

DURING THE MISSION



Clubs are forceful and active, energetic and robust, resistant and tenacious



Hearts are cunning and clever, persuasive and social, perceptive and wise



Spades are nimble and elegant, effortless and adept, swift and deft



Diamonds are wild-cards and count as any suit

The GM establishes scenes and follows the players' choices. Players act as their character in pursuit of the mission goal.

When things get risky, the GM may call for a Challenge:

CHALLENGES

SET DIFFICULTY & SUIT

ADD MODIFIERS

KEEP DRAWING CARDS UNTIL...

You've drawn 4 cards out of suit

You've drawn cards in suit equal to the difficulty level

You've drawn a picture card in suit

You've drawn your character's picture card in suit

FAIL

The action goes awry. Suffer consequences and place drawn cards in Pile of Lost Opportunities

SUCCESS

Things go as planned, discard drawn cards

CRITICAL SUCCESS

The action succeeds plus an added bonus, discard drawn cards

CRITICAL TRIUMPH

As Critical Success AND you get to make a small change to the world that benefits the group, discard drawn cards

FOLD: A player may Fold during a Challenge if they don't like their odds. They succeed in part of the action and receive consequences as appropriate.

ROLL A D10 AGAINST EVERY CARD DRAWN

Die result is equal to or lower than card value

Card is a picture card

Die result is higher than card value

DISCARD CARD

DISCARD CARD

PLACE CARD IN PILE OF LOST OPPORTUNITIES

ASSISTING OTHER PLAYERS

Helping

- ◆ Perform a Difficulty Level 1 Challenge to reduce someone else's Difficulty Level by 1 to a minimum of 1
- ◆ Involves your character in the consequences of the Challenge you helped with.
- ◆ Once per Challenge

Preparing for Failure

- ◆ Prepare for an action in case the assisted player fails by stating what you want to do before they draw
- ◆ If player fails, perform the action you prepared by immediately attempting a Challenge of your own
- ◆ Once per Challenge, cannot be chained with others preparing for your failure

Preparing for Success

- ◆ Prepare for an action in case the assisted player succeeds by stating what you want to do before they draw
- ◆ If player succeeds, perform the action you prepared by immediately attempting a Challenge of your own
- ◆ Once per character per Challenge, others can chain by preparing for your success

REACTIONS

- ◆ The player cannot refuse the Challenge
- ◆ The GM decides the Difficulty Level and Suit alone
- ◆ Reactions cannot be Folded
- ◆ Full rules on page 30

STEALING

- ◆ Taking a card from those drawn or the deck into your hand

CHEATING

- ◆ Playing cards from your hand instead of drawing during your own Challenge

BECOMING COMPROMISED

- ◆ Draw 3 Diamond cards in the same Challenge and become Compromised and fail challenge. For the rest of the campaign, Diamonds now cause Critical Failures. See more on page 42

TESTING YOUR LUCK

- ◆ Ask GM a question and decide together on favourable and undesirable answer to that question. Draw 3 cards. If all 3 cards have different suits, favourable answer is true and vice versa

COMPLETING THE MISSION

Capture (♣), Convert(♥) or Eliminate(♠) your Target to complete your mission:

- ◆ The Challenge has a minimum Difficulty Level of 4.
- ◆ For every defence not yet dealt with that impacts the approach, increase the Difficulty Level by 1.
- ◆ Players can only reduce the Difficulty Level below 4 through their character's Personal Modifiers. Help and other external factors may decrease the Difficulty Level, just no lower than 4.

If players succeed in this Challenge, they must then Extract themselves from the mission. The GM decides the complexity and difficulty of the escape. Players may need to overcome one or more Challenges to see their characters to safety.

THE BAD STUFF

- ◆ Failing a mission: page 49
- ◆ Damage and Meeting Your Fate: page 65
- ◆ Advice on creating new characters: page 51
- ◆ Rules for ending your campaign: page 74