

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

You have lots of it! See your Path
descriptions in the attached pages,
or go to the URL on the other side.
Using Magic in combat takes a
Magic action

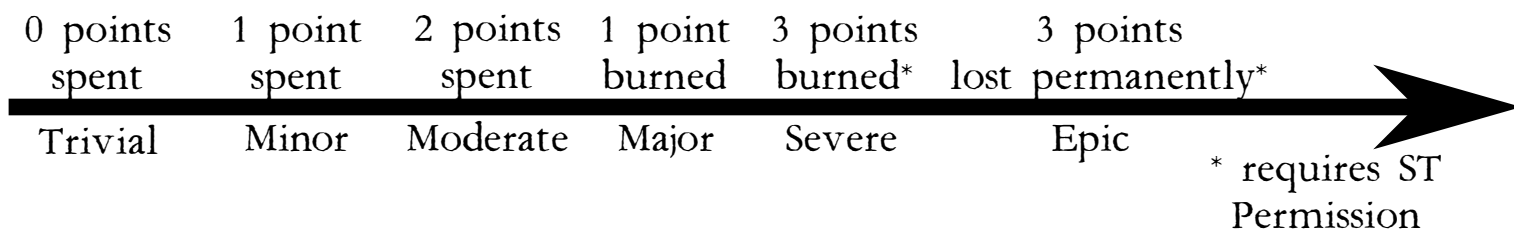
Combat

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!
Mediate someone getting one over on you!
If your goals aren't at stake, save your cards

Belief Spends Scale



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		
Mass Murder?	Major		