

EXALTED 3E COMBAT CHEAT SHEET

START OF COMBAT

1. Roll 'Join Battle'

Join Battle = (Wits+Awareness)

Initiative = Successes + 3

(Join battle cannot botch)

Combat actions occur in 'rounds', each combatant acts in each round in order of initiative.

Initiative & Initiative Crash

No min/max to initiative

Initiative ≤ 0 = 'Initiative Crash'

When Crashed:

Hardness = 0

Cannot launch decisive attack

Cannot use 'perilous' charms

After 3 turns in crash, reset init.

If character enters crash due to own actions, subtract -15 penalty

Initiative Break

Causing opponent to crash, gain +5 bonus initiative

(Does not apply in the round an opponent resets initiative, or round following)

If opponent causes self to crash, gain +5 init bonus.

Initiative Shift

While crashed, if cause opponent to crash, reset init + join battle roll (does not apply if caused self to crash)

2. On initiative, select action (Attack, Gambit, Aim, Defend Other, Draw/Ready Weapon, Full Defense, Misc. Action, Delay)

Withering Attack

(Affects Initiative)

A. Roll Attack Dice Pool

Dexterity

+ Combat Ability

+ Weapon Accuracy

+/- Bonuses/Penalties

Difficulty = Target's Defense

If roll fails: end of action

B. Determine Raw Damage

Strength (usually)

+ Weapon Damage

+ Threshold Successes

C. Subtract Target's Soak

Raw Damage - Soak

(Min = 'Overwhelming')

Roll remaining dice as damage

('10's counts as double)

D. Apply result

Add 1+ successes to attacker's initiative

Subtract successes from target's initiative

E. End of action

Aim: +3 to next attack. Necessary for attacks \geq medium range, w/no bonus.

Draw/Ready Weapon: -1 to defense until next round. Incl. change weapons.

Decisive Attack

(Does Damage)

A. Roll Attack Dice Pool

Dexterity

+ Combat Ability

+/- Bonuses/Penalties

Difficulty = Target's Defense

If roll fails:

-2 attackers initiative (i1-10)

-3 attackers initiative (i11+)

end of action

B. Roll damage

Dice = current initiative

('10's do not double)

Apply successes to target's health track (Damage type as per weapon)

C. Reset Initiative

D. End of action

Defend Other: use Parry rating to defend ally at short range (p.196)

Full defense: Costs i1, +2 to defense. Can only flurry w/social actions. Cannot use in crash.

Gambit

(Special Attacks)

A. Select Gambit

(Disarm, Unhorse, Distract, Grapple)

B. Roll Attack as per Decisive Attack

If roll fails:

Penalties as per decisive attack

C. Roll Initiative

Difficulty = Gambit diff (below, p.200)

D. Apply Gambit effects

Reduce initiative by 1 + gambit diff.

E. End of action

Disarm (diff 3)

Unhorse (diff 4)

Distract (diff 3-5)

Grapple (diff 2)

Roll opposed (Strength + Brawl/MA)

Successes = no. rounds of 'control'

Both: -2 defense to during grapple

Target: -1 to attacks, -3 to 2-handed

Grapple attacks (p.201):

- Savage: attack against defense 0

- Restrain/Drag: 2 rounds control to take move action

- Throw/Slam: As savage, ends grapple, +2 damage per round of control sacrificed

- Release: Reflexive action

Delay: Hold action until desired tick.

Costs i2.

Misc. Action: Catch-all category.

-1 Defense until next round.