

Join Battle: 3 successes + Roll [Wits+Awareness]

# Declare action!

(Or Delay Action for 2 initiative to act on any tick that comes after this one)

**Flurry?**  
Choose two actions  
-3 penalty to both actions  
-1 defense til next turn

Fae's Exalted 3e  
Combat Action  
Flowchart

## Movement actions:

May not use two movement actions in one turn where not expressly noted. Reflexive actions do not use up combat action.

**Move:** (Reflexive) Move one range band towards something or someone during your turn

**Rush:** Stay at Short Range (dex + athletics contested roll). If successful, then if target moves away, follows one range band. This action may be used same turn as a reflexive movement action.

**Disengage:** the only way to move away from opponents at Close Range. (Dex+Dodge) vs opponents' (Dex+Athletics). If successful, move one range band away, and again first time disengaged opponents move towards you before your next turn.

**Rise From Prone:** Automatically succeeds unless opponent is at Close Range. If so, (Dex+Dodge) vs Difficulty 2

**Take Cover:** (Dex+Dodge) vs appropriate difficulty for terrain.  
Light: +1 defense  
Heavy: +2 defense  
Full: Cannot be attacked

**Withdraw:** Escape combat. Can only be used at Medium+ Range. Extended (Dex+Athletics) Difficulty 1, Goal 10, Interval 1 round. Lose 10 initiative per round (even into negatives). If you succeed, move one range band away. If at Extreme Range, exit combat.

## Gambits:

If success from damage => (cost-1), perform gambit. Lower Initiative by cost whether you succeed or not.

**Disarm:** (Cost 4) Disarm opponent, flinging weapon to short range. Requires moving to close range and draw/ready to retrieve.

**Unhorse:** (Cost 5) Knock off opponent from mount, leaves them prone, deals 1 bashing damage,

**Distract:** (Cost 4-6) Give used initiative to a specific ally for use in a decisive attack on their next turn.

## Attack!

### Withering Attack!

Roll: Dexterity + Relevant Combat Ability + Weapon's Accuracy + Other Modifiers  
If successes are less than target's defense, stop here

Add Strength + Weapon's Damage + threshold successes, then subtract soak

Roll that many dice or weapon's Overwhelming rating, whichever is higher.

Gain 1 initiative. Then gain 1 initiative for every success + Target loses 1 initiative for every success

**Initiative Shift**  
If a crashed combatant crashes the opponent that crashed them, they gain the following bonuses: Their Initiative is set to the results of a Join Battle roll, or the initiative they would have after their attack and Initiative Break resolves, whichever is higher. Their turn is then reset, allowing them to act again on this round as if they hadn't. However, if they attack, it must be the target of the Initiative Shift.

**Grapple (Cost 3):** Make a Control Roll as an opposed (Str + Brawl or Martial Arts) roll against the target. On a loss or tie, target escapes on their next turn, otherwise, gain control for a round per success over target's, unless you enter Initiative Crash. This is reduced each time you are attacked, and again each time an attack is successful. While grappling, you and the target get -2 defense and cannot flurry. The target cannot take movement actions, gets a -1 penalty to all attacks, or -3 for two-handed attacks. You may release as a reflexive action.

### Decisive Attack or Gambit!

Can only perform a Gambit if initiative is > cost of gambit. Declare it before rolling.

Roll: Dexterity + Relevant Combat Ability + Other Modifiers (Do not include weapon accuracy)

If successes are => than target's defense

Your raw damage is equal to your Initiative.

Roll Raw Damage. Do not count 10s as double successes.

### Aim

(Can't use in flurry or with movement actions)  
Required for attacking => Medium Range  
Gives +3 attack bonus to attacks < Medium Range  
On second use, gives +3 bonus to all other attacks

### Draw/Ready Weapon

Switch weapons. Unneeded to use unarmed attacks or at start of combat unless ambushed. -1 defense until next turn.

### Misc Action

Any action that only takes a few seconds. -1 defense until next turn

### Full Defense

(can only flurried with social actions)  
(Cannot be used in Initiative Crash)  
+2 Defense until next turn, lose 1 initiative

### Defend Other

Defend any ally in Close Range. If ally is attacked, you may use your parry. If beaten, attacker may damage you, or can compare threshold successes to defense of ally. If the attack on ally is decisive, -1 damage per 2 defense granted from this action.

### Initiative Crash

A combatant enters Initiative Crash if their Initiative falls below 1. Whoever caused the Crash gains an additional +5 initiative (Initiative Break). If the crashing combatant caused it themselves they suffer an additional -5 initiative. If the crashed combatant survives 3 consecutive turns in crash, they reset to Base Initiative (3). Crashed combatants suffer the following penalties:  
• Combatant has 0 hardness, unless otherwise stated  
• Cannot use decisive attacks  
• Cannot use charms with "Perilous" keyword  
• ST may decide that combatant that falls too far into negatives may be defeated by a withering attack

If your raw damage is <= hardness

Reset Initiative to 3 (Base Value)

Deal damage to your opponent for every success. The damage is marked as Lethal or Bashing based on weapon tags. If final HL is marked with bashing, opponent is unconscious. If Lethal, opponent is dead/dying. See crippling for avoiding this fate.

The turn you start the grapple, plus each turn you control it, you may: **Savage** (A Withering or Decisive attack against defense 0); **Restrain/Drag** (Use 2 control rounds, target can't move, you may take a movement action); or **Throw/Slam** (End grapple now, savage, bonus damage. +2 per round for withering, +1 per round for decisive up to a maximum of [Str Rounds]. Opponent is left prone. Damage dealt this way is bashing, unless deadly scenery involved.)

Simple charms count as a combat action and may not be flurried. Supplemental charms may be used to enhance any use of the ability they belong to. Reflexive charms may be used at any time it makes sense for them to be used. All characters declare their charms openly before dice are rolled (unless charm text specifies otherwise). Attacking character declares first.