



### Phases of Combat

- 1) Declare From lowest Sense to highest
- 2) Roll!
- 3) Resolve Widest roll acts first, height acts as a tie-breaker. Damage is applied immediately

Base Will  
Charm+Command

Willpower

**Power** \_\_\_\_\_ Dice \_\_\_\_\_  
Quality: \_\_\_\_\_  
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Cost Per Dice: \_\_\_\_\_ Willpower Cost: \_\_\_\_\_ Total Power Cost: \_\_\_\_\_

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### Loyalties

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### Passions

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### Point Totals

Stats \_\_\_\_\_  
Skills \_\_\_\_\_  
Powers \_\_\_\_\_  
Will \_\_\_\_\_  
Archetype \_\_\_\_\_ = \_\_\_\_\_

ExperiencePoints

### History

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### Contacts 2/4/8

### Dice

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_____	_____

### Weapons & Equipment

### Notes