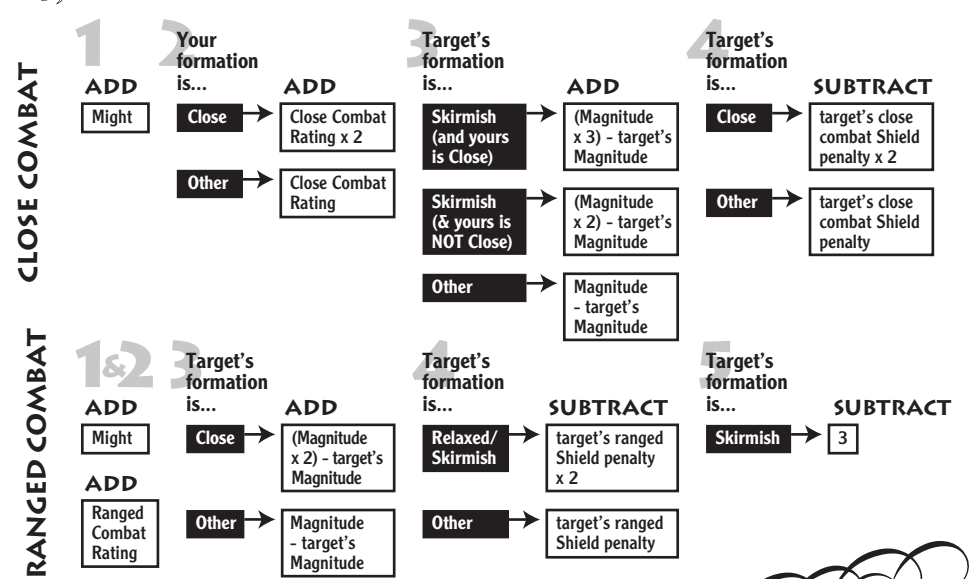
"Called Shot" Ext. Penalty (Unordered) [ ] [ ] [ ] [ ] [ ] [ ] [ ]
Lower of (Magnitude / 2) or (Drill / 2)

"Called Shot" Ext. Penalty (Other) [ ] [ ] [ ] [ ] [ ] [ ] [ ]
Higher of (Magnitude / 2) or (Drill / 2)

MAGNITUDE	EXTRAS
0	1
1	2-10
2	11-75
3	76-150
4	151-300
5	301-650
6	651-1250
7	1251-2500
8	2501-5000
9	5000-10000

LOSING MAGNITUDE
1. If caused by damage, check for Hesitation (Difficulty 1)
2. Reset Health back to full
3. Excess special characters must leave unit or return to the ranks

UNIT NUMBERS
Heroic Mortals each count as 3 members. Exalted and other magical beings, many more.

BONUS ATTACK SUCCESSES

CLOSE COMBAT

1 ADD [Might]

2 Your formation is...
ADD [Close] → ADD [Close Combat Rating x 2]
[Other] → [Close Combat Rating]

3 Target's formation is...
ADD [Skirmish (and yours is Close)] → [(Magnitude x 3) - target's Magnitude]
[Skirmish (& yours is NOT Close)] → [(Magnitude x 2) - target's Magnitude]
[Other] → [Magnitude - target's Magnitude]

4 Target's formation is...
SUBTRACT [Close] → [target's close combat Shield penalty x 2]
[Other] → [target's close combat Shield penalty]

RANGED COMBAT

1 2 3 ADD [Might]
ADD [Ranged Combat Rating]

Target's formation is...
ADD [Close] → [(Magnitude x 2) - target's Magnitude]
[Other] → [Magnitude - target's Magnitude]

4 Target's formation is...
SUBTRACT [Relaxed/ Skirmish] → [target's ranged Shield penalty x 2]
[Other] → [target's ranged Shield penalty]

5 Target's formation is...
SUBTRACT [Skirmish] → [3]

HESITATION/ROUT
Roll the unit's Hesitation/Rout Dice Pool at standard difficulty modified by Hesistation/Rout Modifiers. Loss of Magnitude = difference betweeen successes rolled and difficulty.

HESITATION/ROUT MODIFIERS

Losing Magnitude from damage	+0
First ranged attack since last action	+0
Any ranged attack from flame/essence weapons	+1
Subject of a spell (per circle)	+1
Becoming engaged with an enemy unit	+0
…that is superior	+1
…that is overwhelming	+2
Successfully disengaging from an enemy unit	+1
Unordered formation	+2

ACTIONS

CAST SPELL (5/-2): Includes any sorcery taking under 5 minutes to cast.

CHANGE FORMATION (5/-2): Unit must have Drill 1 to assume Skirmish or Relaxed formation, Drill 2 to assume Close. Roll Manouevre Pool vs. Manouevre Difficulty (+1 difficulty if attacked since last action, +2 if in close combat).

CHARGE: Must not be Unordered. Roll Manouevre Pool vs. Manouevre Difficulty. Endurance automatically reduces by troops' armour's Fatigue value.

CHARMS: Any reflexive charm may be used on any long tick.

ENGAGE: Check for Hesitation when first engaging or being engaged in close combat.

DISENGAGE (0/None): Reflexive. Roll Disengage Dice Pool vs.enemy's (Drill + 3). No roll needed if just retreating. In either case, check for Hesitation at difficulty 2.

FLURRY (Varies/Varies): Only one enemy unit may be attacked per Flurry.

INITIATE DUEL (Varies/-1): See p167.

MERGE UNITS (3/-1): Both units roll Manouevre Pool vs. Manouevre Difficulty, and both must succeed to merge. If either fail, they lose troops as if failing a Hesitation roll.

RALLY (4/-1): Roll Manouevre Pool vs. Manouevre Difficulty.
- ORGANISATION: Promote one rank-and-file to special character.
- NUMBERS: Draw scattered troops, increasing Magnitude by 1. The unit or an ally must have previously lost Magnitude. If it has unsufficient Relays, the unit becomes Unordered.
- SECOND WIND: Increase Endurance by (Drill).

SIGNAL UNITS (3/None): Maximum units to signal = number of relays.

SPLIT UNIT (3/-1): Both units roll Manouevre Pool vs. Manouevre Difficulty (+2 difficulty if engaged) or suffer Hesitation.

TRANSFER SPECIAL CHARACTERS (3/-1): Both units roll Manouevre Pool vs. Difficulty 1, and both must succeed.

TURN (3/-1): Turning more than 90 degrees requires rolling Manouevre Pool vs. Manouevre Difficulty.

FORMATION (& REQUIRED DRILL):
Use paper clips or markers to track your formation.

UNORDERED DRILL 0	RELAXED DRILL 1	SKIRMISH DRILL 1	CLOSE DRILL 2