Player Name	V 14.14	Туре	oe			
Character Name	— 1Juli	dutólk	Faction			
		alities ages when used				
□			<u> </u>			
	finities		Bel	ief		
Damage	2 for challenges when focus skill us	Ch CC DD Belie				
Defense Starting Threshold Current Defense Threshold drops before the content of	is 5. Your total defense is: old + Quality + Card (Default 1) by 1 each time you are attacked s at the end of combat/conflict	Mundane Magic	1 2	3 4 5		
When taking a o	Magic: Sphe: dot in a Greater (as opposed to Les			ine next to its name.		
Creation	Struck's Course		Omin _{io}	(Service)		
Lesser Creation	Lesser Destruction Lesser C	1	Ser Dominion	Lesser Service		

 Substance
 Change
 Empire
 Autocracy
 Alleviation

 COOOC
 COOOC
 COOOC
 COOOC

ife ______ Strife ____ Infiltration ____ Demesne ___ Augmentation ____

Deck

You have a deck of cards Ace-10 Secretly choose which card to use Any card used besides Ace is gone

Challenges

Your pool for any challenge is: The card you choose (1-10)

- +3 if you have a relevant Quality
- +2 if you have the focused Affinity
- +X any equipment bonus (often 0)
- +X bonus of dots in relevant active Lesser Path

Magic

Mass Murder?

You have lots of it! See your Path descriptions in the attached pages, Using Magic in combat takes a Magic action

Combat

Choose a card for your Initiative (You'll get it back after combat) On your turn you can take:

- 1 Mundane Action (punch, move)
- 1 Magic Action (use a power) If your action is against someone else, it's a Challenge, likely opposed by Defense (see Defense tracker on Front)

Roleplay & Mediate!

Just messing around and having fun? Don't use Cards or Challenges! Just talk to each other about what you want to do and go!! Mediate having a little fight and throwing things around the room! or go to the URL on the other side. Mediate someone getting one over on you! If your goals aren't at stake, save your cards

Belief Spends Scale

0 points spent	1 point spent	2 points spent	,	,	3 points lost permaner	ıtly*	
Trivial	Minor	Moderate	Major	Severe	Epic	* require	

Scene Loudness

At the end of a scene dealing with the mortal world, the ST will calculate the "loudest" thing that happened, and give out Belief penalties

0 Belief Spent in Scene?	Trivial	Loudness Adjustment:	Slide Scale:
1 Belief Spent?	Minor	Rules of Engagement Set?	1 to Left
10 Belief Spent?	Moderate	Rules of Engagement broken?	2 to Right
1 Belief Burned?	Moderate	Overt mortal world magic?	2 to Right
3 Belief Burned?	Major		
Mortal Killed?	Moderate		

Major