

Difficulties and DN	
1	Easy
3	Standart
5	Challenging
7	Difficult
9	Extreme
12	Near Impossible

Shifting	
General	Shift Exalted Icons for extra effects They do not count as successes.
Gain Information	Each Shift: 1 answer to a question related to the test / GM gives 1 extra information
Improve Quality / Improve Speed	Each Shift you spend raises the quality of your result or get it done quicker. Situation dependant.
Shift for extra damage	Each Shift: +1 ED
Shift for glory	+1 Glory (1/Test)

Wrath (Persönliche Ressource)	
Gaining Wrath	Spending Wrath
Session Start: 2	Reroll all Failures (außer Wrath Dice auf 1)
Personal Goals	Declare minor narrative Element DM has final say
Good Roleplay Goodie	(Action) Restore 4 Shock

Combat Turn	
What can i do?	Main Action Simple Action Movement Reflexive Action
Movement	Standard movement As on Charsheet Running Takes simple action, double Movement Sprinting Triple your speed (Takes whole turn)
Action	Attacks Shooting or striking an enemy Interaction attacks Using your skills in combat for flavourful advantages Skills checks, i.e. Medicae
Multi--Actions	You can declare more actions on your turn, every DN of every check increases by 2 for each additional action.
Simple Actions	Reloading Drawing/Readying Weapon Searching
Full-Round-Actions	These take your whole action, movement included Sprinting Move triple your Movement rate Full Defence Roll Initiative, gain Icons +1 Defence until the end of your turn Can be activated as a reflexive action, takes your next turn then. Conceal Phenomena

Ranged Attack Options	
Aim	Sacrifice your Movement, gain +1 on ranged attack tests or ignore the penalty for firing into melee.
Brace	Sacrifice Movement, Ignore Heavy Property
Pinning Attack - Suppressive	Only with Salvo 1+ Weapons. Make Attack against target Resolve, on success target is <i>Pinned</i>
Fire	Shift Icons for more effected targets (1-1) Pinned: Target must seek/remain in cover and has -2 Ballistic Skill.

Glory (Gruppenressource)	
Gaining Glory	Spending Glory
Sessionstart: 0	Increase Dice Pool Glory spent go to dice pool.
Wrath Critical: 1	Increase Damage Glory spent = +1 Damage
Shifting Exalted Icon: 1 / Test	Increase Severity of Crit Sometimes crits can be improved. Details in the Crit Chart
	Seize the Initiative Force Initiative to stay with players. (2 player turns in a row)



Wrath Die

Basically "Hunger Die" from VTM	1 means complication 6 means crit This is in addition to any icons
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Helping

Describe your actions on helping	Helped gets either the Attribute or the Skill level as bonus to their dice pool.
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Melee Attack Options

All-Out-Attack	Gain +2 bonus dice on your melee attack dice pool. Lose 2 Defence until the start of your next turn. Compatible with Multi-Attack. NOT compatible with Multi-Action.
Charge	Full-Round-Action Double your speed and melee attack with +1.
Fall Back	Basically Disengage
Grapple	As action: Opposed STR Test with target. On win = grapple. Grappled Character is Restrained and may only use one-handed weapons.



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Not published yet.
Last updated 19th August, 2025.
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